D C S p r i n t

DC Sprint contains seventeen functions that give you more control and flexibility in manipulating your DataCAD drawings. You can:

- move and copy entities while maintaining group assignments and controlling entity color
- cut and paste between drawings while preserving the entity layer and group
- save and load symbols with their layering intact
- bundle, update, explode, and scale symbols
- create custom templates
- scale and capitalize text, round dimension text, and change labels
- convert 2D & 3D lines for editing and join adjacent lines to form polylines
- sort layers, set pen colors, and add comments to drawings

The following options are available from the DC Sprint main menu:

MovToLyr
MCopy
StkyBack
Bundle
Roundoff
SymUpdat
3DLinCvt
ExpldSym
MkTemplt
Captaliz
ScaleTxt
ScaleSym
LyrSort
DwgDoc
Labels
Lin2Pln
SetPens
DCAD
Exit

Move to Layer (MovToLyr)

Use MovToLyr to move entities between layers, optionally changing the entities to the active color of the target layer. This utility is useful if you color code layers.

1. Choose MovToLyr from the DC Sprint menu.
2. Choose or type in the name of the layer to which you want to move the entity(ies). If you choose a layer that is currently off, DC Sprint turns the layer on and leaves it on after you move the entity(ies). The following options appear:

   ChgColr
   NewLayer

3. Toggle ChgColr on to change the color of the moved entity(ies) to the active color of the target layer; otherwise the entities retain their original color.
4. Use NewLayer to choose a new destination layer to move the entity(ies) to.
5. Use the selection menu to select the entity(ies) to move.

Multiple Copies (MCopy)

Use MCopy to:

- make multiple copies in any direction
- specify a distance to copy and display it in either Cartesian or polar coordinates
- control the grouping of copied entities, including retaining original groups
- determine the color of copied entities

- avoid copying entities on top of one another on a layer. MCopy does not allow zero-distance multiple copies on the same layer.

To use MCopy:

1. Choose MCopy from the DC Sprint menu. The following options appear:

ZeroDist	Sets the copy distance to zero and resets the number of copies to 1
ToLayer	Sets the destination layer to which to copy the entity(ies)
PrevDist	Sets the distance to the last distance vector specified for MCopy

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MCopy retains the copy distance and the number of copies from its most recent use.

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2. Choose ToLayer to choose a destination layer. Choose or type in the name of the layer to which you want to copy the entity(ies) and press (Enter).

3. Choose ZeroDist or PrevDist or select two points to determine the offset distance of the copy. The following options appear:

ToLayer	Chooses a destination layer to which to copy the entity(ies). Choose or type the name of the layer to which you want to copy the entity(ies) and press (Enter). The destination layer name appears in the Message Window.
ChgColr	When ChgColr is toggled on, it changes the color of the copied entity(ies) to the active color of the target layer. When ChgColr is toggled off, the copied entities retain their original color. Available only when ToLayer is toggled on.
NewDist	Changes the copy distance. Choose ZeroDist or PrevDist or select two points to determine the offset distance of the copy.
NmCopies	Choose or type the number of copies and press (Enter). The number of copies appears in the Message Window.
Invert	Inverts the distance to copy. For example, choosing a distance of 2 and inverting it results in a copy distance of -2.
ByGroup	Groups copies identically to the original; default setting. For example, if you copy two doors (each in its own group) three times, you have six doors with each door being a group.
ByCopy	Groups each copy as one group. For example, if you copy two doors three times, you have six doors but only three groups (two doors in each group).
OneGrp	Sets the grouping just as DataCAD does where all copies are grouped into one group. For example, if you copy two doors three times, you have six doors all in one group.
Undo	Reverses the last copy operation. Undo is only available immediately after a copy is performed.
ShowXY	Sets the display of the current copy distance to cartesian or polar coordinate

4. Set the MCopy options you want. The Message Window displays the current copy parameters, including copy distance, copy angle, number of copies, and target layer (when ToLayer is on).
5. Use the selection menu to select the entity(ies) to copy. The entity(ies) copy to the destination layer with color assignments based on the ChgColr toggle.

