TDW COMMUNICATIONS
Teresa D. Wilson
1-512-736-3277 • twilson@tdwcommunications.com • www.tdwcommunications.com

CAD Tutorial

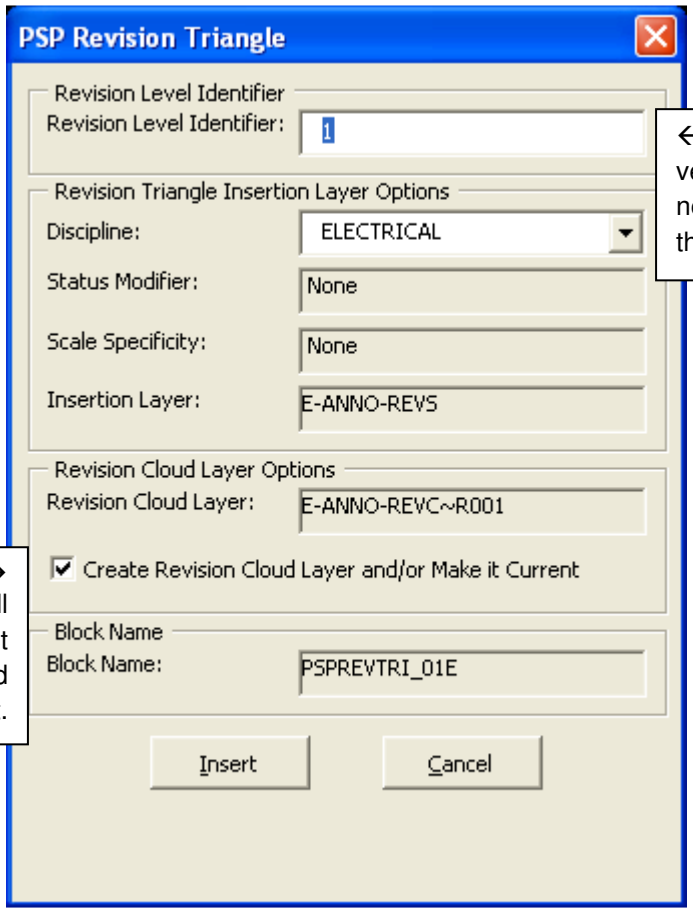
How to Draw
Revision Triangles and Revision Clouds
in Three Easy Steps

Revision triangles and clouds are drawn in the sheet file, in paper space (the commands do not work in model space). After they are drawn, you move them to model space. Then, if you need to create, for example, an 8-1/2 x 11 extract drawing, the triangle and cloud will automatically show up in the viewport on that drawing.

Open the sheet file, and make sure you are in paper space on the Layout tab.

1. Draw revision triangle

Type **PSPRTR**, or go to the pull-down menu **PSP Core → Common Symbols → NCS2 Revision Triangle**. This dialog box appears:



← Revision number. ALWAYS verify this value. It is not necessarily the next revision on the sheet.

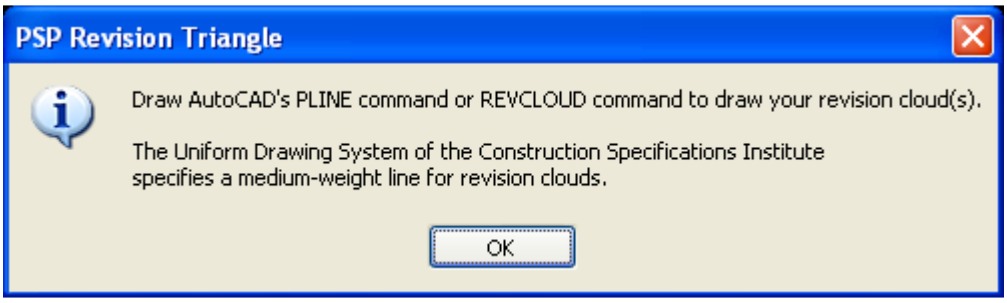
Make sure this box → is checked. It will create the correct layer for the cloud and make it current.

