# Chapter 10
# Edit Commands

# Move Command 10.1

1. **Choose** Modify, Move.

**or**

2. **Click** the Move icon. 

**or**

3. **Type** MOVE at the command prompt

   Command: **MOVE or M**

4. **Pick** Objects to move

   Select objects: (**select**)

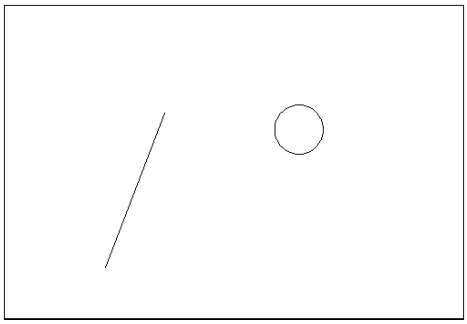
5. **Pick** A point to move from

   Base point or displacement: (**pick point**)

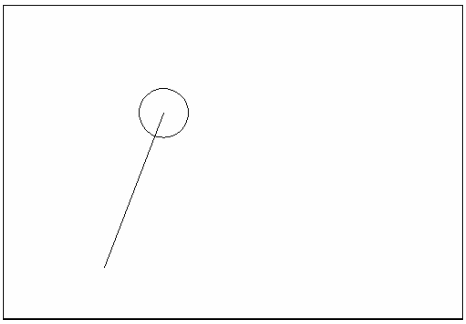
6. **Pick** A point to move to

   Second point of displacement: (**pick point**)

Circle before move



Circle after move



## TIP:

To move an object a specified distance, type a distance at the second point of displacement prompt: **@1<0**

# Copy Command 10.2

1. **Choose** Modify, Copy.

**or**

2. **Click** the Copy icon. 

**or**

3. **Type** COPY at the command prompt.

   Command: **COPY or CP**

4. **Pick** Objects to copy.

   Select objects: (**select**)

5. **Pick** A point to move from.

   Base point or displacement/Multiple: (**pick point**).

6. **Pick** A point to copy to.

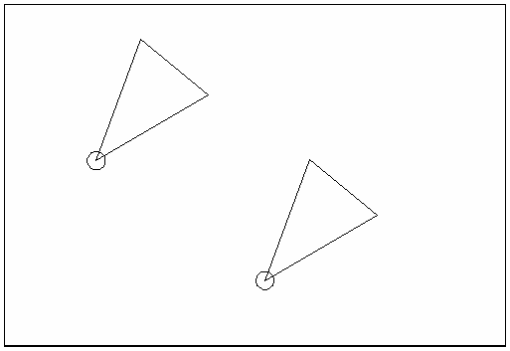
   Second point of displacement: (**pick point**)

**or**

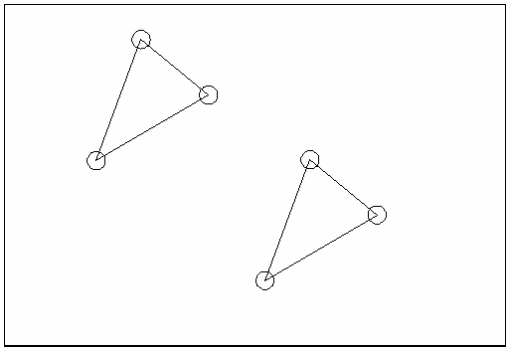
7. **Type** A point to copy to.

   Second point of displacement: @ **1<0**

*Duplicate objects copied*



*Multiple objects copied*



**TIP:**

- To copy many objects in the same copy command, type M for Multiple at the “Base point or displacement/Multiple” option.

# Previous Selection 10.3

Places selected objects in the Previous selection set

1. **Choose** Modify, Move.

   **or**

2. **Click** the Move icon. 

   **or**

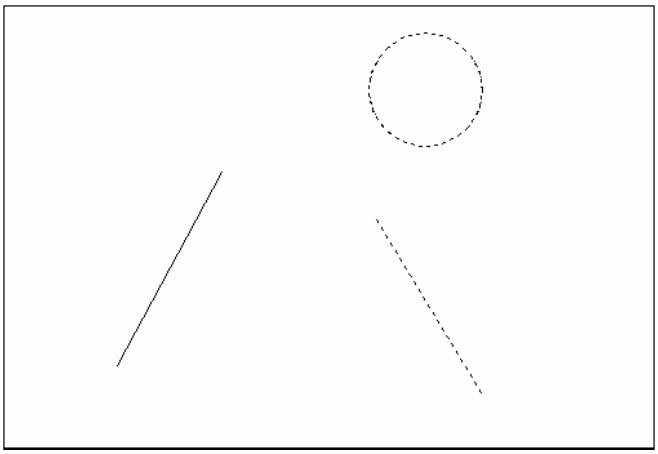
3. **Type** MOVE at the command prompt.

