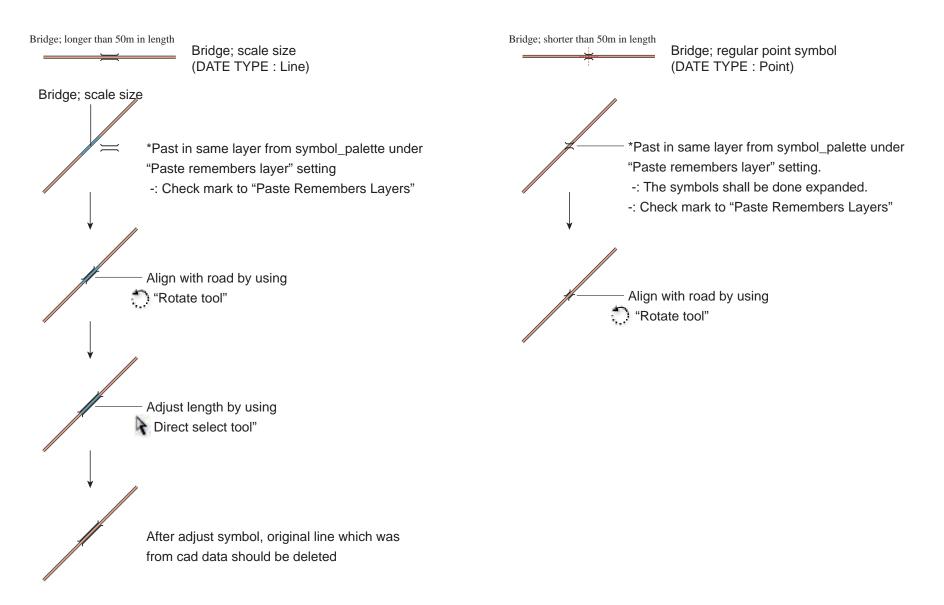
4. Other symbolization

•Adjust bridge to road



•Align annotation along the liner features

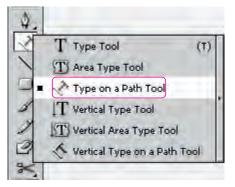
Kilambon River

1 Cut (Ctrl+X) a text.



2 Draw a path to accommodate annotation along the liner feature with the "Pen tool".

3 Click on the path with the "Type on a Path tool".

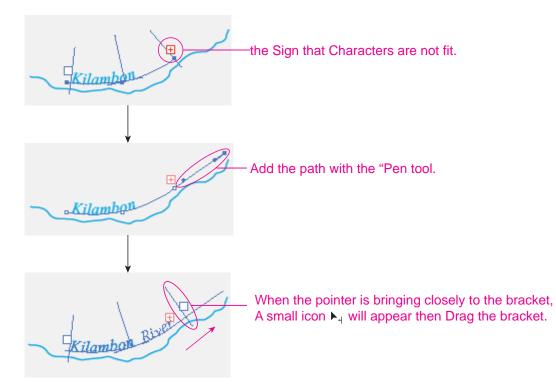




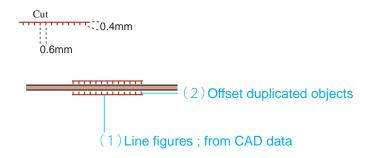
4 After "Paste" (Ctrl+V) the original text that it is delete.



5 When characters do not fit within along a path, draw the path with the "Pen tool", and drag the "bracket" at the end of the path as all characters fit.



•Create with the Offset Path command



- (2) Offset duplicate objects
- 1 Select the objects.

2 Choose Object > Path > Offset Path.

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Group Ctrl+G Ungroup Shift+Ctrl+G Lock ▶ Unlock_All Alt+Ctrl+2 Hide ▶ Show All Alt+Ctrl+3 Expand Expand Appearance	eview) 🛛 CS4_symbol.ai*
Elatten Transparency Rasterize Create Gra <u>d</u> ient Mesh Create Object Mosaic <u>O</u> reate Trim Marks Slice	
Path Blend Envelope Distort Perspective Live Paint	<u>J</u> oin Ctrl+J A <u>v</u> erage Alt+Ctrl+J O <u>u</u> tline Stroke <u>O</u> ffset Path

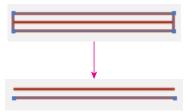
3 Enter the length of half of the nip line in the Offset text box. Click "OK".

Offset Path	
Offset: 0.2	ОК
<u>J</u> oins: Miter 💌	Cancel
Miter limit: 4	Preview

* After created the offset paths, it might be accommodated into created the certain temporary layer because of convenient for next work.

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	- Offset	0
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 After creating offset paths, it "Cut" (Ctrl+X), and "Paste in Front" (Ctrl+F) on the certain temporary layer or drags the selected -art indicator to the layer. 4 The unnecessary paths shall be deleted

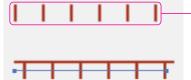


5 Apply an attribute with the Eyedropper tool. see "•Line figures (2)" in previous page.



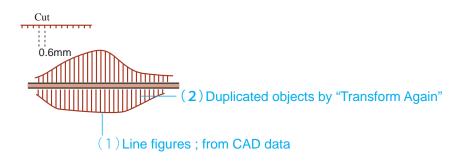
6 Adjust the length of the path, to improve the looks of the nip line. then they are moved to original layer.

After their moving, the temporary layer shall be removed.



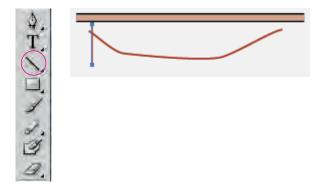
The offseted nip lines in the tmp. layer shall be move again to original their layer.

•Create with the Transform Again command



(2) Duplicate an object by a specific distance

1 Draw a perpendicular path from the "Cut" symbol line with the" Line Segment tool".



2 If necessary, set the stroke color and line styles.



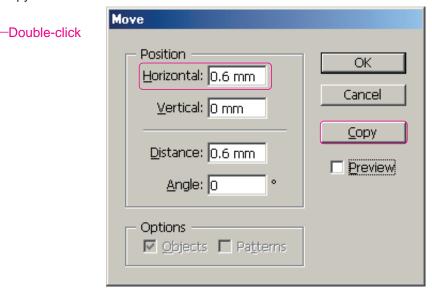
3 Open the "Move " dialogue box by double-click either "Selection tool". Enter the move value in the Horizontal text box. Click Copy.

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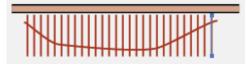
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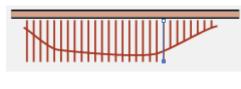


4 Holding the (Ctrl+D), "Transform Again" command will copy as required number.



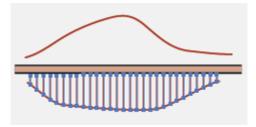
5 Adjust the length of the path with the" Direct Selection tool".





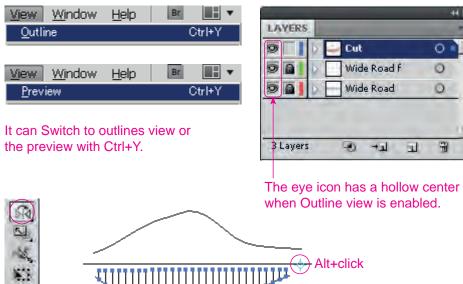
•Apply reflection object

1 Select the object to reflect.



2 Change view to outlines view (Ctrl+Y),

Alt + click the center line of the road with the Reflect tool.



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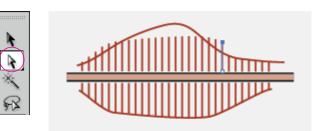
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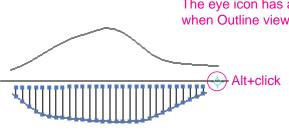
3 Select the Horizontal in the "Reflect " dialogue box, click Copy.

Reflect	
Axis <u>Horizontal</u> <u>V</u> ertical	OK Cancel
O <u>A</u> ngle: 0 °	<u>C</u> opy
Options	Preview

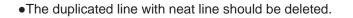
4 Adjust the length of the path with the "Direct Selection tool."