TDW COMMUNICATIONS

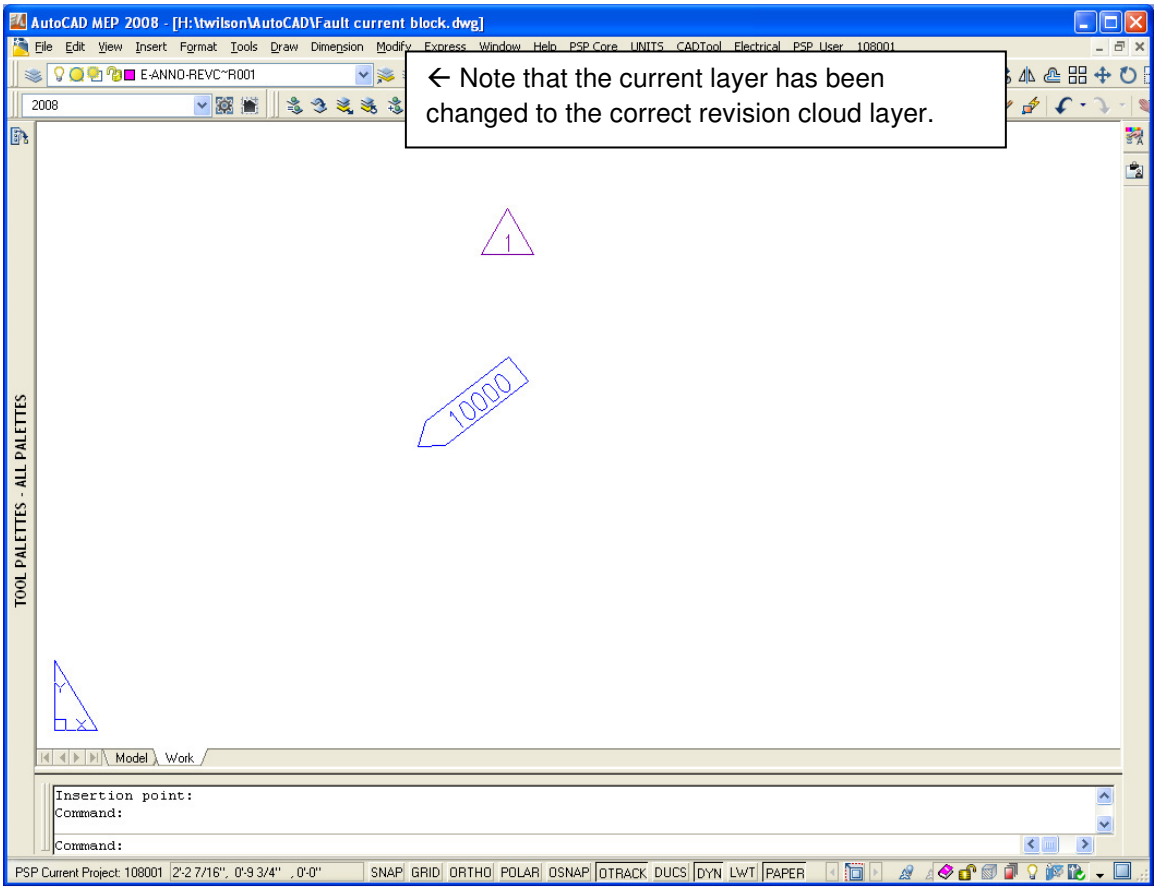
Teresa D. Wilson

1-512-736-3277 • twilson@tdwcommunications.com • www.tdwcommunications.com

Click **Insert**, and then place the revision triangle by left-clicking in the desired location on the drawing. This box will then appear:



Click OK. You now have a triangle in paper space:



TDW COMMUNICATIONS

Teresa D. Wilson

1-512-736-3277 • twilson@tdwcommunications.com • www.tdwcommunications.com

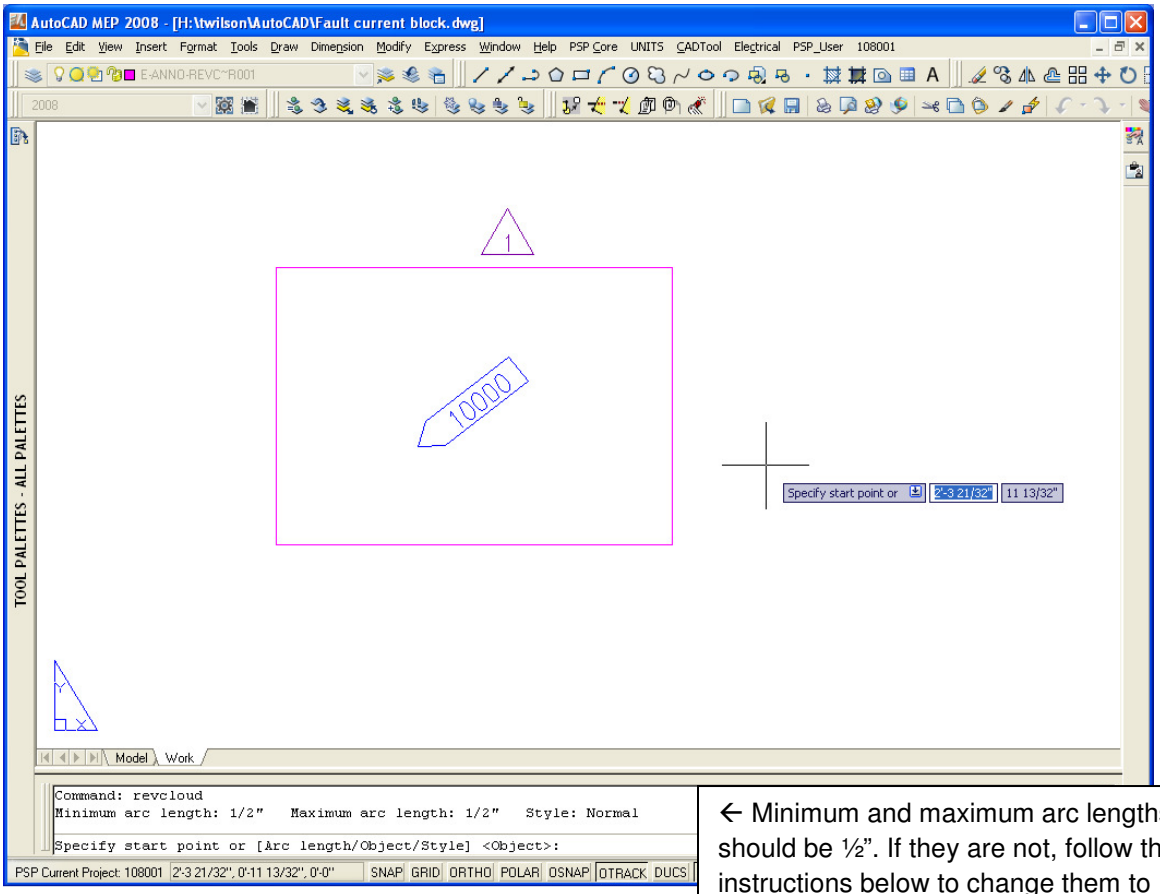
2. Draw revision cloud

A revision cloud can be drawn using the **REVCLOUD** command, or by drawing a rectangle (**REC**) or polyline (**PLINE**) and then converting it to a cloud using the **REVCLOUD** command. Note: The **REVCLOUD** command will only work with polylines or rectangles. It will not work with single lines.

In this example, the cloud is drawn as a rectangle.

Draw a rectangle where you want the revision cloud to be. (Note: After you draw the triangle, the current layer is changed to the correct revision cloud layer. There is no need to change layers to draw the cloud.)

To convert the rectangle to a revision cloud, type **REVCLOUD**.



← Minimum and maximum arc lengths should be ½". If they are not, follow the instructions below to change them to the correct values.

