

Add a Handle to a Door

Estimated Time: 20 minutes

This exercise reinforces the following skills:

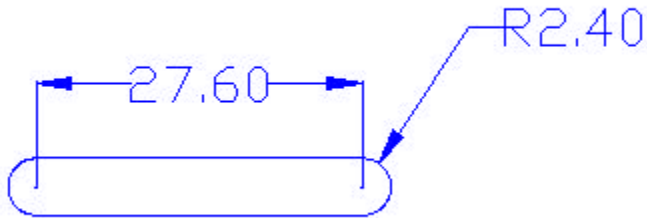
- ❑ Multi-View Blocks

One pet peeve of a lot of architects and designers is that the multi-view blocks included with ADT don't show hardware. In this lesson, you learn how to modify the door blocks used in the restroom to add a doorknob or handle.

Open a drawing that has doors you want to add handles.

First, we create an AutoCAD block that represents a door handle.

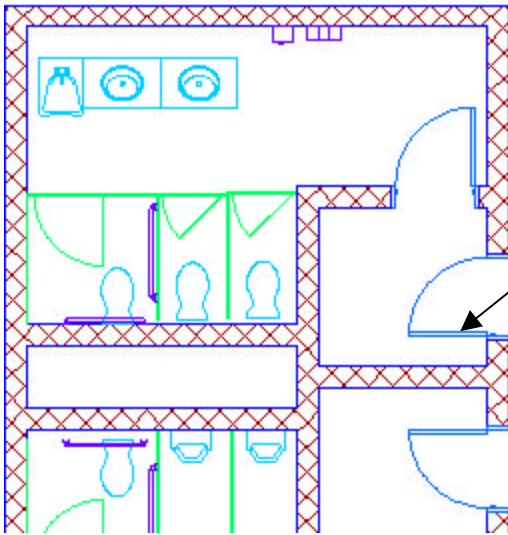
In the right view port, draw a small door handle.



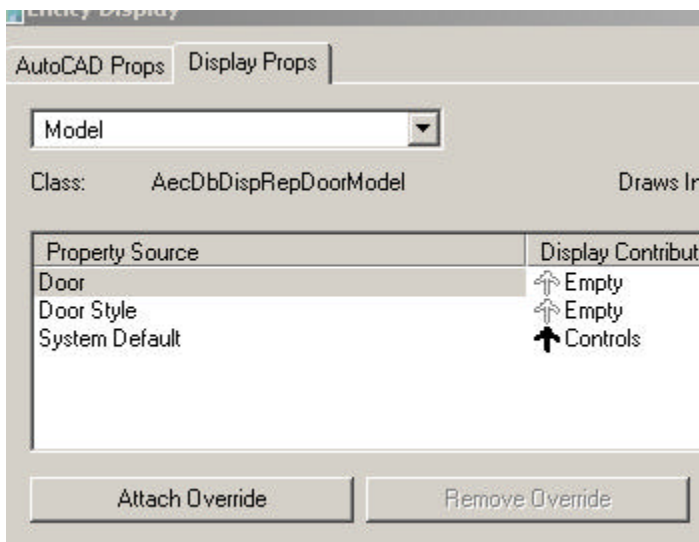
Units are in inches.

Rotate the block so that it is vertical instead of horizontal.

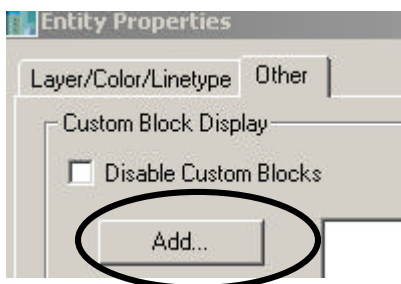
Use the BLOCK command to create a handle. Do not include the dimensions in the block definition.



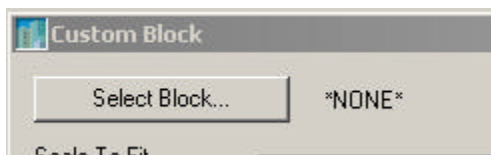
Pick a door that you want to add a handle. Right click and select 'Entity Display'.