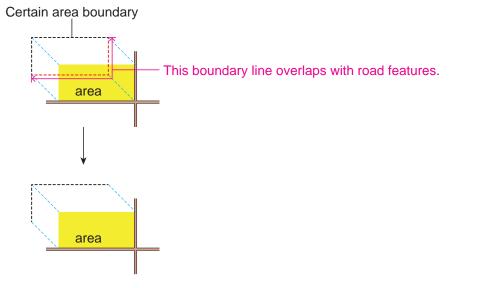




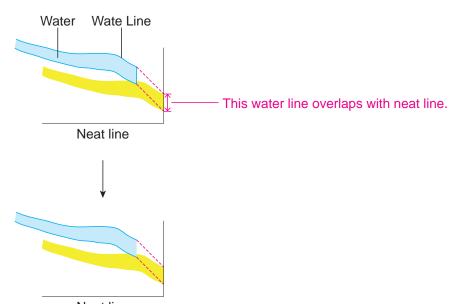


- 5. Basic edit
 - •The duplicated line with other line features should be deleted.

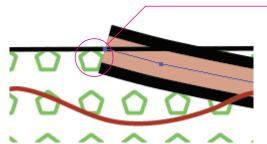




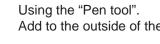




•Extend under shoot line to neat line



-The space is at between the neat line and object

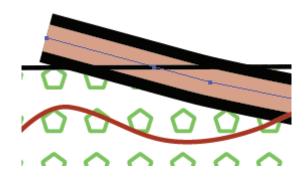


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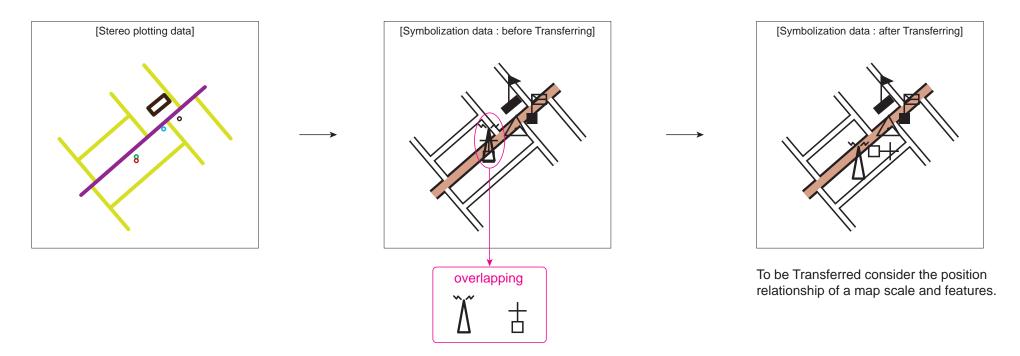
*

Add to the outside of the neat line.

Or, select as enclosing only end points of objects by using "Direct selection tool", then pulling to out of neat line with keeping direction .



•Transferring in order to avoid overlapping of symbols.



When transferring symbols, it shall be considered "cartographic judgment" to transfer form a true position as less as possible.. When unavoidable, symbols can be transferred from a true position.

Commonly, in 1/50,000 scale map might be accumulated transferring value is maximum 2.4 - 2.6 mm on the map.

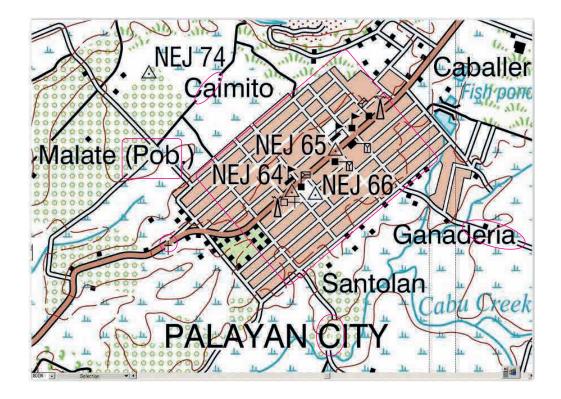
* The point symbols might be scaled down 20% of itself.

* Each point symbol should be spaced between 0.2mm at least.

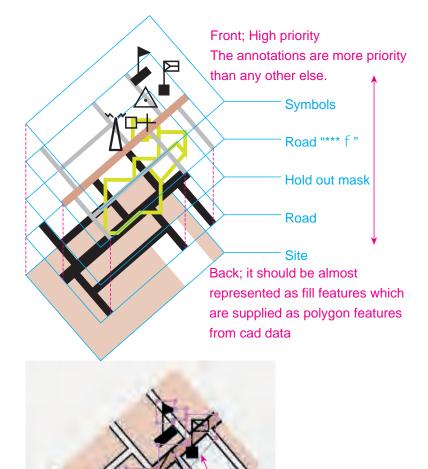
* When same color of annotation and map features or symbols should be spaced between 0.2mm at least.

* Horizontal position might be transferred as less as 1.0mm at most 2.4mm

•In case of overlapping of the same color symbols, overlapped features and annotation of the same color should be masked which is called the "hold out mask".

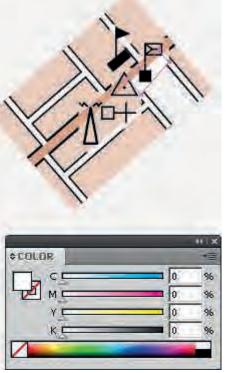


1 When draw the "hold out mask" in order to cover the features, It should be respected priority of symbols and layer order .



To draw the "hold out mask" following same Fill Color or pattern of the back. 2 To set the Fill color to "hold out mas". it might be used "Eyedropper tool" or Color panel.



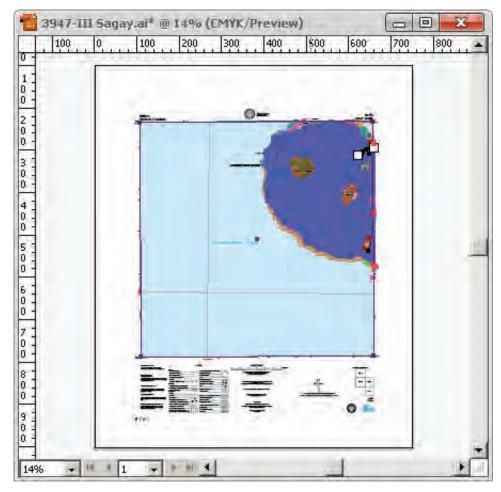


6. Adjoin neighbouring sheets

1 For example, adjoining left and right sheet,

Open left side sheet (Ctrl+O), select side of adjoining with "direct selection tool" or entire objects then "Copy" (Ctrl+O).

In case of entire selection sheet, it might be small map data.



2 Open right sheet then Make new layer for "pasting adjoining sheet" cancel Check mark at "Paste Remebers Layers" and turn activate this layer.

LAYERS

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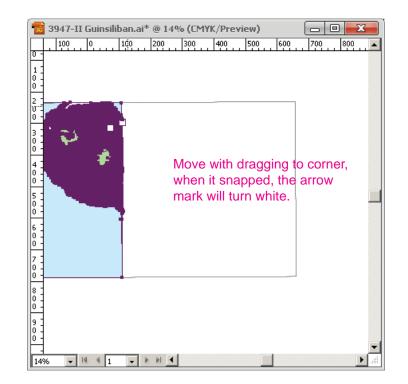
297 Lay

ptmgrid ptm no Layer 298	<u>N</u> ew Layer New Su <u>b</u> layer Dupli <u>c</u> ate ″ Layer 298″ <u>D</u> elete ″ Layer 298″
Sheet Q ■	Options for "Layer 298"
ers 🕑 Ha a 🖀	Make/Release Clipping Ma <u>s</u> k Enter <u>I</u>solation Mode E <u>x</u> it Isolation Mode
	Locat <u>e</u> Object
	<u>M</u> erge Selected <u>F</u> latten Artwork Collect in Ne <u>w</u> Layer
	Release to Layers (Seguence) Release to Layers (Build) Reyerse Order
	<u>T</u> emplate S <u>h</u> ow All Layers O <u>u</u> tline Others <u>L</u> ock Others
	Paste <u>R</u> emembers Layers
	<u>P</u> anel Options

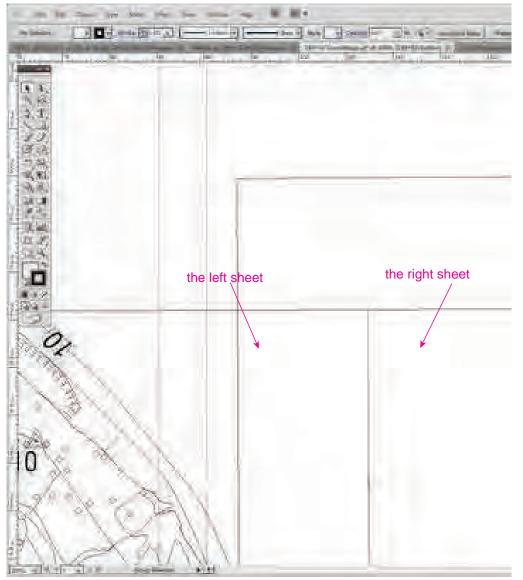
3 "Paste "in the new layer which has been made at right sheet file (Ctrl+V).