Because of the increased features, MCopy operates slower than DataCAD's Copy command.

When using NmCopies, MCopy does not count the original as a copy. When NmCopies is set to 4, the result is one original and four copies for a total of five copies.

Stickyback **(StkyBack)**

StkyBack transfers multilayer parts of a drawing, or an entire drawing, into another drawing without using symbols or repeatedly saving and loading layers. Original entity grouping is preserved. StkyBack helps with file size compression and multilayer transferring.

When you choose StkyBack from the DC Sprint menu, the following options appear:

CutStky
PastStky
ViewStky
DelStky

Cutting a Stickyback **(CutStky)**

CutStky saves parts of or an entire drawing to a file. Note that entity layering and groupings are retained. You can remove the saved entities from the original drawing or leave them in the drawing.

1. Choose StkyBack from the DC Sprint menu. The following options appear:

   CutStky
   PastStky
   ViewStky
   DelStky

2. Choose CutStky from the StkyBack menu.
3. A dialog box instructing you to *Enter stickback file to save to:* appears. Type the name of the file to which you want to save the stickyback and press (Enter). You can create a new file or overwrite an existing file.

The default subdirectory for these files is \STKYBACK, which is created the first time you choose StkyBack.

The following options appear:

WholeDwg
DelOrig

4. Toggle DelOrig on to remove the selected entities from the drawing once you create the file. If DelOrig is off, the selected entities return to the drawing.

The DelOrig deletion cannot be undone.

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5. Use the selection menu to select the entity(ies), or choose WholeDwg to select the entire drawing.

   If you choose WholeDwg, you will be prompted: *Make this whole drawing into a stickyback?*. If you choose Yes, you are prompted: *Include the layers that are currently off?*. If you choose Yes, all layers, whether they are on or off, are written to the stickyback file. If you choose No, only the layers that are currently on are written to the stickyback file.

6. Choose Continue when you have selected all of the entities.
7. Select a point on the drawing for a reference point or choose AbsZero to use the origin of the drawing as the reference point.

The entities you selected disappear one by one as the file is created. If DelOrig is off, the entities return to the drawing once the stickyback file is created.

Pasting a Stickyback **(PastStky)**

When you paste the file into a new drawing, the entities are placed on the same layer they were on in the original drawing. StkyBack creates the layer if necessary.

1. Choose StkyBack from the DC Sprint menu.
2. Choose PastStky from the StkyBack menu.
3. A dialog box instructing you to *Enter stickback file to paste:* appears. Choose or type the name of the file to paste from and press (Enter). The following options appear:

AbsZero	Places the file at an insertion point of absolute zero (X=0, Y=0, Z=0) of the drawing. Use this when you save the file at absolute zero
Enlarge	Choose or type the X, Y, and Z enlargement factors for file insertion and press (Enter).
(Reset)	Returns the enlargement factor of the file back to 1.0 x 1.0 x 1.0
Rotate	Sets the rotation angle for the file around the insertion point. Choose or type in the rotation angle and press (Enter).
(Reset)	Returns the rotation angle of file to 0.0
Dynamic	Dynamically sets the rotation angle of the file upon insertion. Place the file, then dynamically rotate the object

Undo	Reverses the paste; appears on the menu after you paste the file
NewStiky	Changes the file to paste from but maintains enlargement and rotation settings. After choosing the new file, you return to the PastStky menu.
Flat	Places the stickyback file entirely on the active layer instead of reproducing its original layering; original grouping is preserved, however.

4. Set the StkyBack options as necessary. The Message Window displays the enlargement and rotation settings, which are retained even if you leave DC Sprint.
5. Place the outline box at the placement point on the drawing, or choose AbsZero to place the file at the absolute zero of the drawing.

Viewing a Stickyback **(ViewStky)**

ViewStky allows you to preview a file. You cannot edit or cut a stickyback file when you are viewing it.

