DIMENSIONING RULES

- Do not dimension to hidden lines
- Use Datum dimension, not continuous (continuous builds errors)
- For circles, use Diameter
- For arcs, use radius
- Do not dimension inside of the object
- Dimension where feature is shown best
- Do not duplicate dimensions
- Dimension all center marks first
- Then, add all linear dimensions
- Last dimension radius, diameters and call outs
- Always dimension on the dimension layer
- Make notes on Paper space
- Counterbore depth symbols are in GDT font
- ANSI-C is a paper space layout
- The viewport is in paper space
- When dimensioning always set the viewport scale first
- Make sure to lock the viewport