   Command: **MOVE or M**

4. **Pick** Objects to move.

   Select objects: (**P**)

*Previous Selection Set Highlighted*



## TIP:

AutoCAD requires that objects be selected in order to be processed. The Select Objects prompt occurs after many commands, including the SELECT command itself.

# Offset Command 10.4

## Offset Distance

To offset a specified distance:

1. **Choose** Modify, Offset.

**or**

2. **Choose** the Offset icon. 

**or**

3. **Type** OFFSET at the command prompt.

   Command: **OFFSET or O**

4. **Type** The distance to offset.

   Offset distance or <Through point>: (**number**)

5. **Pick** The object to offset.

   Select object to offset: (**select object**)

6. **Pick** A side to offset object to.

   Side to offset: (**pick side**)

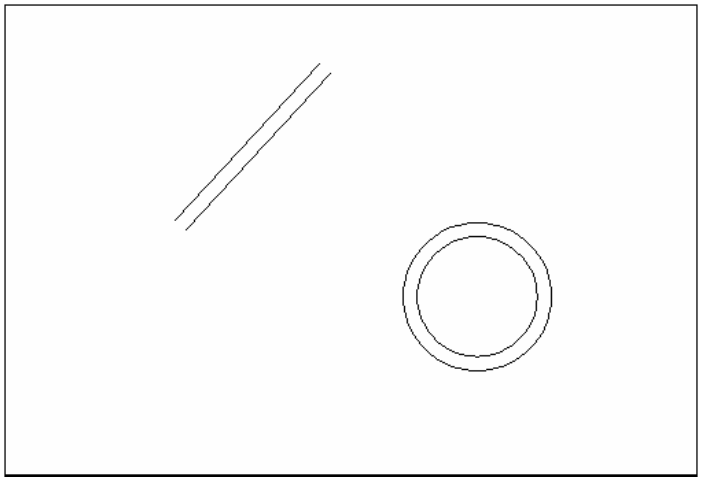
7. **Pick** Another object to offset

   Select object to offset: (**pick side**)

**or**

1. **Press** Enter to end the command.

*Offsetting objects by specifying a distance*



## Offset Through Point

To offset through point :

1. **Type** OFFSET at the command prompt

   Command: **OFFSET**

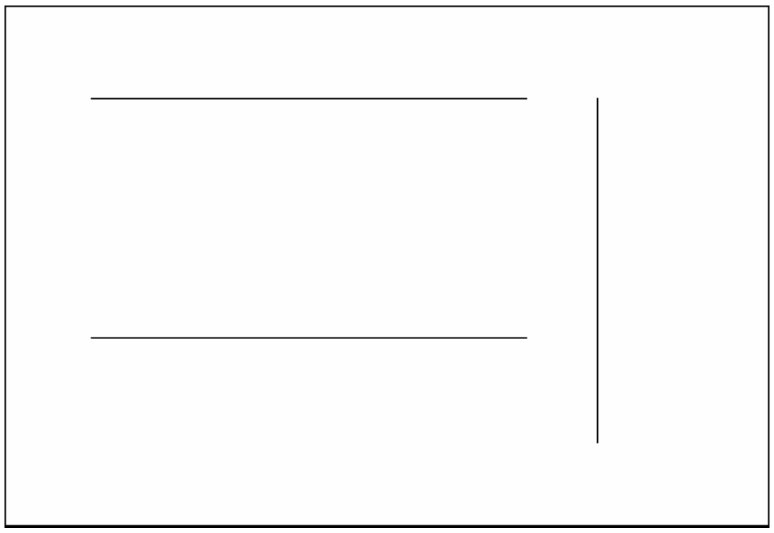
2. **Type** T to specify a through point

   Offset distance or <Through point>: (**T**)

3. **Pick** A point to offset through (HINT: use object snaps) Select object to offset: (**pick**)

   Through point: (**select object**)

*Offset through a point*



# EXTEND 10.5

1. **Choose** Modify, Extend.

