

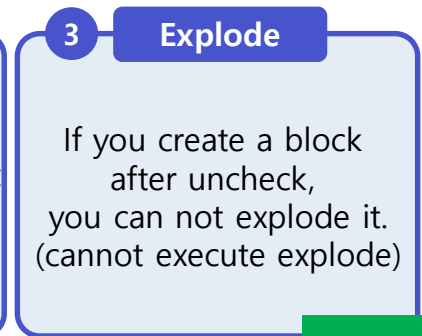
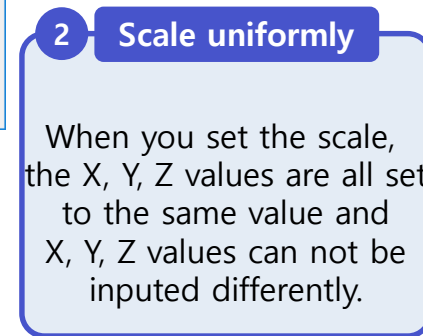
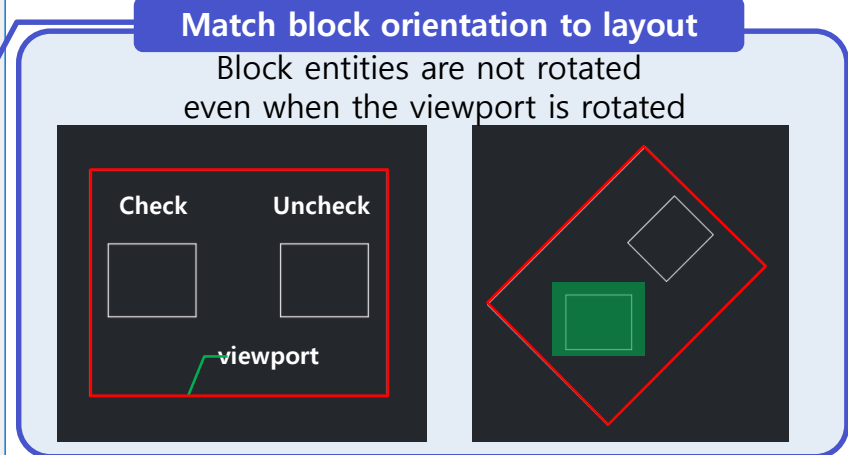
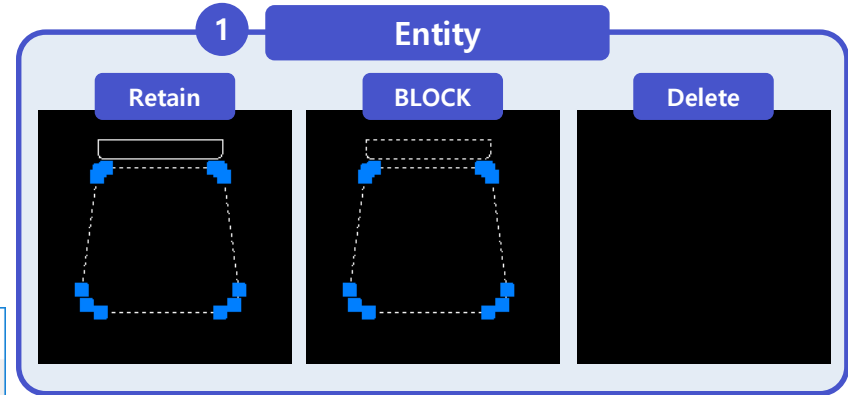
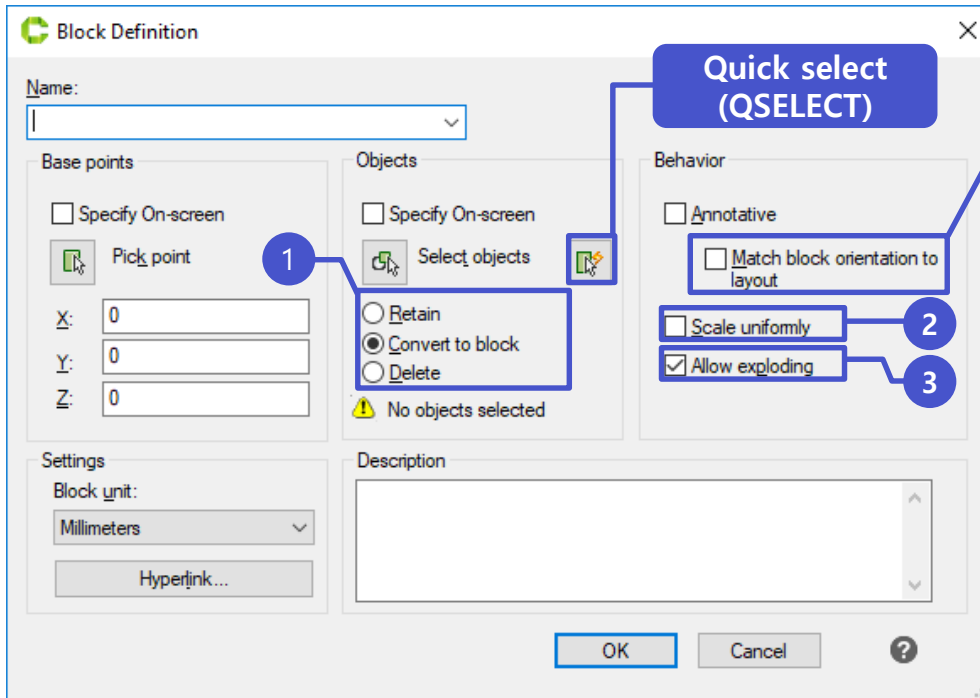
BLOCK

