

# Using the DNT Mapkey

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The default template (**aps\_template\_dual\_in-mm.drw**) that everyone should use upon creating a drawing may look incredibly empty, but it has a lot of behind-the-scenes functionality. It possesses the latest and greatest detail options file (dtl). (The more common inch-dimension one, but this is replaceable.) It has the “Do Not Tool” symbol that is required on our drawings. It already has a layer for that symbol. It carries within it a drawing program that turns this layer off and on relative to the model’s Release State (WIP, PENDING, RELEASED, etc.) If one creates a drawing without using this template, the note, the layer, and the drawing program have to be inserted or painstakingly created.

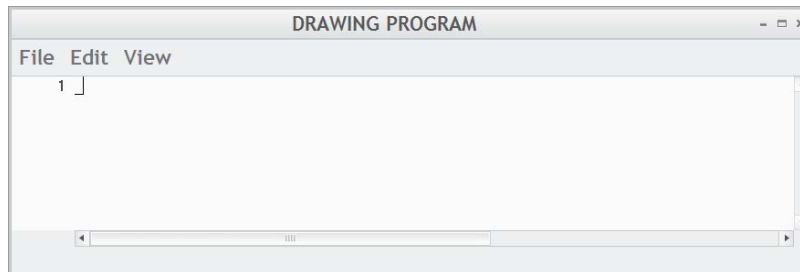
*Or you can use the DNT mapkey...*

First of all, mapkeys not in the load point, must be added manually. Please add the *Do-Not\_Tool\_setup\_\_dnt.pro* to your present config.pro file.

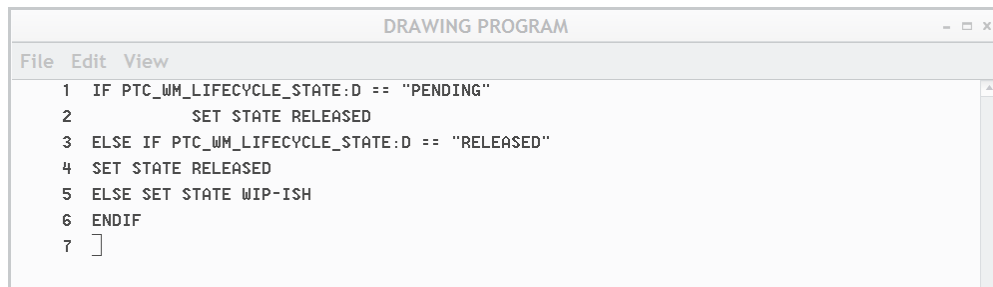
Mapkeys are extremely specific. The same commands and clicks and default choices have to be in place that were used in the creation of it. This one was made assuming a pristine drawing. One that has never seen a *Do-Not\_Tool* symbol or an *NFF\_Note* layer or any drawing program. As this particular mapkey is involved, there’s a checklist in order to achieve a successful outcome.

1. Your model must **NOT** possess (even in drawing memory) a *Do-Not\_Tool* symbol
  - a. Symbols are kept within a drawing. Even if you erase all visible instances of the symbol within your views or formats, the file itself is still aware of the symbol. Follow these steps:
    - i. Go to the *Annotate* tab
    - ii. Click the dropdown by *Symbol*
    - iii. Choose *Symbol Gallery*
    - iv. In the side menu, choose *Delete*
    - v. Choose *Name*
    - vi. If it is there, choose *DO-NOT-TOOL* and click on *Yes*
    - vii. Click *Done*
2. Your model must **NOT** have the *NFF\_Note* layer
  - a. Go to your *Layer Tree* and look for it. If it doesn’t exist, that’s good.
  - b. If it does, get rid of it by right-clicking on it and selecting *Delete Layer*
3. Your model must **NOT** have a *Drawing Program*
  - a. This is actually the meat of the matter. Putting in a symbol or a rule-less layer is not so difficult, but the IF-THEN statements that make up the drawing program have to be entered line by line using some arcane menu-driven entry method. And the draw states necessary for the program to work must be created as well. Make sure no program exists, and the DNT mapkey will take care of this for you.

- i. Choose the *Tools* tab
- ii. Choose *Drawing Program*
- iii. In the side menu, choose *Edit Program* and make sure nothing more than a lonely "1" is in the window that pops up, like this:



- iv. If the following is there, then the question becomes what d'ya need the DNT mapkey for? If this much is there, the states are probably okay as



well. If the *Do-Not-Tool* symbol was missing, zoom out to view your entire drawing and click on the *NFF\_Note* layer. That'll highlight the symbol whether it's shown or not. If it doesn't exist, simply add it as you would add any other symbol, and then put the *Do-Not-Tool* symbol in the *NFF\_Note* layer.

SO, IF YOUR DRAWING DOESN'T HAVE ANY OF THE ABOVE, THIS IS WHAT YOU DO TO RUN THE "DNT" MAPKEY:

Once the above conditions are met, simply follow these steps:

1. run the DNT mapkey. It's invoked by typing in those letters (case is not an issue).
2. When prompted by the first *Mapkey Paused* window, choose a place within your drawing to plop down the Do-Not-Tool symbol.
3. Hit *Resume* in that *Mapkey Paused* window.
4. When prompted by the second *Mapkey Paused* window, you need to select the symbol you just added.
5. Hit *Resume* in that *Mapkey Paused* window.