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1 0 - 0 - 2 - 0 - 0 - 0 - 0 -		
3 - 0 - 0 - 4 -		
0 - 0 - 5 - 0 - 0 -		
6 - 0 - 7 - 0 -		
8 - 0 - 0 -		
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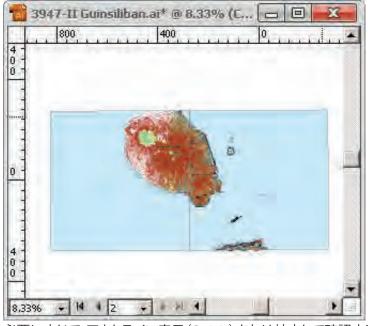
4 Set "smart guide" it is from view menu bar pull down menu or (Ctrl+U). Put "Selection tool" at the corner of the right side, then move and snap to left side of current map sheet's the left corner.



5 Move with dragging to corner, when it snapped, the arrow mark will turn white. When move and snap to another sheet neat line corner, it should be zoom in at the each corner in order to get clear view.

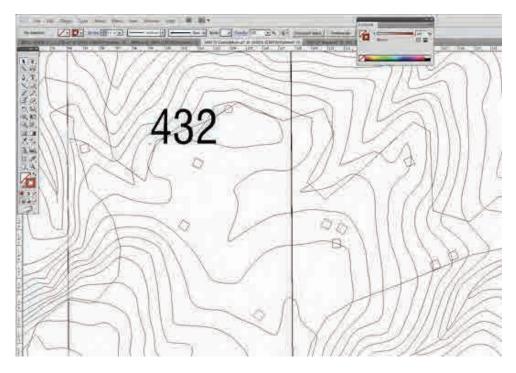


6 Turn on all layers, check sheets adjoining.



必要に応じて、アウトライン表示(Ctrl+Y)または拡大して確認する。

7 Display with Outline view (Ctrl+Y) or zoom in, if it need.



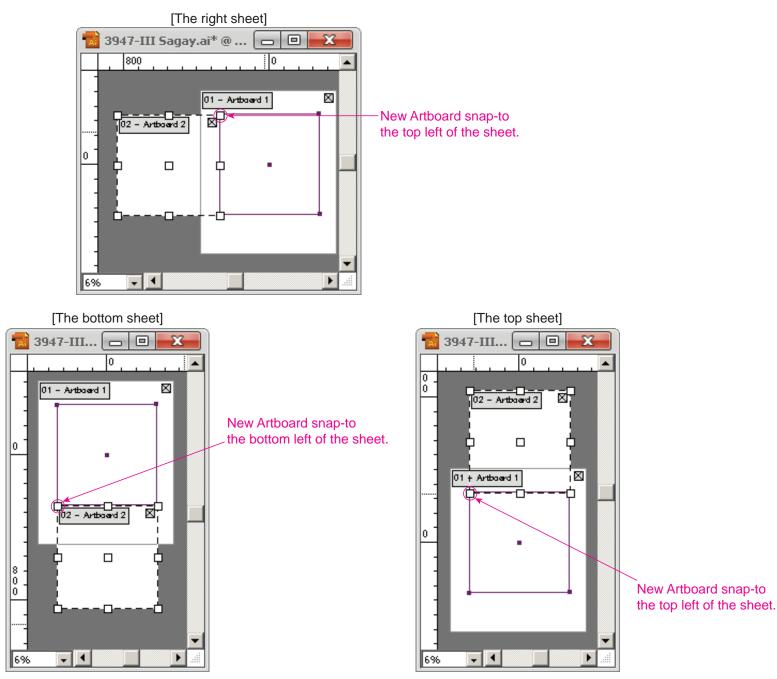
8 After adjoining working , the "new layer for map adjoining " should be deleted.

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AR	TBOARDS TBOARDS	<u>N</u> ew Artboard
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2	Artboard 2 📑	Delete Artboards
		Delete Empty Artboards
2.04	tboards û 🗗 🖬 🖓 a	Convert to Artboards Artboard Options
2 80		Rearrange Artboards

Select Artboards panel menu > ▼ > Delete Artboards. Or click Delete Artboard

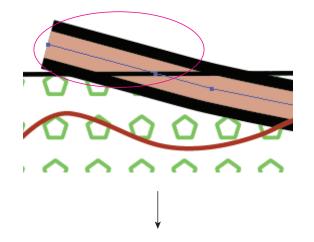
LAYERS	*	<u>N</u> ew Layer
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🗩 🗌 👂 🔄 Sheet	0	Options for "Layer 298"
🗑 🔲 🔤 grid_x	0 -	Make Clipping Ma <u>s</u> k
297 Layers 🕑 🛏 🗉		Enter <u>I</u> solation Mode

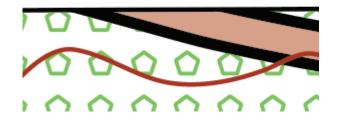
Select Layers panel menu > ▼ > Delete "Layer ***". Or click Delete Selection. 9 Similarly, check map adjoining of 4 side; the right, the left, the top, and the bottom map file.



7. Create mask object

The outside of neat line should be hidden with a mask object. it is called "sheet MASK" or "Hold out mask for neat line" etc.





1 Copy the neat line (Ctrl+C).

Uncheck "Paste Remembers Layers" in the "Layers panel "menu.

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292 Layers 🕑 🗐 🖫	÷

 New Layer...

 New Sublayer...

 Duplicate "Sheet"

 Delete "Sheet"

 Options for "Sheet"...

 Make Clipping Mask

 Enter Isolation Mode

 Exit Isolation Mode

 Locate Object

 Merge Selected

 Flatten Artwork

 Collect in New Layer

 Release to Layers (Sequence)

 Release to Layers (Build)

 Reyerse Order

 Tamplate

<u>T</u>emplate S<u>h</u>ow All Layers <u>P</u>review All Layers Lock Others

Paste <u>R</u>emembers Layers

Panel Options...

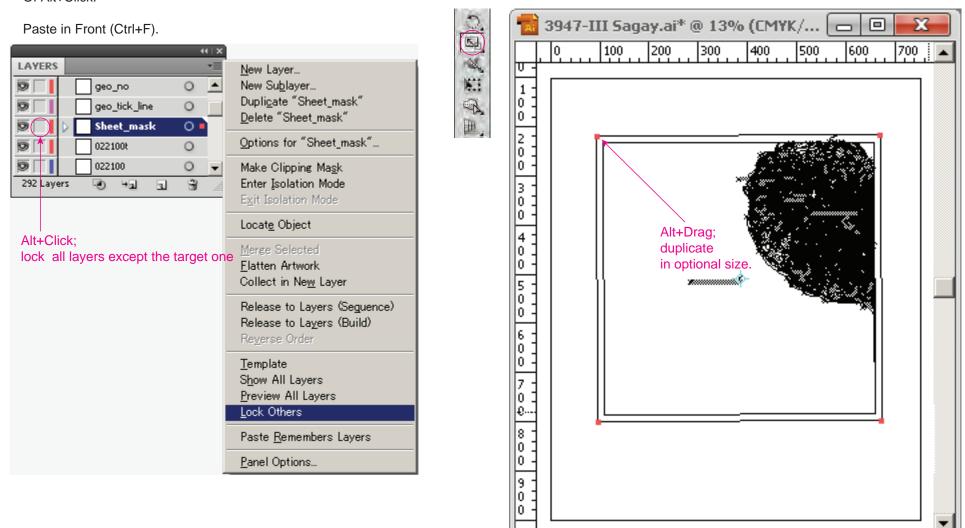
2 Lock all layers except the sheet mask layer. Select the target layer, and Choose Layers panel > ▼ > Lock Others. Or Alt+Click. 3 Scale and duplicate objects with the Scale tool .