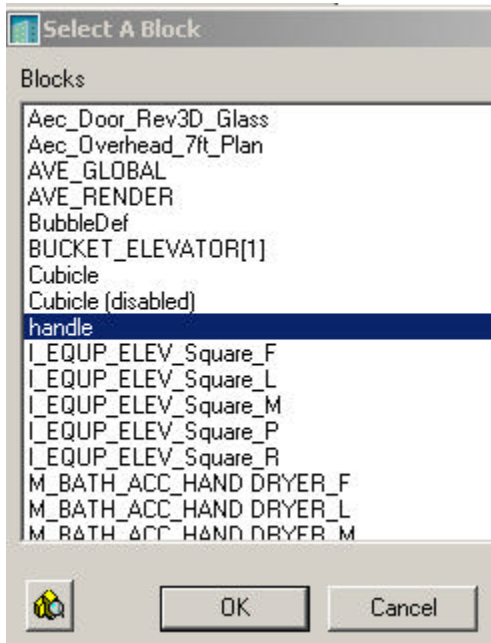
Select the Display Props tab.
Select Model from the drop-down-list.
Highlight the Door Property Source, select 'Attach Override', then 'Edit Display Props'.



Select the 'Other' tab, then choose the 'Add' button to attach a block.

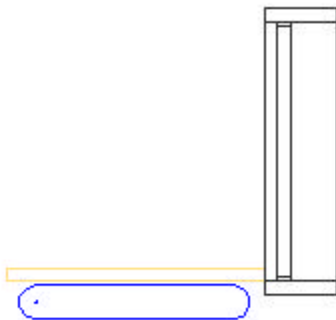


Choose the 'Select Block' button.



Locate the handle block you just created in the list.

Highlight and press 'OK'.



In the graphics window area, you see a preview of the block as it will appear in top view.



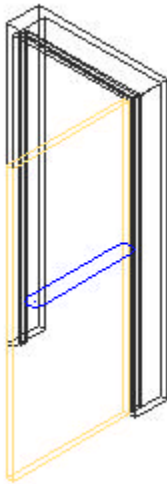
Enter values that represent the location of the door handle.

(Note: The values entered will be different depending on the insertion point of the block and the swing location of the door.)

For example, if you look at a door that has a handle on the left, use the following values. If the door handle is 3" over from the left of the door, select Left for the X position and 3" for the Insertion Offset.

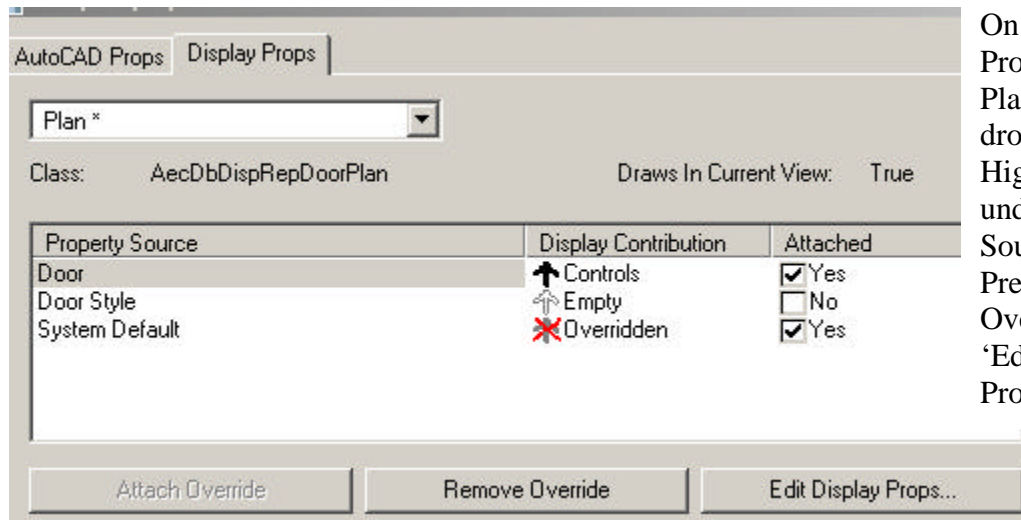
Select Front for the Y value, and enter 0" for the Insertion Offset. This is based on the door handle block's insertion point located in the center and the back of the handle).

The door handle will be 3'-0" from the bottom of the door, therefore select Bottom from the Z Insertion Point, and enter 3' for the Z Insertion Offset value.

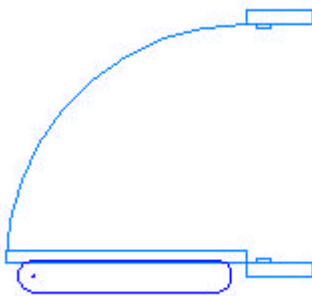


Use the Rotate tool or pre-set views to check how you have located your handle.