1. Choose StkyBack from the DC Sprint menu. The following options appear:

   CutStky
   PastStky
   ViewStky
   DelStky

2. Choose ViewStky from the StkyBack menu.
3. Choose or type the filename of the file you want to view and press (Enter). The stickyback file appears scaled to fill the entire drawing area. The following options appear:

PasteIt	Displays the PastStky menu
DeleteIt	Deletes the file you are viewing

Deleting a Stickyback **(DelStky)**

Similar to the DeleteIt option in ViewStky, DelStky is used to delete a file.

1. Choose StkyBack from the DC Sprint menu. The following options appear:

   CutStky
   PastStky
   ViewStky
   DelStky

2. Choose DelStky from the StkyBack menu.
3. Choose or type in the filename of the stickyback you want to delete and press (Enter).
4. Choose Yes or No to respond to the prompt *Okay to delete stickyback [path/filename]?* Choose Yes to delete the stickyback file; choose No to return to the DelStky menu.

Bundle

Use Bundle to pre-tag or bundle entities and save them as symbols so they maintain their original layering.

1. Choose Bundle from the DC Sprint menu. The following options appear:

Bundle	Associates a group of entities with one another to form a symbol
UnBundl	Disassociates bundles entities, returning them to their original layers
Flash	Causes each selected entity to blink on and off as it is bundled
Template	Access DataCAD's Template menu, temporarily leaving DC Sprint, to choose a template and change template settings. When you exit the Template menu, you return to Bundle in DC Sprint.
Layers	Access DataCAD's Layers menu,temporarily leaving DC Sprint. When you exit the Layers menu, you return to Bundle in DC Sprint.

2. Set Flash to highlight entities as you select them.
3. Choose Bundle to select items to save as a symbol. These items are internally tagged with a record of the layer they reside on.
4. Use the selection menu to select the entity(ies) to bundle.
5. Choose Continue when you have selected all of the entities to bundle. Selected entities are now in SelSet8. The entities are bundled.
6. Press any key to continue. The DataCAD Template menu appears and you are prompted to enter the template filename. Choose or type in the name of the new template and press (Enter).
7. Choose SaveSymb from the Template menu and enter a name for the symbol you are saving.
8. Press (ALT) + (8) on the keyboard to activate selection set 8.
9. Choose SelSet from the Template menu and enter a symbol reference point. The bundled entities are saved as a symbol.

Unbundle **(UnBundl)**

Use UnBundl to unbundle previously exploded, bundled symbols and expand the entities back to their original layers. Only items that have been bundled can be unbundled.

1. Add a bundled, exploded symbol to the drawing. If a bundled symbol is placed in the drawing without first being exploded, use ExpldSym to explode and unbundle symbols.

2. Choose Bundle from the DC Sprint menu. The following options appear:

Bundle	Associates a group of entities with one another to form a symbol
UnBundl	Disassociates bundles entities, returning them to their original layers
Flash	Causes each selected entity to blink on and off as it is unbundled
Template	Access DataCAD's Template menu, temporarily leaving DC Sprint, to choose a template and change template settings. When you exit the Template menu, you return to Bundle in DC Sprint.
Layers	Access DataCAD's Layers menu,temporarily leaving DC Sprint. When you exit the Layers menu, you return to Bundle in DC Sprint.

3. Choose UnBundl from the Bundle menu.
4. Choose the exploded symbol(s). The entities are moved to the layer that they were on when they were bundled. If the necessary layers do not exist in the current drawing, DC Sprint creates them.

Rounding Dimension Text **(Roundoff)**

Roundoff sets the precision that you want selected associative dimension text to round off to. Use Roundoff with any of DataCAD's nine scale types, including the metric formats.

