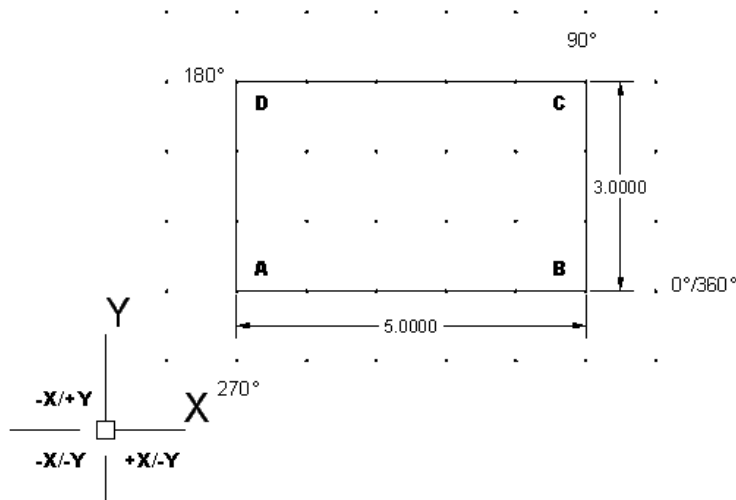


## CAD Coordinate Input Methods – AutoCAD ® / Draftsight ®



METHOD	A (Absolute)	B	C	D
Absolute	2,2	5,0	0,3	-5,0
Relative	2,2	@5,0	@0,3	@-5,0
Polar	2,2	@5<0	@3<90	@5<180
Direct Distance (w. Mouse)	2,2	5 in 0° Direction	3 in 90° Direction	5 in 180° Direction
Manual Entry	2,2	1.00 & 1.00	1.00 & 1.00	1.00 & 1.00

**Absolute Input** – is from Absolute 0,0, otherwise known as “The Origin”, where the X-axis and Y-axis cross. This is the root of the UCS Model Space screen icon.

**Relative** – is where you input a coordinate to where you want to go, from your last coordinate location, using the “@” (Shift 2) symbol before your coordinate entry.

**Polar** – is where you enter a distance and an angle making use of the “@” (Shift 2) symbol as well as the “<” symbol (Shift ,).

**Direct Distance** – is where you position your mouse in the direction you want to draw from your last coordinate location and key in the distance.

**Manual Entry** – is where you position your mouse with Snap (F-9) and Grid (F-7) turned on and set to some logical Setting (Right mouse click on icons for setting changes) for the drawing to be made. In this example, 1 is logical.

**Note:** Dynamic Input (F-12) should be turned on as a helpful drawing aid.