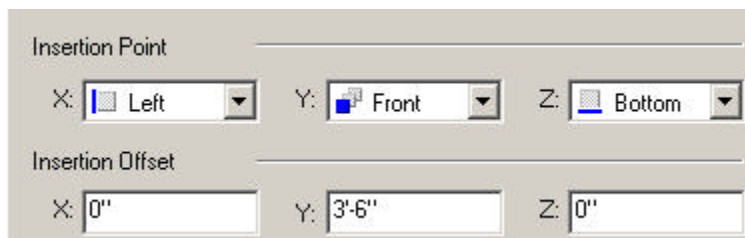
After you have entered the appropriate values, choose OK to return to the Entity Display dialog.



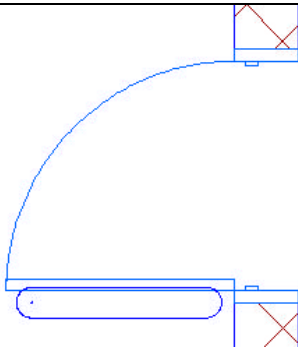
On the Display Props tab, select Plan* from the drop-down. Highlight Door under Property Source. Press 'Attach Override' then 'Edit Display Props'.



Once again, add the handle block and locate it so it appears correctly in the Plan View.

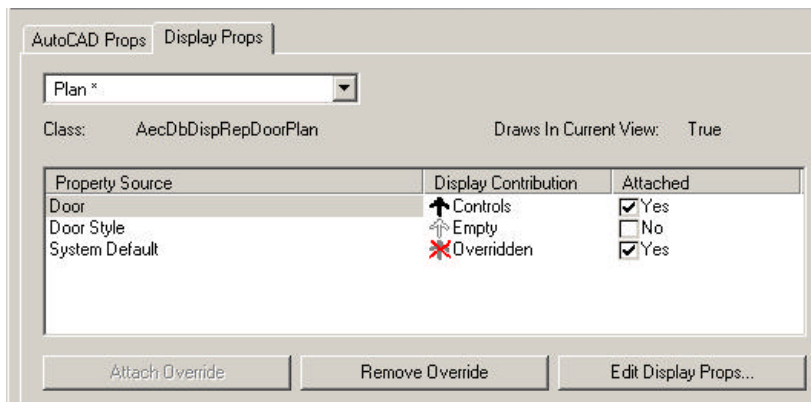


OK out of the dialog.

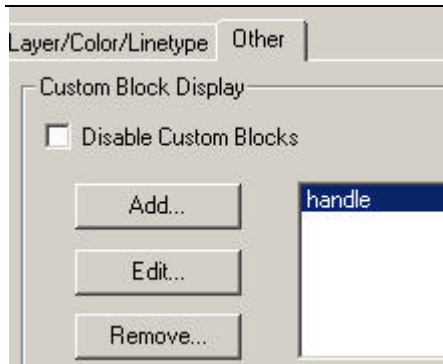


We now have a door handle on our door, but it is on the wrong side.

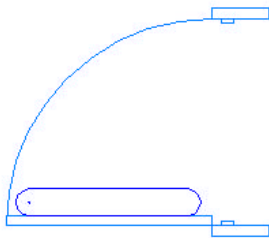
Pick the door. Right click and select 'Entity Display'.



Select the 'Edit Display Props' button.

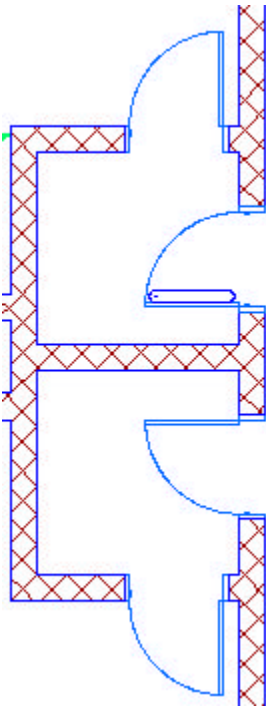


Select the 'Edit' button.



Change the X-value to 6" to move the handle to the other side of the door.

OK out of the dialog.



The bad news is that this only changes the display of a single door.

In order to change all the doors we need to edit the door style.