1. Choose Roundoff from the DC Sprint menu. The following options appear:

RndUp	Rounds dimension text up to the next available precision value
RndNear	Rounds dimension text to the nearest precision value
RndDown	Rounds dimension text down to the next available precision value
Precsion	Sets the precision of the rounding value
Flash	When errors occur, flashes dimension text continuously until you press (End). Errors include rounding to zero or the dimension text being unrecognizable. Otherwise, the Message Window reports a dimension was encountered that couldn't be rounded.
Verify	Displays each rounded value graphically and in the Message Window, and you are prompted to accept the rounded off value. Otherwise, the rounding is done automatically.
Dmension	Accesses DataCAD's Dimension menu, temporarily leaving DC Sprint to explode an existing dimension for rounding off. When you exit the Dimension menu, you return to Roundoff in DC Sprint
Change	Accesses DataCAD's Change menu, temporarily leaving DC Sprint. When you exit the Change menu, you return to Roundoff in DC Sprint
Settings	Accesses DataCAD's Settings menu, temporarily leaving DC Sprint. When you exit the Settings menu, you return to Roundoff in DC Sprint

2. Choose Precsion; enter the rounding precision and press (Enter).
3. Choose RndUp, RndDown, or RndNear.

4. Set additional Roundoff options as necessary.
5. Use the selection menu to select the dimension text to round.
6. If Verify is on, each rounded value appears on screen and on the prompt line in the Message Window. Choose Yes or No to respond to the prompt *Okay to round?*. Choose Yes to perform the rounding; the next occurrence will appear. Choose No to maintain the current value of the dimension text.

Updating Symbols **(SymUpdat)**

SymUpdat searches the hard drive for symbols that have been updated and reloads them automatically into the current drawing; the current drawing then reflects the latest version of the symbols. SymUpdat reloads nested symbols (symbols within symbols) by loading inner symbols before loading the outer symbols. SymUpdat updates all symbol definitions in the drawing file even for symbols that have been erased.

Save the drawing before using SymUpdat; check the results afterwards to make sure you want the new symbols, before resaving.

1. Choose SymUpdat from the DC Sprint menu.
2. Choose Yes to find and update all symbols referenced in the drawing. Choose No to cancel the symbol update and return to the DC Sprint Main menu.

3D Line Conversion **(3DLinCvt)**

Use 3DLinCvt to convert 3D lines of equal base/height to 2D lines for 2D editing. This is especially useful with DXF files that have been imported into DataCAD.

1. Choose 3DLinCvt from the DC Sprint menu. A selection menu along with the following options appears:

LyrsOn	Converts all 3D lines to 2D lines on layers that are on
AllLyrs	Converts all 3D lines to 2D lines on all layers

2. Use the selection menu to select the 3D lines to convert.
3. Choose LyrsOn or AllLyrs.
4. You are prompted: *Ready to convert 3D lines to 2D lines?*. Choose Yes to convert lines based on the option chosen in step 3. Choose No to cancel line conversion and return to the 3DLinCvt menu.

You can perform 2D editing on the converted lines.

Exploding Symbols **(ExpldSym)**

ExpldSym explodes any symbol in a drawing, including nested (symbols within symbols) or bundled symbols. You can decide how many levels deep to explode the symbols. ExpldSym also explodes symbols that have been rotated in plan view and/or enlarged and keeps their origin points. ExpldSym does not handle mirrored symbols or symbols rotated in 3D.

1. Choose ExpldSym from the DC Sprint menu. The following options appear:

NmLevels	Sets the number of levels to explode in nested symbols. Choose or type the number of levels to explode (up to five) and press (Enter).
ToSymLr	Places the entities on the symbol layer; otherwise, entities are placed on the active layer. Toggle ToSymLr off to make sure exploded symbol entities do not end up on top of undeleted symbols on the same layer when DelSym is off.
DelSym	Deletes the original symbol when the explosion is complete. Otherwise, the original symbol is maintained after the explosion, and the original symbol and an exploded copy are both on the drawing.
DrawPt	Places a snapping point at the old symbol's insertion point when the symbol is exploded
Unbundl	Explodes previously bundled symbols and unbundles the entities to their original layer. Layers are created as needed to accomplish this. Otherwise, the exploded entities are placed based on the setting of the ToSymLr option.

2. Set the ExpldSym options as necessary.
3. Use the selection menu to select the symbols to explode.

ExpldSym selects only symbols; this function filters out any other selected entities.

The symbols are exploded. Each symbol is stored in its own group.