The minimum arc length and maximum arc length should both be ½". If they are not, type **A** to change the arc length:
Minimum length of arc: 0.5
Maximum length of arc: 0.5

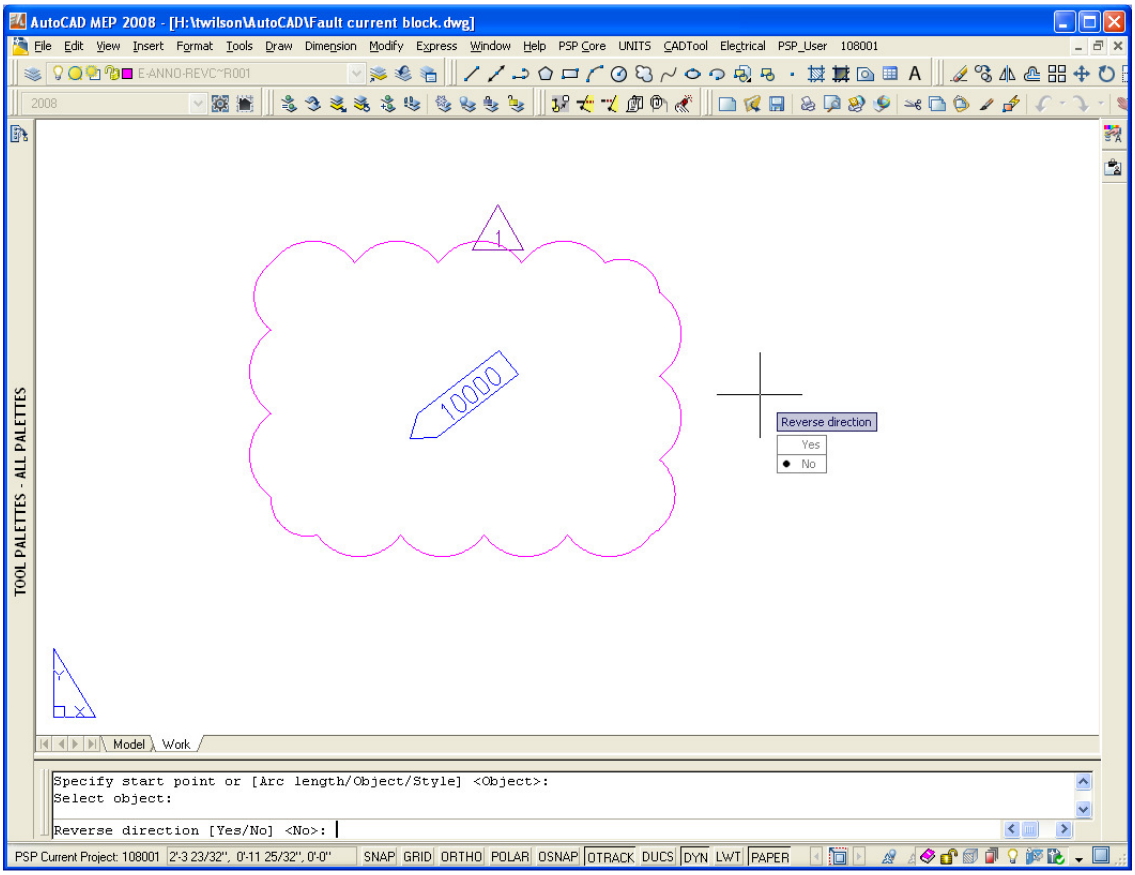
1-512-736-3277 • twilson@tdwcommunications.com • www.tdwcommunications.com

---

If the arc lengths are correct, or after you have changed them to the correct values, hit **Enter** to select <Object>.

Click on the rectangle or polyline that will become the cloud.