↓ 14 4 1

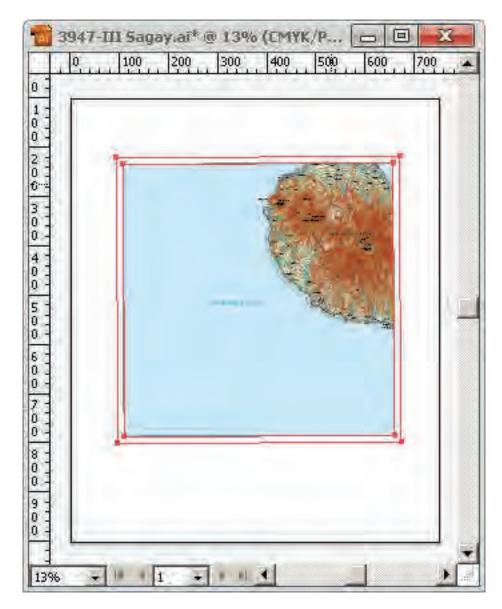
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4 Create compound path, and Fill color is set CMYK=0 in the Color panel.

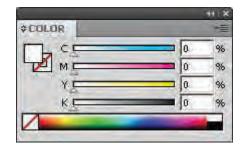


Create compound path

Select the objects and choose Object > Compound Path > Make.

Object Type Select Transform <u>A</u> rrange	Effect View Window Help
Group Ctrl+G Ungroup Shift+Ctrl+G Lock Unlock_AII Unlock_SAII Alt+Ctrl+2 Hide Show, AII	(CMYK/Preview) 🗵
Expand Expand Appearance Elatten Transparency Rasterize Create Gra <u>d</u> ient Mesh Oreate Object Mosaic <u>O</u> reate Trim Marks	
<u>S</u> lice	•
<u>P</u> ath <u>B</u> lend En <u>v</u> elope Distort <u>P</u> erspective Live Pai <u>n</u> t Live Trace Text <u>W</u> rap Clipping <u>M</u> ask	> > > > > > >
Compound Path Artboards	▶ <u>M</u> ake Ctrl+8 ▶ Release Alt+Shift+Ctrl+8
<u>A</u> rtboards G <u>r</u> aph	

Color panel Fill : CMYK=0, Stroke : None



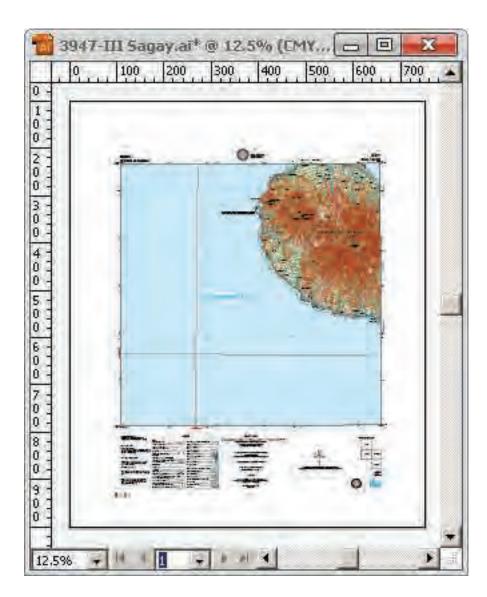
- 8. Legend and Marginal information
 - 1 Open "the legend and marginal information file" (Ctrl+O) Select and Copy (Ctrl+C) it.

2 in current working file, Choose "Paste Remembers Layers " in Layer panel





3 Paste in Front (Ctrl+F).



- 9. The check before Reproduction film making
 - (1) Show All Layers and Unlock All Layers

Choose from the Layers panel menu.

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LAYERS	<u>N</u> ew Layer New Su <u>b</u> layer Dupli <u>c</u> ate "color bar" <u>D</u> elete "color bar"
	Options for "color bar"
93 Layers - → 1 1 3 3	Make Clipping Ma <u>s</u> k Enter Isolation Mode E <u>x</u> it Isolation Mode
	Locat <u>e</u> Object
	<u>M</u> erge Selected <u>F</u> latten Artwork Collect in Ne <u>w</u> Layer
	Release to Layers (Seguence) Release to La <u>y</u> ers (Build) Re <u>v</u> erse Order
LAYER panel > ▼ >"Show all layers"	Template
LAYER panel > ▼ >"Unlock all layers"	S <u>h</u> ow All Layers O <u>u</u> tline Others (<u>U</u> nlock All Layers)
	Paste <u>R</u> emembers Layers
	Panel Options

(2) Unlock All, and Show All of the objects

Select all the objects (Ctrl+A) and choose from Object pull down menu.

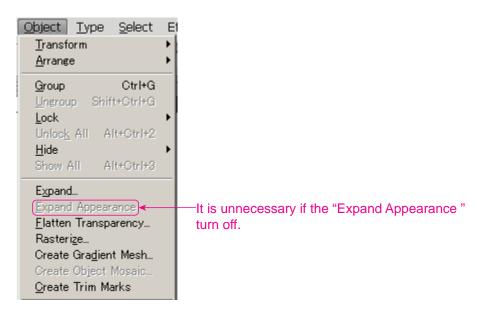
Object Type Select	E
Transform	Þ
<u>A</u> rrange	Þ
<u>G</u> roup Ctrl+G	
Ungroup Shift+Otrl+G	
Lock	Þ
Unlock All Alt+Ctrl+2	
Hide	Þ
Show All Alt+Ctrl+3	

LAYER panel > ▼ >"Unlock all layers"

LAYER panel > ▼ >"Show all layers"

(3) Expand Appearance

The brush objects which is point data, and the objects which used the "Effect" function should be done "Expend Appearance". Select all the objects (Ctrl+A) and choose Object > Expand Appearance.

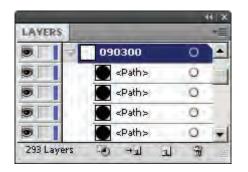


(4) UnGroup

The group which nested unnecessarily should be released. Select the objects and Choose Object > Ungroup.

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	⊳ 💽 <group></group>	0	
	Group>	0	
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	Group>	0	
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(4) Delete empty text paths

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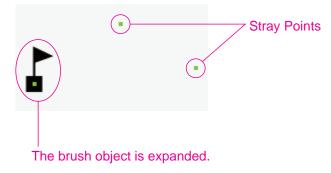
①Choose Object > Path > Clean Up.

<u>Object Type S</u> elect	Effe <u>c</u> t <u>Vi</u> ew <u>Wi</u> ndow <u>H</u> i
Transform Arrange	Uniform V
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Ungroup Shift+Ctrl+G Lock	•
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Show All Alt+Ctrl+3	
Expand	
Expand Appearance	
<u>F</u> latten Transparency Rasterize	
Greate Gradient Mesh	
Create Object Mosaic	
<u>G</u> reate Trim Marks	
Slice	•
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<u>B</u> lend	Average Alt+Otrl+J
En <u>v</u> elope Distort <u>P</u> erspective	O <u>u</u> tline Stroke
Live Pai <u>n</u> t	Offset Path
L <u>i</u> ve Trace	► Simplify
Text <u>W</u> rap	Add Anchor Points
Clipping <u>M</u> ask	Remove Anchor Points
Compound Path	<u>D</u> ivide Objects Below
<u>A</u> rtboards Creat	Split Into Grid
Graph	<u>C</u> lean Up

^②Select Empty Text Paths, and click OK.