CADian 2020



BLOCK -1

command : b (Block)



BLOCK -1

Apply BLOCK

BLOCK Basic principle

The diagram illustrates the basic principle of a block. It shows a table and chairs on a black background. An arrow points from the table to a 'Block Definition' dialog box. Another arrow points from the dialog box to a dashed outline of the table and chairs, indicating the block's application.

Execution Process

*. "block-1.dwg" File OPEN

1. "command : " b input and SPACE

2. After setting in the Block dialog OK CLICK

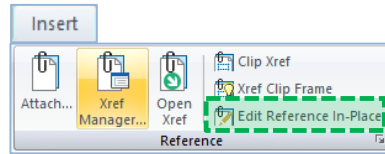
3. Check BLOCK

NOTE

- You can made into blocks by selecting Blocks and Entities or Blocks and Blocks.
- You can not input special symbols when saving block names.

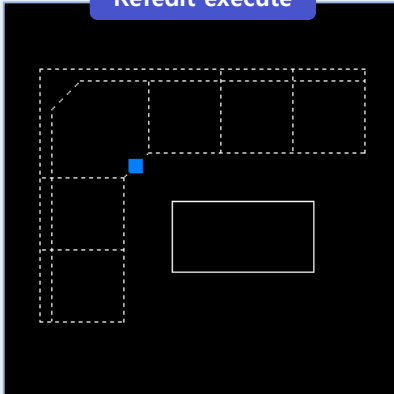
BLOCK EDIT -1

command : refedit / bedit

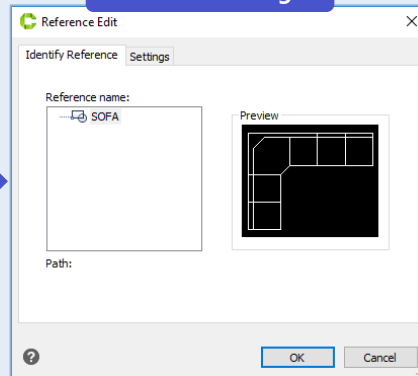


BLOCK edit Basic principle

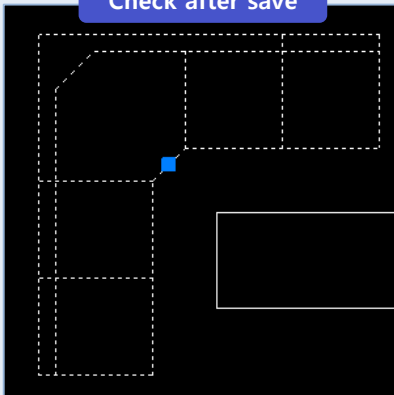
Refedit execute



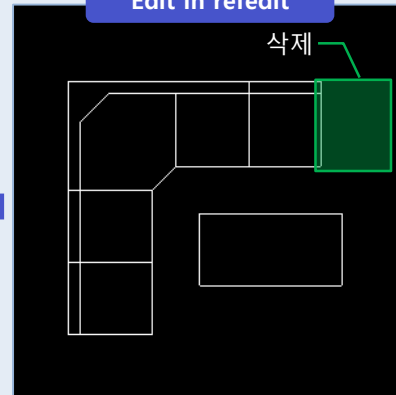
Refedit Dialog



Check after save



Edit in refedit

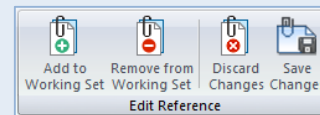


Execution Process

- *. "block-2.dwg" File OPEN
- 1. "command : " refedit input and SPACE
- 2. "Select reference objects: : " SOFA block select and SPACE
- 3. In reference edit dialog, OK CLICK
- 4. After entity edit, refclose input and SPACE
- 5. "~<Save>: "s input and SPACE (SAVE)

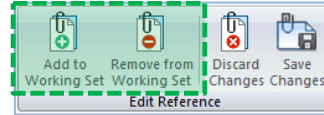
NOTE

- In step4, selecting "Discard reference changes (D)" will not be saved.
- If the entity is a block, double click it to run refedit.
- When block editing is executed(refedit), an icon is created in the upper right corner



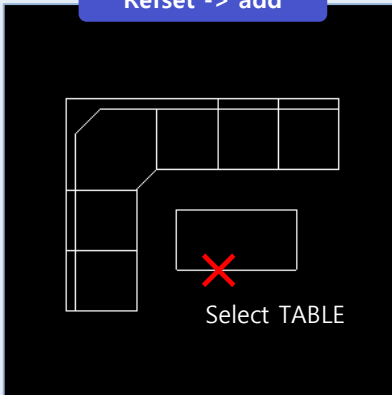
BLOCK EDIT -2

command : refset(add/remove)