**or**

2. **Click** the Extend icon. 

**or**

3. **Type** EXTEND at the command prompt

   Command: **EXTEND**
   Select boundary edge(s)...

4. **Pick** The BOUNDARY edge to extend to

   Select objects: (**select**)

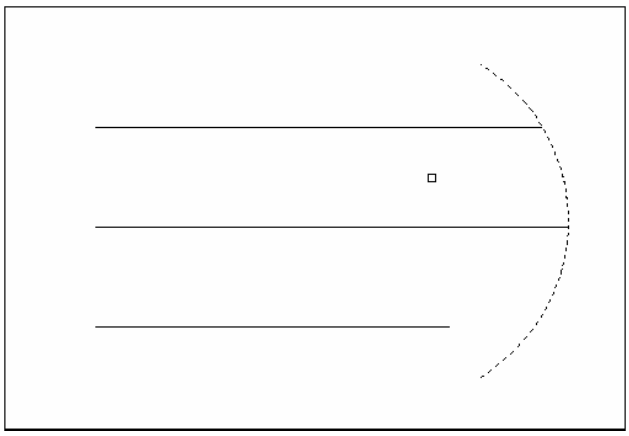
5. **Press** ENTER to accept the boundary edge

   Select objects: (**press enter**)

6. **Pick** The objects to extend

   <Select object to extend> / Project / Edge / Undo: Select an object, enter an option, or press enter : (**select**)

7. **Press** ENTER when you are done choosing objects



*Lines Extended to an Arc (Arc is boundary edge)*

**TIP:**

- Use the object selection option FENCE to choose multiple objects

# TRIM 10.6

The TRIM command allows you to trim objects in a drawing so they end precisely at a cutting edge defined by one or more other objects in the drawing.

1. **Choose** Modify, Trim.

   **or**

2. **Click** the Trim icon. 
3. **Type** TRIM at the command prompt

   Command: **TRIM**

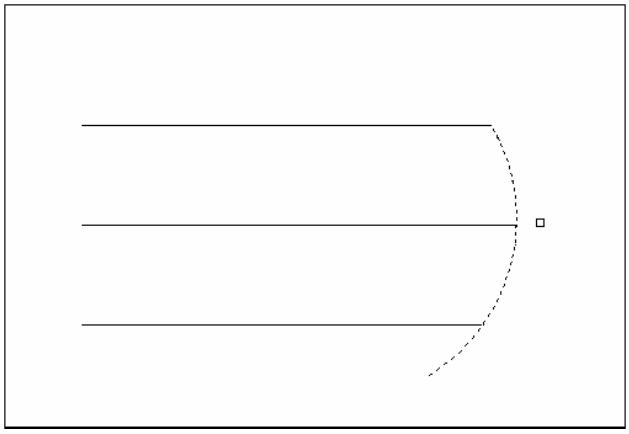
   Select cutting edge(s)...
4. **Pick** The CUTTING edge to extend to

   Select objects: (**select**)
5. **Press** ENTER to accept the cutting edge

   Select objects: (**press enter**)
6. **Pick** Objects to trim

   <Select object to trim> / Project / Edge / Undo:
   Select an object, enter an option, or press enter
7. **Press** ENTER when you are done choosing objects

   Select object to trim/Undo: (**press enter**)



*Lines Trimmed to an Arc (Arc is cutting edge)*

**TIP:** Hold the SHIFT key to interactively extend instead of trim.

## Edgemode

Controls how the TRIM and EXTEND commands determine cutting and boundary edges.

0 Uses the selected edge without an extension.
1 Extends the selected edge to its natural boundary.

# MIRROR 10.7

1. **Choose** Modify, Mirror.

**or**

2. **Click** the Mirror icon. 

**or**

3. **Type** MIRROR at the command prompt.

   Command: **MIRROR**

4. **Pick** Objects to mirror.