Clean Up	
Delete Delete Stray Points Unpainted Objects Empty Text Paths	OK Cancel

(5) Delete stray points



1 Find stray anchor points. Choose Select > Object > Stray Points.

<u>Select</u> Effe <u>ct</u> <u>Vi</u> ew	<u>Wi</u> ndow	He	p l	Br	•	
All All on Active Artboard Deselect Reselect Inverse Next Object Abo <u>v</u> e	Ctrl+A Alt+Ctrl+A Shift+Ctrl+A Ctrl+6 Alt+Ctrl+]	_	⊑ 5 pt. F Guinsili			Character: 🗗 00% (CM1
Next Object <u>B</u> elow Sa <u>m</u> e	Alt+Ctrl+[,				
Object Save Selection Edit Selection			Direct	Same ion Har li gned t	ndles	
			<u>B</u> rush <u>C</u> lippir <u>S</u> tray <u>T</u> ext C Flash	e Brush Stroke ng Mas Points Djects Dynam Input T	s ks ic Tex	

2 Delete stray anchor points.

- * The brush objects which is point data are expanded before run the Stray Points.
- * It may be also select isolated points other than the stray points, before deleting, it often checks.

- (6) Check of all texts in the document
- Check whether you used the fonts that are not specified in the document. Choose Type > Find Font.

<u>Type</u> Select Effe <u>ct Vie</u> <u>F</u> ont <u>R</u> ecent Fonts Size	w <u>Wi</u> ndo [.] •
<u>G</u> lyphs	
<u>A</u> rea Type Options Type on a <u>P</u> ath <u>I</u> hreaded Text) -
Compos <u>i</u> te Fonts <u>K</u> insoku Shori Settings Mojikumi Settings	
Fit <u>H</u> eadline Create <u>O</u> utlines Shif	t+Ctrl+O
Fi <u>n</u> d Font	
<u>C</u> hange Case Smart P <u>u</u> nctuation	•

2 Select the name of a font that is not specified from the Fonts in Document pop-up menu.

Select a replacement font from the following list of the Replace With Font From pop-up menu : Document as which list only the fonts that are used in the document or System as which list all fonts on your computer.

Click Change All. Click Done to close the dialogue box.

Fonts in Document list

Eonts in Docum	ent:	7	Eind
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Swiss 721 Conde		Ŧ	Context-click the
Swiss 721 Bold Condensed BT			font name to see a preview.
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Swiss 721 Italia	: BT	Ŧ	
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Include in List:			
🔽 Open Type	💌 <u>R</u> oman	✓ Standard	
✓ Type 1			

(7) Set up overprinting

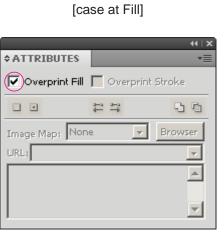
1 To be overprint all black objects in your artwork, select the Overprint Black. Select all the objects (Ctrl+A) and choose Edit > Edit Colors > Overprint Black.

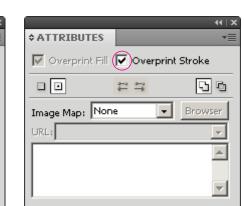
Edit Object Type Se Undo Find Font Redo	e <mark>lect Effe<u>c</u>t <u>Vi</u> Ctrl+Z Shift+Ctrl+Z</mark>	ew Window Help
Cu <u>t</u> <u>C</u> opy <u>P</u> aste Paste in <u>F</u> ront Paste in <u>B</u> ack Pa <u>s</u> te in Place Pa <u>s</u> te on All Artboards <i>H</i> C <u>l</u> ear	CtrI+X CtrI+C CtrI+V CtrI+F CtrI+B Shift+CtrI+V Alt+Shift+CtrI+V	iew) 🛛 3947-III Sagay.a
Find and Replace Find Ne <u>x</u> t C <u>h</u> eck Spelling Edit Custom <u>D</u> ictionary	Ctrl+I	-
Define Pattern Edit Colors Edit Original	•	Recolor Artwork Recolor with Preset
Transparency Flattener Pr Tracing Pre <u>s</u> ets Print Pre <u>s</u> ets Adobe PDF Pre <u>s</u> ets SWF Pre <u>s</u> ets Perspective <u>G</u> rid Presets	-	Adjust Color Balance Blend <u>Front</u> to Back Blend <u>Horizontally</u> Blend <u>Vertically</u> Convert to <u>C</u> MYK Convert to <u>G</u> rayscale Convert to <u>R</u> GB
Color Settings <u>A</u> ssign Profile Keyboard Shortcuts	Shift+Ctrl+K	Invert Colors Overprint Black Saturate

2 Choose "Add Black" from pop-up menu. Enter "100" in the Percentage text box. Select Fill and Stroke to specify how to apply the overprinting. Click OK.

Overprint Black	
Add Black Percentage: 100 % Apply to: V Fill V Stroke	OK Cancel
Options Include <u>B</u> lacks with CMY Include Sp <u>o</u> t Blacks	~

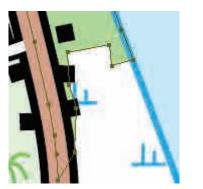
3 100% of spot colors should be applied overprint in the Attribute panel. it shall be according to the symbol specification.





[case at Storke]

3 -1 The objects of White (CMYK 0%) and the fill color less than 100% do not apply the overprint. Uncheck the Overprint Fill and strork.



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	i A	■ 60 %
	_	-
¢ ATTRIBUTES		44
~	II 🔽 Overpr	int Stroke
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(8) Delete Guides

Choose View > Guides > Clear Guides.

<u>Vi</u> ew <u>W</u> indow <u>H</u> elp <u>O</u> utline	Br ■ ▼ Ctrl+Y		
O <u>v</u> erprint Preview Al Pi <u>x</u> el Preview	t+Shift+Ctrl+Y Alt+Ctrl+Y	aracter: 小塚ゴシック Pro 💽 o (CMYK/Preview) 🗵	
Proo <u>f</u> Setup Proof <u>C</u> olors	•		
<u>Z</u> oom In Zoo <u>m</u> Out Fit Artboard in <u>W</u> indow Fit A <u>I</u> I in Window Actual Siz <u>e</u>	Ctrl++ Ctrl+- Ctrl+0 Alt+Ctrl+0 Ctrl+1		
Hide E <u>d</u> ges Hide Art <u>b</u> oards Show Print <u>T</u> iling	Ctrl+H Shift+Ctrl+H		
Show <u>S</u> lices Loc <u>k</u> Slices			
Hide Temp <u>l</u> ate	Shift+Ctrl+W		
<u>R</u> ulers Show Bounding Bo <u>x</u> Show Transparenc <u>y</u> Grid Hide Text T <u>h</u> reads	► Shift+Ctrl+B Shift+Ctrl+D Shift+Ctrl+Y		
Hide Gradient Annotator Show Live Paint Gaps	Alt+Ctrl+G		
G <u>u</u> ides ✓ Smart Gu <u>i</u> des	► Ctrl+U	Hide Guides Ctrl+; Lock Guides Alt+Ctrl+; Make Guides Ctrl+5	If guides are locked, uncheck them.
Perspective Grid	•	Release Guides Alt+OtrI+5	
Show <u>G</u> rid	Ctrl+″	<u>O</u> lear Guides	

How to make line symbol

Roads; as for the double line roads should be required two or three layer which are Black line parts, White or Orange or Yellow line parts, and Separation lines parts on the High way.