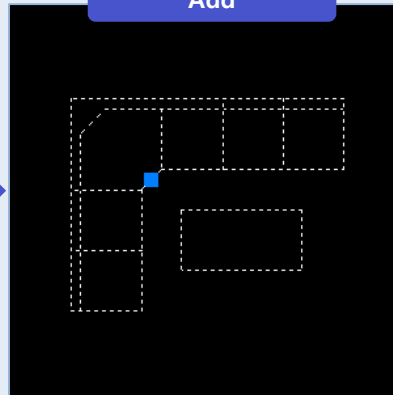


Refset Basic principle

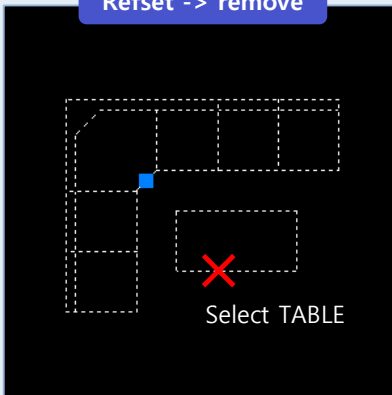
Refset -> add



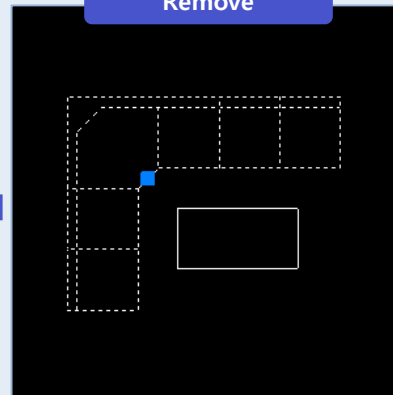
Add



Refset -> remove



Remove



Execution Process

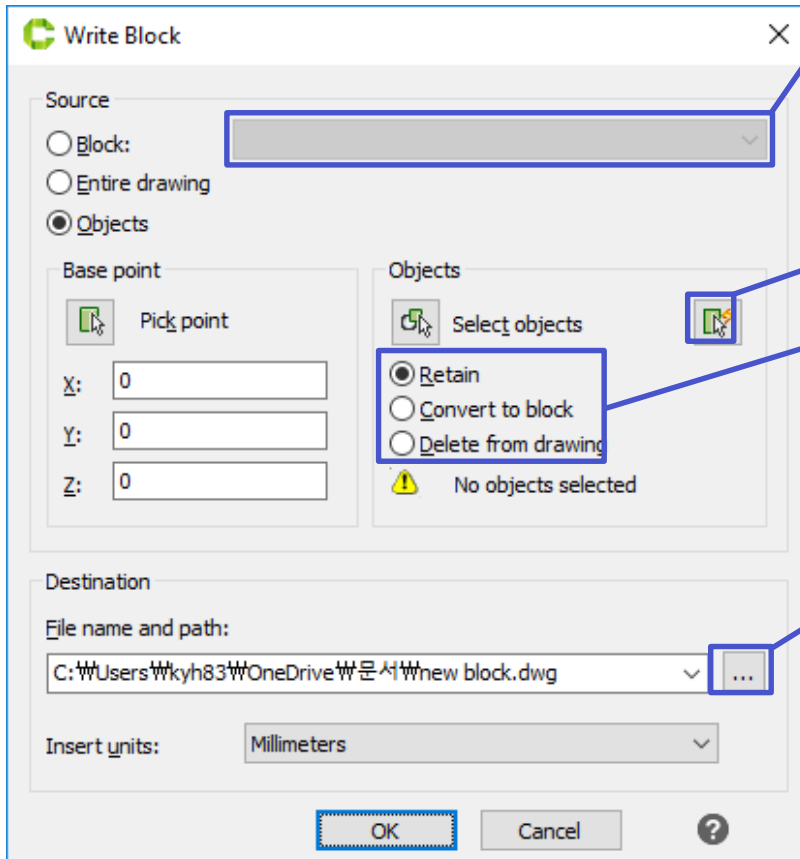
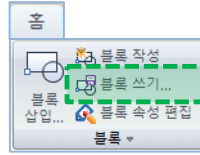
- *. "block-1.dwg" File OPEN
- 1. "command : " refedit input and SPACE
- 2. "Select reference objects: :"
SOFA block select and SPACE
- 3. "command : " refset input and SPACE
- 4. "~ an option [Add(A)/Remove(R)] <Add>:"
a input and SPACE
- 5. TABLE entity select and SPACE

NOTE

- When the **block editing(refedit)** is executed, an icon is added to the ribbon tab.
- The refset function is only available in the block editor (refedit).

Write Block (Wblock) -1

command : w (Wblock)



Block list

Block in drawing

Quick select (QSELECT)

Objects

Same as block function

Save path

Select path in browsers

Write Block (Wblock) -2

Apply wblock

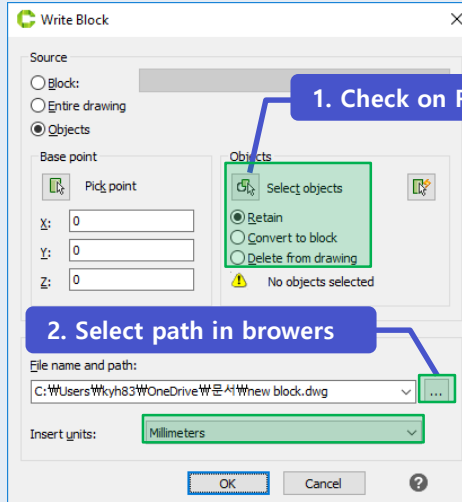
Training

Only save selected entities from multiple entities

NOTE

- It is faster than erasing entities.
- If there are reference entities, save it in the same path.