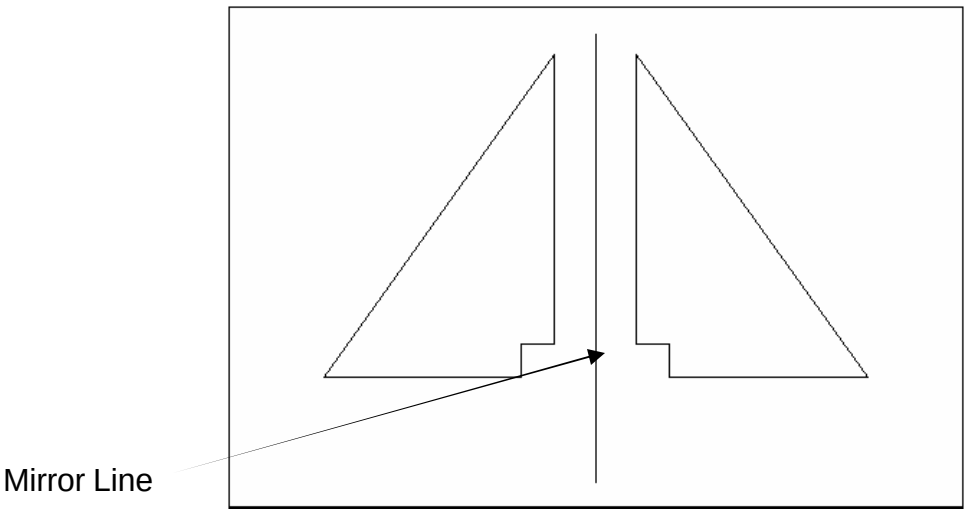
   Select objects:(**select**)

5. **Pick** First point of mirror line: (**point**)

6. **Pick** Second point: (**point**)

7. **Type** Yes to delete the original objects and
   No to keep them.

   Delete old objects? **Y** or **N**



**Mirrtext**

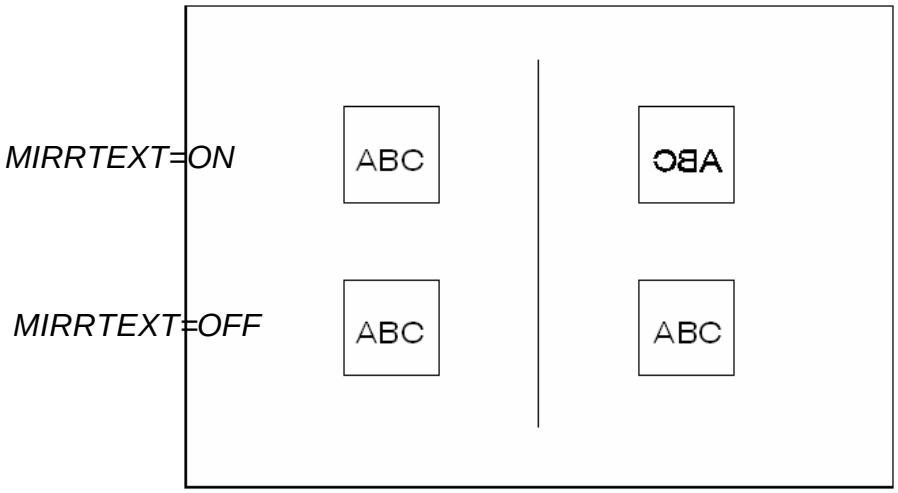
Mirror reflects (mirrors) text if 1, retains text direction if 0.

1. **Type** MIRRTEXT at the command prompt.

   Command: **MIRRTEXT**

2. **Type** 1 to reflect the text and 0 to retain the text.

   Current value <0> New value: **1** or **0**



# ROTATE 10.8

1. **Choose** Modify, Rotate.

   **or**

2. **Click** the Modify icon. 

   **or**

3. **Type** ROTATE at the command prompt

   Command : **ROTATE**

4. **Pick** Objects to rotate:

   Select objects:(**select**)

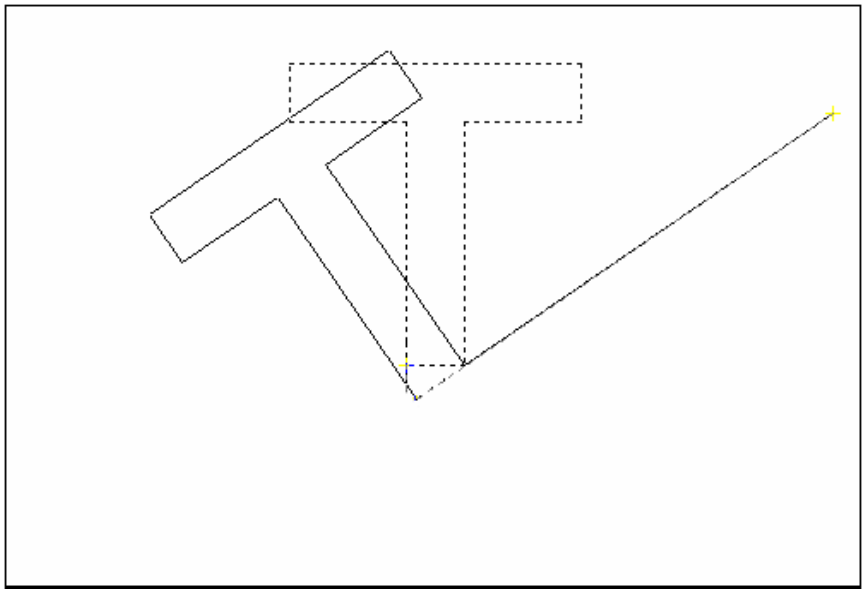
5. **Pick** A pivot point to rotate around