Creating Templates **(MkTemplt)**

Use MkTemplt to create a DataCAD template from all symbols found in the current drawing. This is useful when you have DXF symbol libraries or symbols from outside sources that you want to write to DataCAD templates. You can create a custom, merged template by placing symbols in a drawing from a variety of templates.

You must use symbols in this function, not exploded entities.

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1. Choose MkTemplt from the DC Sprint menu. The following options appear:

AutoName	Automatically assigns a symbol filename which is based on the current symbol name; otherwise, you are prompted to assign a symbol filename for each symbol
AutoDes	Automatically assigns a symbol description (item name) which is based on the current symbol name, or a previously assigned item name; otherwise, you are prompted to assign a symbol item name for each symbol

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Control which symbols are placed in the template by toggling layers on and off; only symbols on layers that are toggled on are saved to the template. You cannot select symbols directly.

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2. Set MkTemplt options as necessary.
3. Choose Begin. If the error *No symbols in this drawing to make a template with* appears, you have no symbols in the drawing.
4. Type a name for the new template and press (Enter).
5. Choose Yes or No to respond to the prompt *Want the line spacing in all symbols corrected first?* If the symbols you are saving originated from a DXF file, choose Yes.
6. Choose or type in a new pathname for the symbols, or press (Enter) to accept the default. If AutoName or AutoDes are on, the message *Working* appears until the template building process is complete.
7. If you are supplying each symbol's filename or item name manually, MkTemplt zooms in on each symbol and flashes it until you press (End). Type the symbol filename or item name when prompted, or press (Enter) to accept the default. This process continues until the template building process is complete.
8. Access DataCAD's Template menu to retrieve the newly created template.

Capitalizing Text **(Captaliz)**

Captaliz changes the capitalized format of text strings.

1. Choose Captaliz from the DC Sprint menu. The following options appear:

AllCaps	Changes the text string to all uppercase letters
Captliz	Changes the text string to initial-letter capitalization. For rules for using Captliz, see the note following these instructions.
Allsmal	Changes the text string to all lowercase letters
Text	Accesses DataCAD's Text menu, temporarily leaving DC Sprint. When you exit the Text menu, you return to DC Sprint.
Change	Accesses DataCAD's Change menu, temporarily leaving DC Sprint. When you exit the Change menu, you return to Roundoff in DC Sprint.

2. Set Captaliz options as necessary.
3. Use the selection menu to select the string of words to change.

The following rules apply to the Captliz toggle:

- A word is a continuous series of characters not separated by blank spaces.
- All words greater than one character are changed so that the first letter of the word is uppercase, and the remaining letters are lowercase.
- Words that are only one character are forced to lowercase, except for the word "I".

Scaling Text **(ScaleTxt)**

ScaleTxt scales text up or down by a factor automatically, using either the left, center, or right point of the text as the center of enlargement. Use ScaleTxt to enlarge or reduce text to make it more readable on the final plot.

1. Choose ScaleTxt from the DC Sprint menu. The following options appear:

Left	Justifies text along a left reference line
Center	Justifies text along a center reference line
Right	Justifies text along a right reference line
Factor	Sets the symbol scaling factor
Invert	Inverts the text scaling factor. Setting the factor to 2 and then inverting it, results in a factor of .5.
Text	Accesses DataCAD's Text menu, temporarily leaving DC Sprint. When you exit the Text menu, you return to DC Sprint.

2. Choose Factor; type the scaling factor and press (Enter).
3. Set other ScaleTxt options as necessary.
4. Use the selection menu to select the text to scale.

Scaling Symbols **(ScaleSym)**

ScaleSym scales symbols up or down by a factor, automatically using the reference point of the symbol as the center of enlargement. Use ScaleSym to enlarge or reduce symbols on the final plot.

1. Choose ScaleSym from the DC Sprint menu.
2. Choose Factor; type the scaling factor and press (Enter).
3. Choose Invert if necessary.
4. Use the selection menu to select the symbols to scale.

Sorting Layers **(LyrSort)**

LyrSort sorts layers, aiding in layer management.