You are then asked if you want to change the direction of the arcs. If the arcs are facing the correct direction, choose **No**:



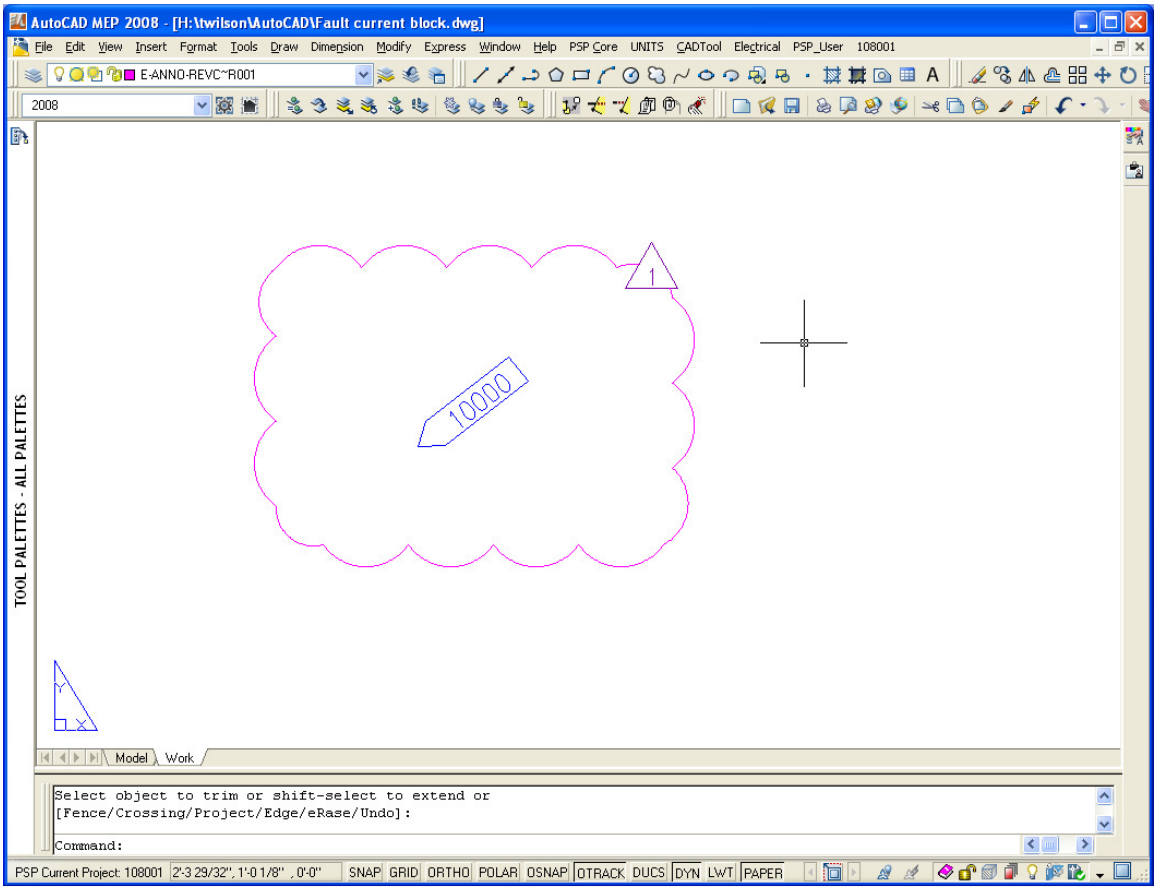
Reposition the revision triangle if necessary.

Trim (**TR**) out the cloud inside the triangle:

TDW COMMUNICATIONS

Teresa D. Wilson

1-512-736-3277 • twilson@tdwcommunications.com • www.tdwcommunications.com



3. Move triangle and cloud to Model Space

(Exception: If the change is a new viewport, detail, etc., leave the triangle and cloud in paper space.)

Select the triangle and the cloud.

Type **CHSPACE**, or go to the pull-down menu **Modify → Change Space.** If there is more than one viewport, you will be asked to double-click in the viewport where you want to place the objects ("Set the TARGET viewport active"), and then hit **Enter**.

The objects are now model space.

Note: Be sure to type **PS** to go back to paper space before saving and closing the drawing. (The Change Space command leaves you in model space.)