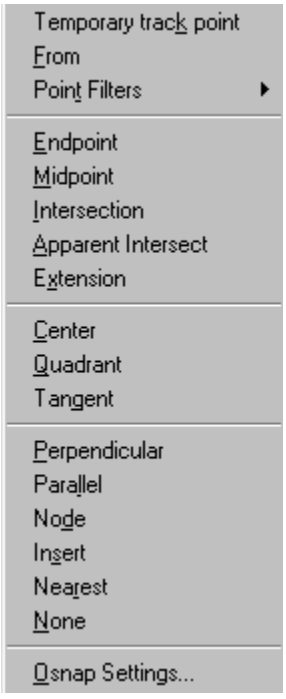
VII. OBJECT SNAPS

When you are working within an editing command and you have finished selecting objects for editing and have hit <enter>, the next prompt, *Specify base point or displacement*, asks you to pick the first reference point or base point. Often you want to "grab" the object at precisely a specific location. It may be the endpoint of a line or the intersection of two or more objects. Using object snaps is a quick way to locate an exact position on an object without having to know the coordinate. Object snaps usually affect only objects visible on the screen. Object snaps can be used once in the middle of a command or set as running object snaps available at all times. Single object snaps can be activated a number of ways. If you are using the display menu, OSNAPS can be selected from the ASSIST menu.

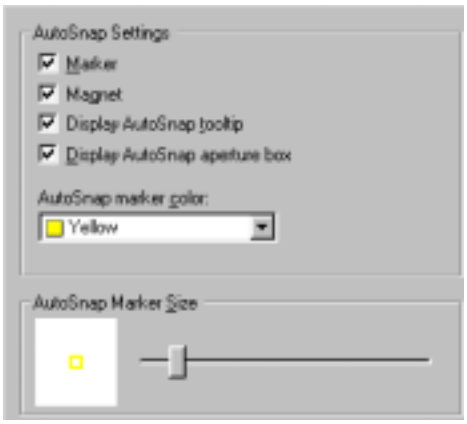
Select ASSIST ➔

Selecting OSNAP gives this: ➔

Also, if you are in the middle of a command, holding down the SHIFT key while right clicking the pointing device will bring up a cursor menu to select the desired osnap from.



Once the osnap type has been selected and the cursor is moved over objects which match the osnap type, the osnap type is shown with respect to the object. Markers and tooltips make it easy to see the snap location and to identify the snap type. AutoSnap displays a marker and a Snaptip when you move the cursor over a snap point. AutoSnap is automatically turned on when you enter an object snap on the command line or turn on object snaps in the Osnap Settings dialog box. To check the settings of AutoSnap, open the *Options* dialog box by right-clicking empty space on the screen and select *Options*. Press the drafting tab, and note the AutoSnap settings.

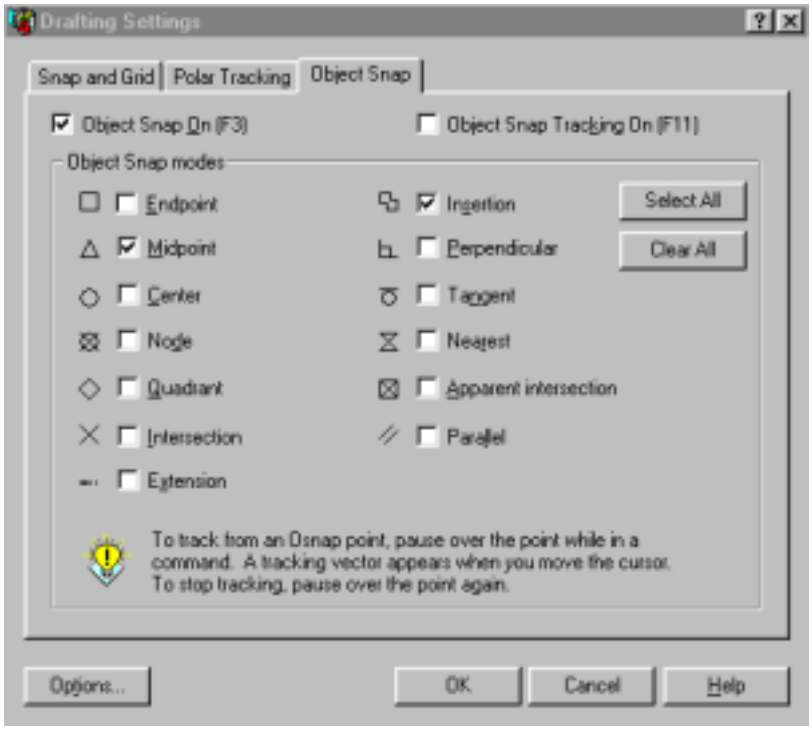


There are six selections available which affect the display of AutoSnap.

- Checking the Marker box enables the display of the AutoSnap marker. The marker is a geometric symbol that displays the object snap location when the crosshairs move over a snap point on an object.
- The *Magnet* box sets the AutoSnap magnet on or off. The magnet is an automatic movement of the crosshairs that locks the crosshairs onto the nearest snap point.
- Turning on *Display AutoSnap tooltip* enables the display of the AutoSnap tooltip. The tooltip is a text flag that describes which part of the object you are snapping to.
- Enabling the *Display AutoSnap aperture box* displays the AutoSnap aperture box. The aperture box is a box that appears inside the crosshairs when you select an object snap.
- The *AutoSnap marker color* specifies the color of the AutoSnap marker.
- The slider can be used to adjust the *AutoSnap marker size*. The value ranges from 1 to 20 pixels.

Running object snaps are useful when you want to precisely pick several objects. Turning running object snaps on makes object snaps available at all times. You can set single as well as multiple location types of object snaps with running object snaps.
You can turn on or off running object snaps by left-clicking the OSNAP button on the status bar. Also, you can turn them on or off within the Drafting Settings dialog box. There are at least four ways to pull up this dialog.

- Type osnap; <enter> at the command line.
- Right-click the OSNAP button on the status bar, then select settings.
- From the tools menu, choose Drafting settings.
- Select this icon from the standard toolbar. 



Note the check box to turn Object Snap On. You can select any combination of snap types. Turn object snap on and enable Endpoint, Midpoint, Node and Intersection object snap modes. Click OK.