1. Choose LyrSort from the DC Sprint menu. The following options appear:

CaseSns	Sorts layers according to the case of the layer name. Uppercase letters appear before lowercase letters
Ascend	Sorts layers in ascending order (A-Z and 0-9)
Layers	Accesses DataCAD's Layers menu, temporarily leaving DC Sprint. When you exit the Layers menu, you return to LyrSort in DC Sprint.

2. Set LyrSort options as necessary.
3. Choose Begin to sort the layers.
4. If Verify is on, the proposed sorted layer list appears. You can preview the list before choosing to begin the sort. Review the list, then choose Exit.
5. You are prompted: *Okay to go ahead and sort the layers?*. Choose Yes to begin sorting. Choose No to return to the LyrSort menu.

Drawing Documentation **(DwgDoc)**

DwgDoc adds comments to a drawing and prints them. You can add general comments plus a comment for each layer.

1. Choose DwgDoc from the DC Sprint menu. The DataCAD Drawing File Information - General Information form and the following options appear:

   Help
   Print
   ScrlFwd

2. Type the information you want on the form. The first page shows the full pathname of the drawing. You can enter information about the company, address, phone, description, and up to 12 lines for remarks.
3. Choose ScrlFwd to display the second page of the form. You can type in information about the layers. The status (on or off) of the layer appears next to each layer. When you are on subsequent pages of the form, the ScrlBack option appears to let you scroll back to the previous page.
4. Choose Print to print the form. Choose any of the following print options:

Port	Choose LPT1, LPT2, LPT3, COM1, COM2, or File
AllLyrs	Prints the comments on all layers
LyrsOn	Prints the comments on only the layers that are on
Graphix	Uses IBM extended-ASCII graphics characters to place a border on the title block; otherwise, uses dashes for the border

5. Choose Begin to start printing the form. Make sure your printer is connected.

Drawing Documentation Help Options **(Help)**

Help displays the keyboard and menu options to use for editing the form.

Return	Accepts the entered value and moves the focus to the next field
Tab	Moves the focus to the next field
Back Tab	Moves the focus to the previous field
PgUp	Moves the focus to the previous page
PgDn	Moves the focus to the next page

Labels

Labels creates text labels of various shapes and attributes to add to the drawing. You can add a leader with an arrow to a label and automatically increase the text label sequence.

1. Choose Labels from the DC Sprint menu. The following options appear:

   BumpLabl
   NewLabel
   AutoBmp
   Font
   TextSize
   Angle
   Slant
   Aspect
   Arrow
   Shape
   ShpRatio
   Center
   Bottom
   Top
   Left
   Right
   Text

2. Set Labels options as necessary. The label number, text size, and shape ratio appear in the Message Window.
3. Select a position on the drawing to place the labels as defined by the chosen settings.

It is recommended that you use a fixed width font such as arcwy2fw. Using a proportional font will cause the text label boundary to change size with each character.

Increasing Label Sequence **(BumpLabl)**

BumpLabl increases the sequence of the label by one.

Creating New Labels **(NewLabel)**

NewLabel creates new label text. Type the text to appear in the label and press (Enter).

Automatic Sequence Increase **(AutoBmp)**

AutoBmp automatically increases the sequence of the label. Otherwise, you must manually increase the sequence of the label.

Label Fonts **(Font)**

Font lists the character sets in the default font directory. Choose a font to use for the label from the list in the dialog box.

It is recommended that you use a fixed width font such as arcwy2fw. Using a proportional font will cause the text label boundary to change size with each character.

Label Text Size **(TextSize)**

TextSize sets the size of the text in the label. Choose or type the size for the text and press (Enter).

Label Text Angle **(Angle)**

Angle sets the angle of the text in the label. Choose or type the angle for the text and press (Enter).

Label Text Slant **(Slant)**

Slant sets the angular offset from vertical of each character of text. A 45° slant draws text at a 45° angle as measured from the base of each character to the top of each character. Choose or type in the slant for the text and press (Enter).