No. 7005 1; Copy and Paste in front 3; Copy and Paste in front 4; 0.1mm	 Make the black line, select the target line then change color which is Non Fill, Turn Sroke of K100 in the color dialog box and enter the Sroke Weight 1.4mm which line Cap is Butt Cap: Join is Miter Join. And Then change the Attributes Over print stroke. Copy the current object, select Edit from menu bar select Copy or Ctrl+C. and Paste in Front or Ctrl+F. Then you can move current selected object layer, 7005, to 7005_f layer. And then you put check mark off the Over print stroke. You can change color which is Non Fill, Turn Sroke, Orange which is entries in the Swatch dialog box. and enter the Stroke Weight 1.0mm which line Cap and Join are remenbered same the black line. Copy and Paste in Front the current object then move the layer to 7005_c layer Then enter the Stroke Weight 0.1mm. <i>Note: this symbols layer order is, 1st. is 7005_c, 2nd is 7005_f, 3rd is 7005.</i>
No. 7009 1; 3;	 Make the black line, select the target line then change color which is Non Fill, Turn &roke, K100 in the color dialog box. and enter the &roke Weight 0.6mm which line Cap is Butt Cap: Join is Miter Join. Then change the Attributes Over print stroke. Copy and Paste in Front the current object. Then you can move current selected object layer of 7009 to 7009_f layer. And then you put check mark off the Over print stroke. You can change color which is Non Fill, Turn & roke, Orange which is entries in the &watch dialog box. and enter the &roke Weight 0.4mm which line Cap and Join are remenbered same the black line. <i>Note: this symbols layer order is, 1st. is 7009_f, 2nd is 7009.</i>
No. 7011 1; Copy and Paste in front 0.4mm 3;	 Make the black line, select the target line then change color which is Non Fill, Turn &roke, K100 in the color dialog box. and enter the &roke Weight 0.6mm which line Cap is Butt Cap: Join is Miter Join. Then change the Attributes Over print stroke. Copy and Paste in Front the current object. Then you can move current selected object layer of 7011 to 7011_f layer. The color white is not need to operate Over print. You can change color which is Non Fill, Turn &roke, White in the color dialog box enter the &roke Weight 0.4mm which line Cap and Join are to be same the black line. <i>Note: this symbols layer order is, 1st. is 7011_f, 2nd is 7011.</i> <i>color white can not see on preview screen. Changing the Art Work view , you can define the object.</i>

3.0mm 1.5mm 1.4mm	1; Make the black line, select the target line then change color which is Non Fill, Turn Stroke, K100 in the color dialog box and enter the Stroke Weight 1.4mm which line Cap is Butt Cap: Join is Miter Join, and then you put check mark on the Dashed Line which is dash 3.0mm gap 1.5mm. Then change the Attributes Over print stroke.
1; Copy and Paste in front	2; Copy and Paste in Front the current object. Then you can move current selected object layer of 7006 to 7006_f layer. And then you put check mark off the Over print stroke. Dimension of dashed Line are carried out from original object which is this time the black line.
3;1.0mm Copy and Paste	3; You can change color which is Non Fill, Turn & roke, Orange which is entries in the Swatch dialog box. and enter the & roke Weight 1.0mm. Copy and Paste in Front the current object then move the layer to 7006_c layer
4; <u>0.1mm</u>	4; Then enter the Stroke Weight 0.1mm. Note: this symbols layer order is same as symbol 7005.
0.6mm	 1; Make the black line, select the target line then change color which is Non Fill, Turn Stroke, K100 in the color dialog box and enter the Stroke Weight 0.6mm which line Cap is Butt Cap: Join is Miter Join, and then you put check mark on the Dashed Line which is dash 3.0mm gap 1.5mm. Then change the Attributes Over print stroke.
Copy and Paste in front 0.4mm	2; Copy and Paste in Front the current object. Then you can move current selected object layer of 7008 to 7008_f layer. And then you put check mark off the Over print stroke. Dimension of dashed Line are carried out from original object which is this time the black line.
	3; You can change color which is Non Fill, Turn & roke, Orange which is entries in the Swatch dialog box. and enter the & roke Weight 0.4mm. Note: this symbols layer order is same as symbol 7009.
0.7010 = = = = 1	1; Make the black line, select the target line then change color which is Non Fill, Turn Stroke, K100 in the color dialog box and enter the Stroke Weight 0.6mm which line Cap is Butt Cap: Join is Miter Join, and then you put check mark on the Dashed Line which is dash 3.0mm gap 1.5mm. Then change the Attributes Over print stroke.
Copy and Paste in front 0.4mm 3;	2; Copy and Paste in Front the current object. Then you can move current selected object layer of 7010 to 7010_f layer. And then you put check mark off the Over print stroke. Dimension of dashed Line are carried out from original object which is this time the black line.
	3; You can change color which is Non Fill, Turn Stroke, White in the color dialog box enter the Stroke Weight 0.4mm Note: this symbols layer order is same as symbol 7011.

Canals; as for the double line canals two layers should be required as follows: Blue solid line parts layer and 30%- blue color line parts layer.

No. 3019

1;

3:

Copy and Paste in front

0.5mm

0.3mm

1; Make the blue line, select the target line then change color which is Non Fill, Turn Stroke, C100 in the color dialog box and enter the Stroke Weight 0.5mm which line Cap is Butt Cap: Join is Miter Join. Then change the Attributes Over print stroke.

2; Copy and Paste in Front the current object. Then you can move current selected object layer of 3019 to 9016_f layer. And then you put check mark off the Over print stroke.

3; You can change color which is Non Fill, Turn & roke, C30% in the color dialog box. and enter the & roke Weight 0.3mm. Note: this symbols layer order is, 1st. is 3019 to 3019_f, 2nd is 3019.

-: You can make the other double line Canal which No. are 3020, by using as this method. Symbols of No. 3018 was omitted for wanted space. Because No. 3018 is shown by just single line which are continued.

No. 3026 1; For example, make the blue line, select the target line then change color which is Non Fill, Turn & roke, C100 in the color dialog box and enter the & roke Weight 0.5mm which line Cap is Butt Cap: Join is Miter Join. Then change the Attributes Over print stroke. 0.5mm 1; Copy and Paste 2; Copy and Paste in Front the current object. Then you can move current selected object layer of 3026 to 3026 w layer. in front 0.3mm 3; You can change color which is Non Fill, Turn Stroke, white in the color dialog box. and enter the Stroke Weight 0.3mm. 3; Copy and Paste in front 4; Copy and Paste in Front the current object. Then you can move current selected object layer of 3026_w layer to 3026_f layer. 0.3mm 5; You can change color which is Non Fill, Turn Stroke, C30% in the color dialog box. Then you put check mark on the Dashed Line which is dash 3.0mm gap 1.5mm in Color dialog box. Then change the Attributes Over print off the stroke. Note: this symbols layer order is, 1st. is 3026_f, 2nd is 3026_w, 3rd is 3026.

-: Symbols of No. 3025, is shown by just single line which are dashed.

Canals; as for the double line canals two layers should be required as follows: Blue solid line parts layer and 30%- blue color line parts layer.

No. 3019

1;

3:

Copy and Paste in front

0.5mm

0.3mm

1; Make the blue line, select the target line then change color which is Non Fill, Turn Stroke, C100 in the color dialog box and enter the Stroke Weight 0.5mm which line Cap is Butt Cap: Join is Miter Join. Then change the Attributes Over print stroke.

2; Copy and Paste in Front the current object. Then you can move current selected object layer of 3019 to 9016_f layer. And then you put check mark off the Over print stroke.

3; You can change color which is Non Fill, Turn & roke, C30% in the color dialog box. and enter the & roke Weight 0.3mm. Note: this symbols layer order is, 1st. is 3019 to 3019_f, 2nd is 3019.

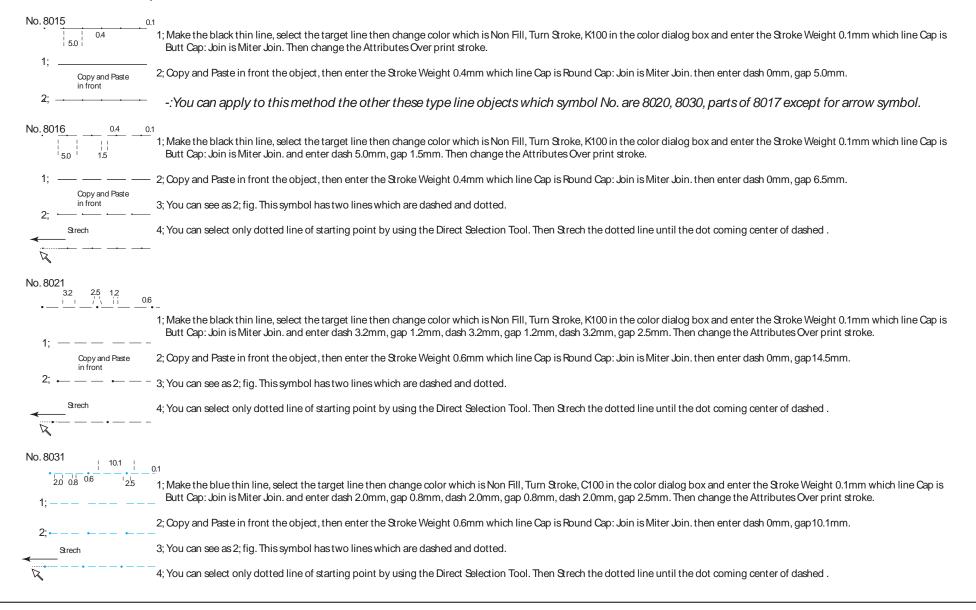
-: You can make the other double line Canal which No. are 3020, by using as this method. Symbols of No. 3018 was omitted for wanted space. Because No. 3018 is shown by just single line which are continued.