   Base point: (**point**)

6. **Type** A rotation angle<Rotation angle>/Reference: (**number**)

   **or**

7. **Pick** A rotation angle<Rotation angle>/Reference: (**point**)



## Reference Angle Rotation

A positive angle causes counterclockwise rotation, and a negative angle produces clockwise rotation. If you respond to the last prompt with r, you can specify the current rotation and the new rotation you want. AutoCAD prompts:

| | | |
|---|---|---|
| 1. | **Type** | R for a rotation angle<Rotation angle>/Reference: (**R**) |
| 2. | **Choose** | An existing rotation angle Rotation angle: |
| | | (**number or points**) |
| 3. | **Choose** | A new rotation angle New angle: |
| | | (**number or points**) |

### TIP:

You can show AutoCAD the reference angle (by pointing to the two endpoints of a line to be rotated), and then specify the new angle. You can specify the new angle by pointing or by dragging the object.

# SCALE 10.9

1. **Choose** Modify, Scale.

**or**

2. **Click** the Scale icon. 

**or**

3. **Type** SCALE at the command prompt

   Command: **SCALE**

   Select objects: (**select objects**)

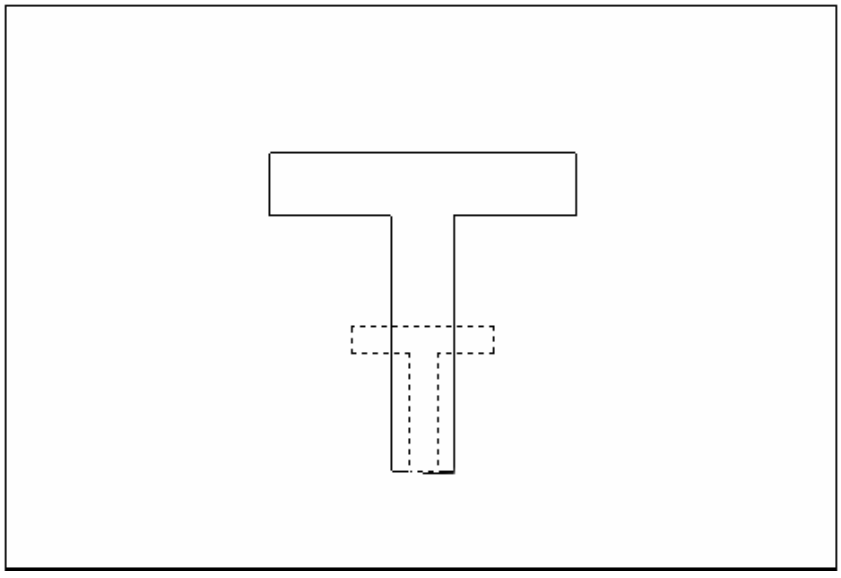
4. **Pick** A pivot point to scale about Base point: (**point**)

5. **Type** A rotation angle<Scale factor>/Reference:(**number**)

**or**

6. **Pick** A scale factor<Scale factor>/Reference: (**point**)

   Scale factor/Reference: (**points**)



## Scale by Specifying Length

You can show AutoCAD the reference length (by pointing to the two endpoints of a line to be scaled), and then specify the new length. You can specify the new length by pointing, or by dragging the object.

| | | |
|---|---|---|
| 1. | **Type** | R to define a reference length |
| | | Scale factor/Reference: (R) |
| 2. | **Choose** | A reference scale factor |
| | | Reference length : (number or points) |
| 3. | **Choose** | A new scale factor<br>New length: (number or points) |