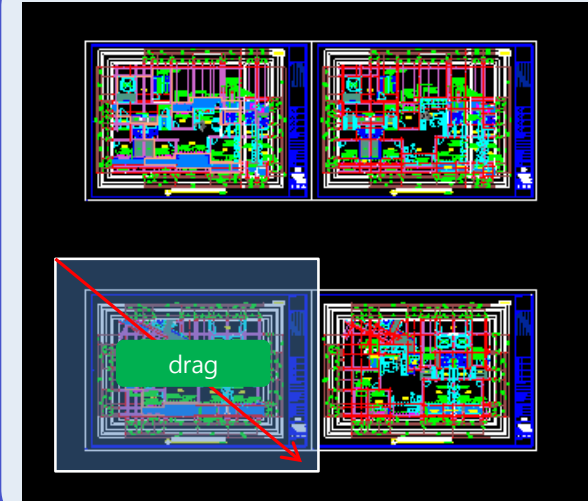
WBLOCK execute



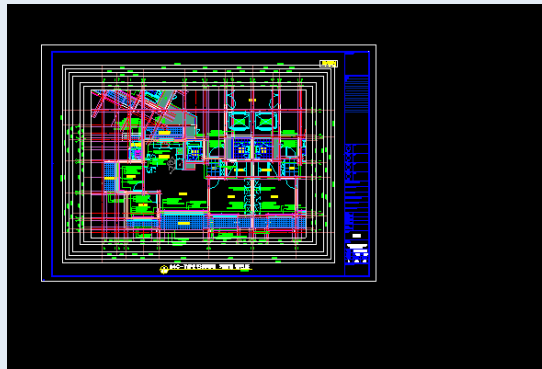
1. Check on Retain

2. Select path in browser

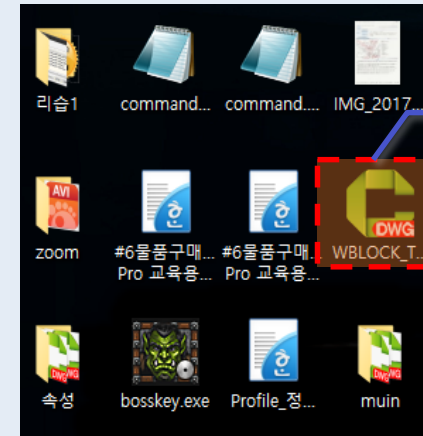
Select entities



Open drawing



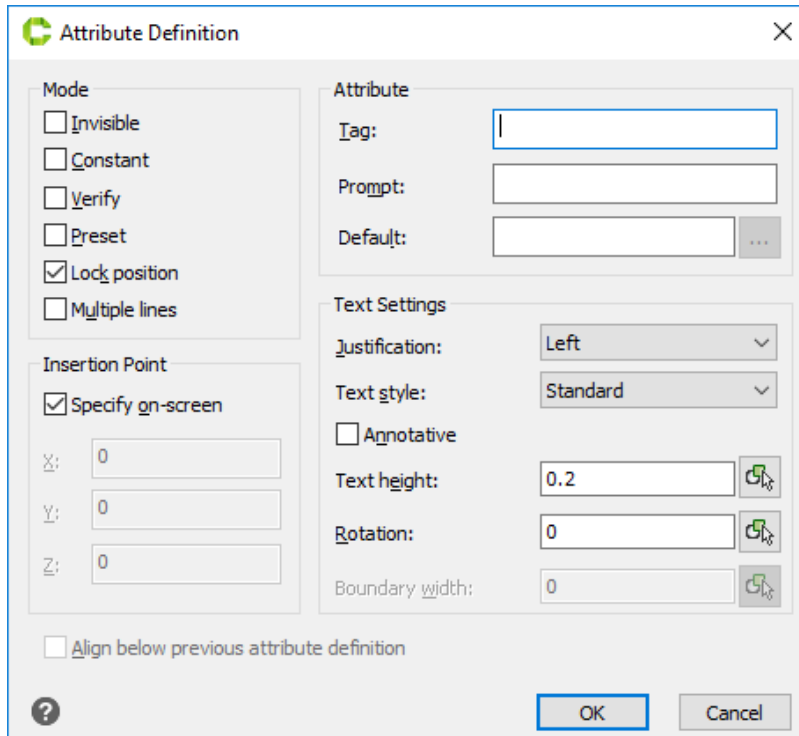
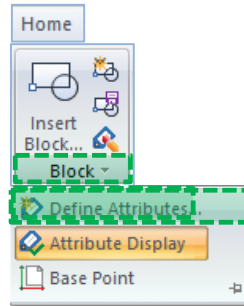
Confirm file