No. 3026 1; For example, make the blue line, select the target line then change color which is Non Fill, Turn & roke, C100 in the color dialog box and enter the & roke Weight 0.5mm which line Cap is Butt Cap: Join is Miter Join. Then change the Attributes Over print stroke. 0.5mm 1; Copy and Paste 2; Copy and Paste in Front the current object. Then you can move current selected object layer of 3026 to 3026 w layer. in front 0.3mm 3; You can change color which is Non Fill, Turn Stroke, white in the color dialog box. and enter the Stroke Weight 0.3mm. 3; Copy and Paste in front 4; Copy and Paste in Front the current object. Then you can move current selected object layer of 3026_w layer to 3026_f layer. 0.3mm 5; You can change color which is Non Fill, Turn Stroke, C30% in the color dialog box. Then you put check mark on the Dashed Line which is dash 3.0mm gap 1.5mm in Color dialog box. Then change the Attributes Over print off the stroke. Note: this symbols layer order is, 1st. is 3026_f, 2nd is 3026_w, 3rd is 3026.

-: Symbols of No. 3025, is shown by just single line which are dashed.

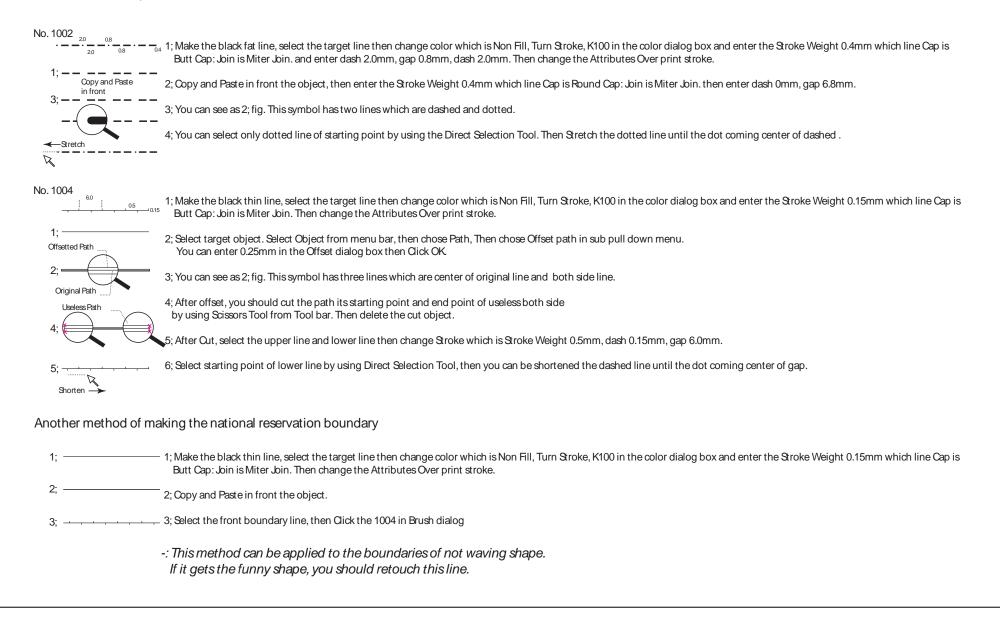
o. 3027	
02 \05 {	1; Make the blue line, select the target line then change color which is Non Fill, Turn Stroke, C100 in the color dialog box and enter the Stroke Weight 0.2mm which line Cap is Butt Cap: Join is Miter Join. Then change the Attributes Over print stroke.
Offsetted Path	2; Select target object. Select Object from menu bar, then chose Path, Then chose Offset path in sub pull down menu. You can enter 0.25mm in the Offset dialog box then Click OK.
Original Path	3; You can see the object which was made path like a enclosing the original object. After offset, you should cut the path its starting point and end point of useless upper side by using Scissors Tool from Tool bar. Then delete the catted object.
3;	4; You can see double lines which are original and offsetted line.
4;	5; Select offsetted line, then change the Stroke weight is 0.5mm, dash is 0.2, gap is 5.0mm.
5;	-: You can apply to this method the other these type line objects which symbol No. are 2034, 6108, 6109, 6110, 6112,8039, 6005,2031.
o. 3023	1; Make the blue line, select the target line then change color which is Non Fill, Turn Stroke, C100 in the color dialog box and enter the Stroke Weight 0.25mm which line Cap is
	Round Cap: Join is Miter Join. Then change the Attributes Over print stroke.
	2; Then dash is 0mm, gap is 0.6mm. Tics of starting and ending are copied from New_Symbols.ai or Spec file.
	-: You can apply to this method the other these type line objects which symbol No. are 5095, 2026, 4001, 2019, parts of 2020, parts of 2030.
0.3024 0.3 0.25 0.19	1; Make the blue line, select the target line then change color which is Non Fill, Turn Stroke, C100 in the color dialog box and enter the Stroke Weight same as the canal width, for example, in case of the canal width is 0.5mm which the target line weight is 0.5mm. Cap is Butt Cap: Join is Miter Join. Then change the Attributes Over print stroke.
Preview Arty	2; Select target object. Select Object from menu bar, then chose Outline path in sub pull down menu. You can see that the object was changed Stroke to Fill object.
2;	3; Then change the object Fill to Stoke its line weight is 0.25mm. Then cut the line of useless parts of start corner point and end corner point.
3: Artwork	5; Select line, then change the Stroke which which line Cap is Round Cap: Join is Miter Join its dash is 0mm, gap is 0.6mm. Tics of starting and ending are copied from New_Symbols.ai or Spec file.
4;	-: You can apply to this method the other these type line objects which symbol No. 6114_river.

Infrastructures; as for special case of combination of dashed and continued line.



Boundaries; as for special case of combination of dashed and continued line.
No. 1001 1; 1; Make the black fat line, select the target line then change color which is Non Fill, Turn Stroke, K100 in the color dialog box and enter the Stroke Weight 0.5mm which line Cap is Butt Cap: Join is Miter Join, then enter dash 2.5mm, gap 2.0mm, Then change the Attributes Over print stroke.
2; — — — — — 2; Copy and Paste in front the object, then enter the Stroke Weight 1.5mm which line Cap is Butt Cap: Join is Miter Join, then enter dash 0.15mm, gap 2.35mm, dash 0.15mm, gap 1.85mm.
3; 🛏 🛏 🛏 🛏 🛏 3; Copy and Paste in front the object, then enter the Stroke Weight 0.5mm which line Cap is Round Cap: Join is Miter Join. then enter dash 0mm, gap 4.5mm.
5; 4; You can see as 3; fig. This symbol has two lines which are dashed and dotted.
5; You can select only dotted line of starting point by using the Direct Selection Tool. Then Stretch the dotted line until the dot coming center of gap.
6; H:H:H:H:H:H:H. 6; Select the boundary line, then offset the line 1.5mm.
$7; X \rightarrow \rightarrow \rightarrow \rightarrow X$, $X \rightarrow \rightarrow X$, $X \rightarrow X$,
6; Here the structure of the color in Orange 50%, then enter the Stroke Weight 3.0mm which line Cap is Round Cap: Join is Miter Join. Then move the layer to 1001_f, Then change the Attributes Over print stroke.
Another method of making the national boundary 1;

Boundaries; as for special case of combination of dashed and continued line.