Label Text Aspect Ratio **(Aspect)**

Aspect sets the aspect ratio of the relative height and width of each character of text in the label. Choose or type in the aspect for the text and press (Enter).

Label Arrows **(Arrow)**

Arrow draws an arrow out of the label.

1. Click once to start the arrow leader. The following options appear:

Size	Sets the size of the arrowhead. Choose or type the relative arrow size and press (Enter).
Open	Uses an open arrowhead
Closed	Uses a closed arrowhead
Circle	Uses a circle for the arrowhead
None	Uses no arrowhead
Aspect	Sets the aspect ratio of the relative length and width of the arrowhead

2. Set Arrow options as necessary.
3. Move the cursor to stretch the leader to the needed size and direction.
4. Right-click to finish the leader with the selected arrowhead.

Label Shapes **(Shape)**

Shape sets the shape of the label. When you choose Shape, the following options appear:

None	No entity encases the text in the label	
Circle	Sets the label shape to a circle	
Rectangl	Sets the label shape to a rectangle	
Square	Sets the label shape to a square	
Capsule	Sets the label shape to a capsule	
Ellipse	Sets the label shape to an ellipse	
Polygon	Sets the label shape to a polygon. The following options appear:	
	NmSides	Sets the number of sides for the polygonal label. Choose or type the number of sides and press (Enter).
	FlatBtm	Orients the polygon. Sets one side to lie flat at the bottom-most point. Otherwise, the polygon is oriented so that a vertex is at the bottom-most part.
Underlin	Underlines the label text	

Label Shape Ratio **(ShpRatio)**

ShpRatio sets the ratio between the text size and the label shape. Choose or type the size ratio for the surrounding shape and press (Enter).

Center of Label **(Center)**

Center places the label based on its center point.

Center Bottom of Label **(Bottom)**

Bottom places the label based on its center bottom point.

Center Top of Label **(Top)**

Top places the label based on its center top point.

Left of Label **(Left)**

Left places the label based on its left point.

Right of Label **(Right)**

Right places the label based on its right point.

Line To Polyline **(Lin2Pln)**

Lin2Pln joins contiguous (adjacent) lines and arcs and turns them into polylines. You can determine if the joined lines can vary in color, spacing, and line type. Entities are not considered contiguous if they are not on the same layer.

1. Choose Lin2Pln from the DC Sprint menu. The following options appear:

AutClose	Automatically closes a set of contiguous lines to create a closed polyline
MtchClr	Forces entity colors to match to be included in the polyline
MtchTyp	Forces entity line types to match to be included in the polyline
MtchWgt	Forces entity line weights to match to be included in the polyline
JumpDist	Sets the distance Lin2Pln seeks to find a contiguous line. Choose or type the maximum distance to search (jump) and press (Enter).

2. Set Lin2Pln options as necessary.
3. Use the selection menu to select the entity(ies) to convert to polylines. The lines are converted into polylines.

There is no Undo feature for Lin2Pln, so save the drawing or copy the entities to a different layer before you convert if you want to keep the original entities.

Set Pens **(SetPens)**

Use SetPens to view and set the current screen color / pen number combinations.

1. Choose SetPens from the DC Sprint menu. The following options appear:

   Pen Number/Color List

SetAll	Sets all colors to the same pen number
Plotter	Accesses DataCAD's Plotter menu

2. Choose a screen color to set.
3. Choose the pen number you want assigned to that color. Repeat this step until all colors are set to the pen number you want.

Pen number settings are saved when you save the drawing.

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4. Choose Plotter to access DataCAD's Plotter menu.

Accessing DataCAD **(DCAD)**

DCAD accesses DataCAD without exiting DC Sprint. You can temporarily leave DC Sprint, perform DataCAD functions, and then return to DC Sprint using the RtnSPRNT option.

Exiting DC Sprint **(Exit)**

Use Exit or click the right mouse button to exit from DC Sprint and return to the Toolbox menu.

Most toggles and settings chosen in DC Sprint are maintained the next time you use the macro, even if you change to a new drawing or exit DataCAD.