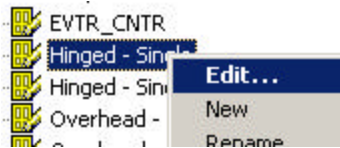
Elise Moss

Autodesk Architectural Desktop R3.3 Intermediate: Through the Roof

ISBN: 1-58503-094-5

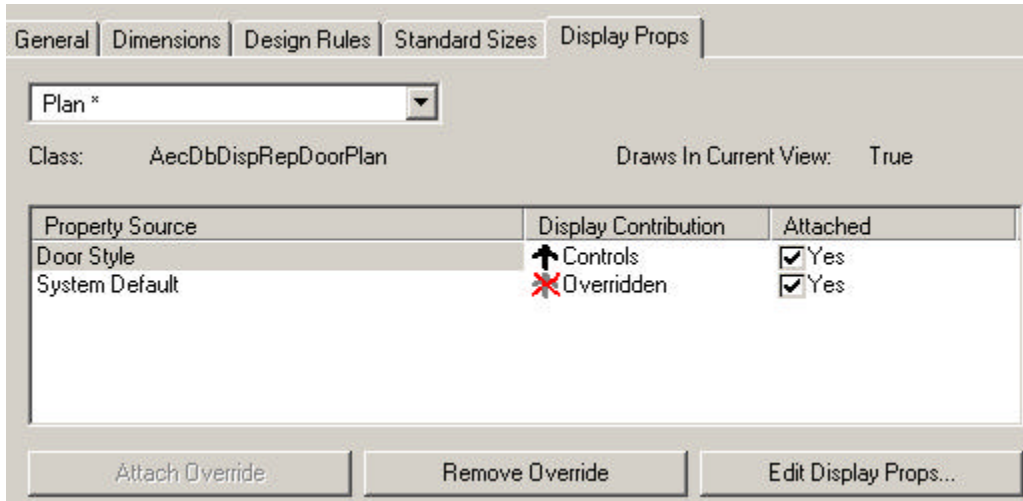
www.sdcacad.com

Go to Design→Doors→Door Styles.



Locate the Hinged – Single door.

Right click and select 'Edit'.

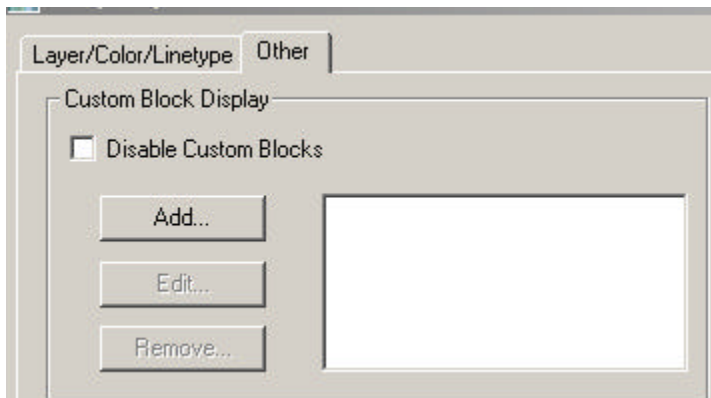


Select the Display Props tab.

Select Plan* from the drop-down.

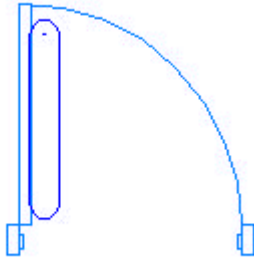
Highlight Door Style.

Press 'Attach Override', then 'Edit Display Props'.

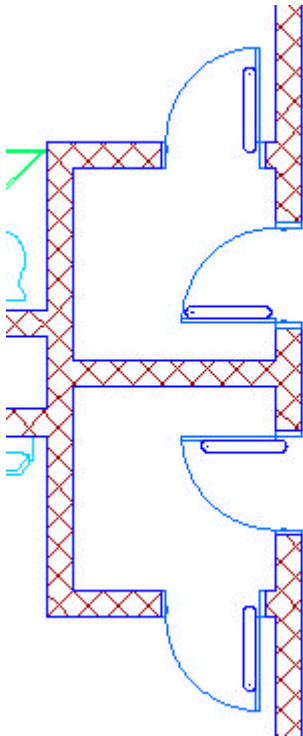


Select the Other tab.

Press the Add button.



Select the handle block and locate it on the door using the view window to help you.



Press 'OK' to exit the dialog.

Now, all our doors show the handles.