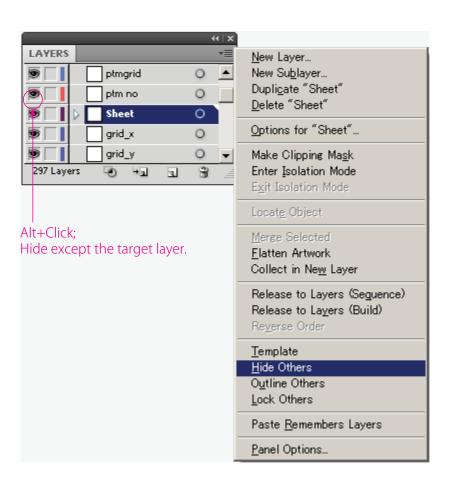


6. Adjoin neighbouring sheets

① Display only the neat line layer.

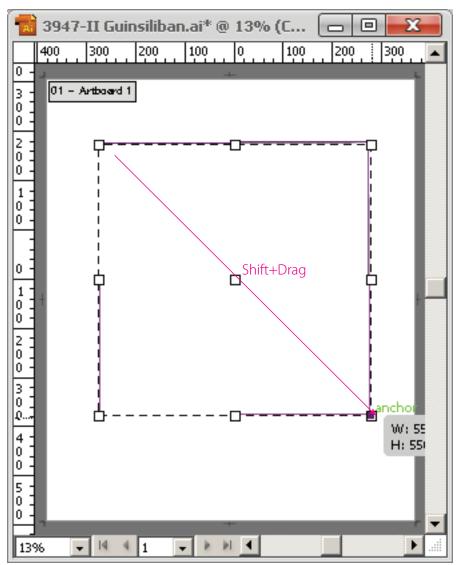
Select the target layer, and Choose Layers panel $> \mathbf{\nabla} >$ Hide Others. Or Alt+Click.

Click View from menu bar > Smart Guides.



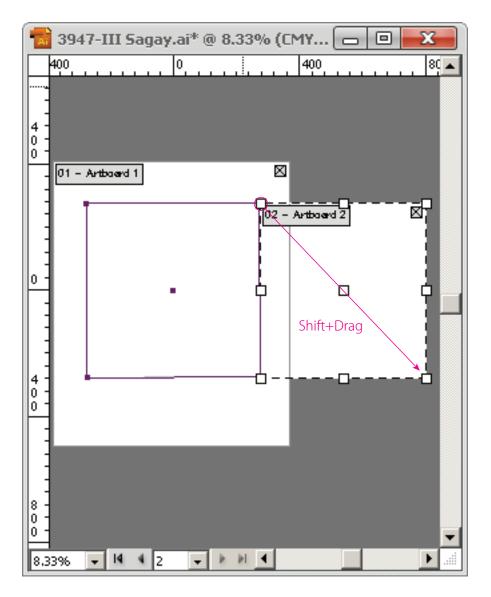
② Create a certain size of new Artboard for map adjoining By sing "Artboard tool", point cursor near to **the top left of the neat** line then shown "anchor", held Shift low and dragging as diagonal to right corpor

hold Shift key and dragging as diagonal to right corner.



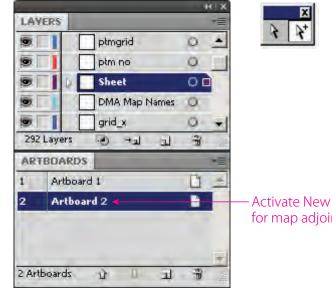
③ The left file Open (Ctrl+O).

Create a certain size of new Artboard for neighbor map pasting. Similarly, by using "Artboard tool", point cursor snap on the top right of the neat line then shown "anchor", hold Shift key and dragging as diagonal to opposite right corner.

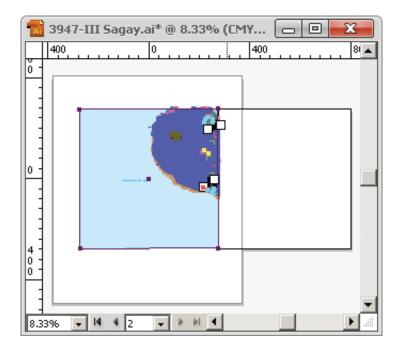


④ Display All layers

Active Artbord 2, select objects near the neat line and copy (Ctrl+C) in this case using "Direct selection tool"



Activate New Artboard for map adjoining

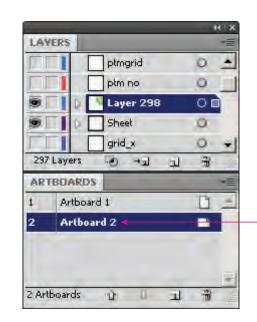


(5) Returns to a current work document, and create the new layer for map adjoining. Uncheck "Paste Remembers Layers "in the Layers panel menu. When left check"Paste Remembers Layers ", the objects will be past into same layers. It will be bear to delete the objects at once.

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	ptmgrid	0	
	ptm no	0	
	Layer 298	0	
9	Sheet	0	
	grid_x	0 🗸	
297 Laye	ers 🕑 Hal 🗉	.	

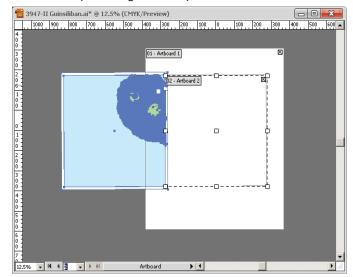
<u>N</u> ew Layer New Su <u>b</u> layer Dupli <u>c</u> ate "Layer 298" <u>D</u> elete "Layer 298"
Options for "Layer 298"
Make/Release Clipping Ma <u>s</u> k Enter <u>I</u> solation Mode E <u>x</u> it Isolation Mode
Locat <u>e</u> Object
<u>M</u> erge Selected <u>F</u> latten Artwork Collect in Ne <u>w</u> Layer
Release to Layers (Seguence) Release to Layers (Build) Reyerse Order
<u>T</u> emplate S <u>h</u> ow All Layers O <u>u</u> tline Others <u>L</u> ock Others
Paste <u>R</u> emembers Layers
<u>P</u> anel Options

⁽⁶⁾ Activate New Artboard for map adjoining "Paste in Front "(Ctrl+F) into the new layer.



Activate New Artboard for map adjoining (double click)

Status of past neighbor map into New Artboard



⑦ Hide Artboards and check map adjoining. Choose View > Hide Artboards

<u>View Window H</u> elp	Br
<u>O</u> utline	Ctrl+Y
O <u>v</u> erprint Preview <i>H</i>	Alt+Shift+Ctrl+Y
Pi <u>x</u> el Preview	Alt+Ctrl+Y
Proo <u>f</u> Setup	+
Proof <u>C</u> olors	
<u>Z</u> oom In	Ctrl++
Zoo <u>m</u> Out	Ctrl+-
Fit Artboard in <u>W</u> indow	Ctrl+0
Fit All in Window	Alt+Ctrl+0
Actual Siz <u>e</u>	Ctrl+1
Hide E <u>d</u> ges	Ctrl+H
Hide Art <u>b</u> oards	Shift+Ctrl+H
Show Print <u>T</u> iling	



(8) After adjoining working, the New Artboard and new layer for map adjoining shall be adeleted.

			44 X	
AR	TBOARDS		*	<u>N</u> ew Artboard
1	Artboard 1		D 📥	Duplicate Artboards
2	Artboard 2			Delete Artboards
	Ċ			Delete Empty Artboards
2 64	tboards û	1 5		Convert to Artboards Artboard Options
				Rearrange Artboards

Select Artboards panel menu > $\mathbf{\nabla}$ > Delete Artboards. Or click Delete Artboard.

LAYERS	*	<u>N</u> ew Layer
🗩 🔲 📄 ptmgrid	0 🔺	New Su <u>b</u> layer
ptm no	0	Dupli <u>c</u> ate "Layer 298"
S Layer 298	0	<u>D</u> elete ″Layer 298″
Sheet	0	Options for "Layer 298"
🗩 📘 🔄 grid_x	0 🚽	Make Clipping Ma <u>s</u> k
297 Layers 🕑 🗐 🖫		Enter Isolation Mode

Select Layers panel menu > $\mathbf{\nabla}$ > Delete "Layer ***". Or click Delete Selection.

Check and retouch the map adjoining might be used "View artwork" (Ctrl+Y) which all objects will be displayed such like Skeleton or "Zoom in"

(9) Similarly, check map adjoining of 4 side; the right, the left, the top, and the bottom map file.