Confirm dwg file

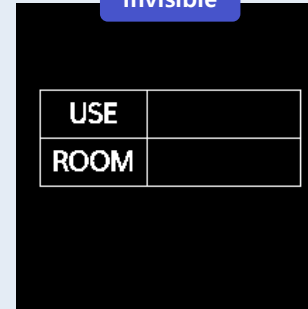
ATTRIBUTE (Attdef) -1

command : att (Attdef)

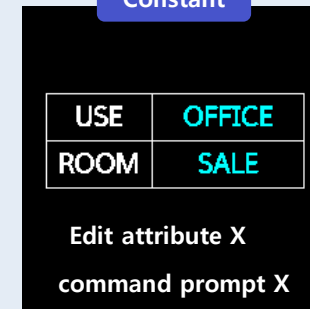


MODE

Invisible



Constant

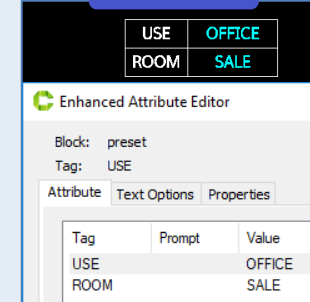


Verify

Enter attribute values:
ROOM <SALE>:
Verify attribute values
ROOM <SALE> :
USE <OFFICE>:
Verify attribute values
USE <OFFICE> :

Verifying at the
command Prompt

Preset

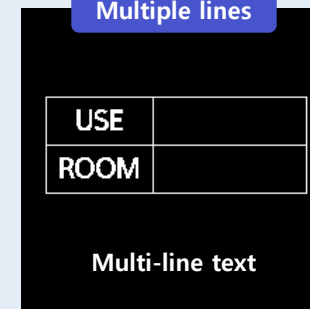


Edit attribute O
command prompt X

Lock position

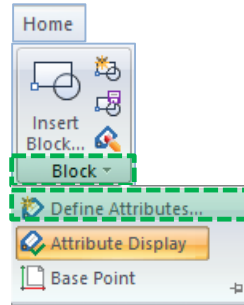


Multiple lines



ATTRIBUTE (Attdef) -2

command : att (Attdef)



Attribute Definition

Mode

Invisible

Constant

Verify

Preset

Lock position

Multiple lines

Insertion Point

Specify on-screen

X:

Y:

Z:

Align below previous attribute definition

Attribute

Tag:

Prompt:

Default: ...

Text Settings

Justification:

Text style:

Annotative

Text height:

Rotation:

Boundary width:

Tag

- Enter a name to distinguish attribute
- Use only uppercase
- There should be no spaces when setting.

Prompt

- Set prompt contents when executing insert
- If you do not enter it, it will be replaced with a tag.
- If mode is constant, it is disabled.

Default

- Default when first setting attribute
- Do not have to enter.
- Setting mode to multiple lines disables

ATTRIBUTE (Attdef) -3

Apply attribute -1

command : ddatt (Attedit)

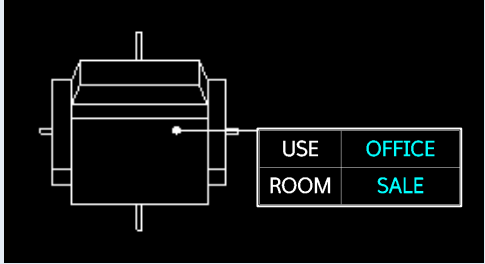
Training

Add use and room items to the chair block

NOTE

- Depending on the mode, an edit attribute window may appear.
- Edit attribute activate system variable : ATTDIA

