

1		Should look like	Does it look like that?
		The circle should look like the ellipse	
2		LAYER NAMES: Drawing Contents In Quest Look Like This Should Look Like This Test Layer 01 Test Layer 02 ... Test Layer 99	LAYER NAMES: Drawing Contents In Quest Look Like This Should Look Like This Test Layer 01 Test Layer 02 ... Test Layer 99
		Issue the <code>_LAYER</code> command Are there ALL the layers? Is the Layer 99 text faded?	
3		The tolerance should look the same	
4		The intersection should be precise (zoom close)	
5		Red and yellow thick single line? Red and yellow text/line entity? Green pipe-line?	
6		All three objects? Right colors? Pentagon black border? Hatched bottom?	
7		Text style, colors, special characters, width? Aligned columns, FL/PL/identity symbols?	
8		Should look like	Does it look like that?
		Is it a identically looking Euro symbol?	
9		The curve should look the same. Is the red curve complete? Try to grip-select it.	
10		The OLE object should look the same (ignore pixelation)	
11		The dimensions of the red rectangle and all other parts should look the same (annotation scale)	
12		Start a LINE in center, drag endpoint around – only the predrawn directions should "stick" Select one line. Are ALL lines selected with it?	
13		Should look the same (color, size, intpoints)	
14		Check colors, angle, text size and text readability	
15		Should look like	Does it look like that?
		Only a single line should be visible (clipping)	
16		Precision: use the ID (or similar command) to display the exact coordinates of lower endpoint of the block line (point entity). Blue field should match	
17		A teddy bear should be displayed (only with an internet connection) or a http address, photo is clipped to the green "circle"	
18		Fancy font, the same? Switch to layout Budt (paperspace) and check the clipping (see the magenta text), check also the other layouts	
19		Door symbol should be displayed (AEC object) with property Width of 2.2222 units (watch the hinge details). You need the AEC object endler.	
20		Circular gradient from red to yellow, in a square of exact green hue "RAL 6024". Gradient should be smooth.	
21		Table object, check style and contents with automatically computed cells. (optional gray mask)	
22		Should look like	Does it look like that?
		Column text, long text: The text should be wrapped and justified identically and should be complete	
23		3D spiral: The spiral should look the same	
24		3D Mesh object: The "hatch-mark" should look the same (no other lines)	
25		The parametric block should have one radius grip and rotate when grip-scaled. Does the wipeout look the same?	
26		You should see two blue nonprint: camera/light symbols and a "gaisy" geo-marker (symbol size may differ). The "Layout Bud3" should show only a checkered (rendered) sphere.	
27		Dynamic text fields – the red values must be DIFFERENT on your system otherwise they are not updated properly (optional gray mask is OK)	
28		3D solid, surface and mesh should appear the same in all three cases. The "X" symbol in a box?	