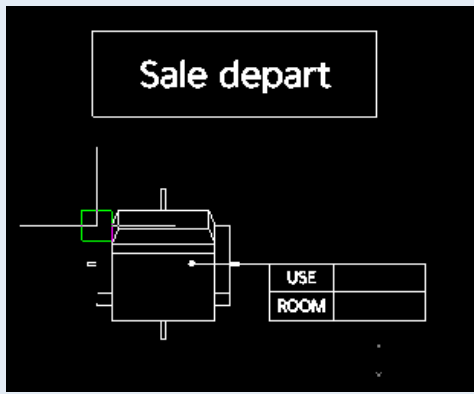
Define attribute and block



USE	OFFICE
ROOM	SALE

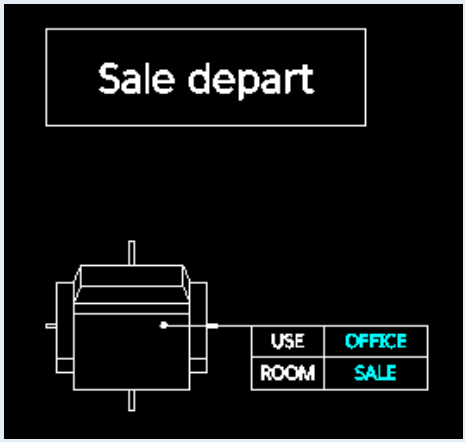
- Mode : Lock position
- Tag : USE / ROOM
- Justification : center
- Height : 60

Insert



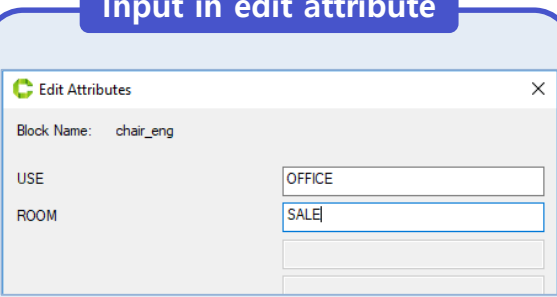
In that position click

Confirm insert



USE	OFFICE
ROOM	SALE

Input in edit attribute



- . USE : OFFICE / ROOM : SALE

ATTRIBUTE (Attdef) -4

Apply attribute -2

command : batt(Battman)

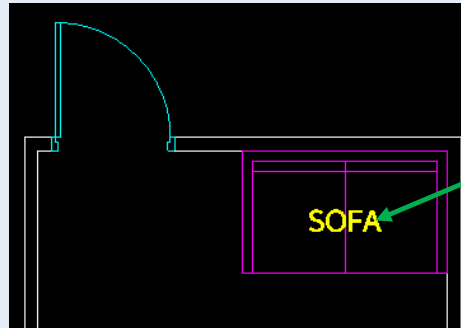
Training

Change attribute mode

NOTE

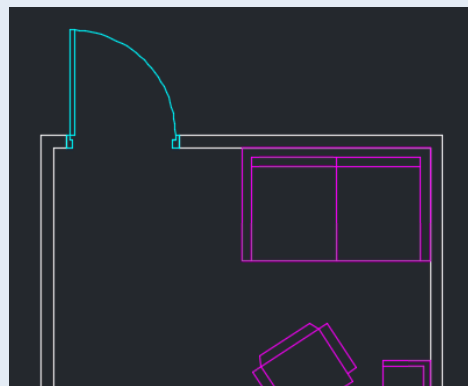
- . Display attribute :
ATTDISP (System Variables)
-> Default : Normal(N)

Battman_eng.dwg OPEN



SOFA : Attribute text

Confirm invisible



BATTMAN execute

Block Attribute Manager

Select block: Block: SOFA_eng

Tag	Prompt	Default	Modes	Annotative
NAME		SOFA	L	No

Found in drawing: 1 Found in model space: 1

Settings... Apply OK Cancel

Block Attribute Manager

Active Block: SOFA_eng

Attribute Text Options Properties

Mode

Invisible

Constant

Verify

Preset

Multiple lines

Data

Tag: NAME

Prompt:

Default: SOFA

Auto preview changes OK Cancel