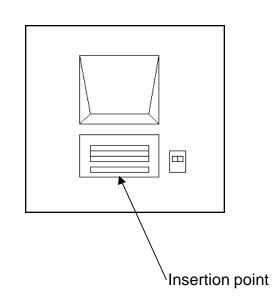
Chapter 19 Blocks and Attributes

Creating Local Blocks (BMAKE) 19.1

1.	Choose	Draw, Block, Make.
		or
2.	Click	the Make Block icon.
		or
3.	Туре	BMAKE at the command prompt.
		Command: BMAKE or BLOCK
4.	Туре	the name of the block.
5.	Pick	an insertion point.
6.	Select	objects to be included in the block definition.
7.	Click	OK.

Block Definition	<u>? ×</u>
N <u>a</u> me: COMPUTER	
Base point ■ Pick point ★: 0.0000 ★: 0.0000	Objects Select objects Betain C Convert to block C Delete
<u>Z</u> : 0.0000	▲ No objects selected
Settings Block <u>u</u> nit: Inches D <u>e</u> scription:	☐ Scale uniformly ✓ Allow exploding
	×
Hyperlink	
Den in block editor	
OK	Cancel <u>H</u> elp



Note You cannot use DIRECT, LIGHT, AVE_RENDER, RM_SDB, SH_SPOT, and OVERHEAD as valid block names.

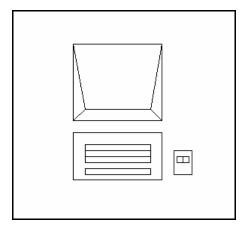
Inserting Blocks 19.2

1.	Choose	Insert, InsertBlock
		or
2.	Click	the Inserticon from the INSERT toolbar.
3.	Туре	INSERT at the command prompt.
		Command: INSERT
4.	Choose	the name to insert a local block and Browseto insert a
	Wbl	ock.

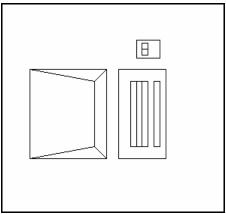
5. **Choose** the insertion point, scale, and rotation of the block.

A Insert		<u>?×</u>
Name: COMPUTER	<u>B</u> rowse.	. 🔲
Path:		
Insertion point	Scale □ Sp <u>e</u> cify On-screen	Rotation Spe <u>c</u> ify On-screen
⊠: 0.0000	≚ 1.0000	Angle: 0
<u>ン</u> 0.0000	¥: 1.0000	Block Unit
⊑: 0.0000	≅: 1.0000	Unit: Unitless
	🔲 <u>U</u> niform Scale	Factor: 1.0000
Explode	OK	Cancel <u>H</u> elp

Block Inserted with a zero degree rotation angle



Block Inserted with a ninety degree rotation angle



Typing Insert (-INSERT)

1.	Туре	- INSERT at the
		command prompt.
		Command: -INSERT
2.	Туре	Block name to insert.
		Insert block name or (?) type name
3.	Pick	Aninsertion
		point. Insertion
		point: pick point
4.	Press	ENTER to keep the same x scale factor as the originalblock.
		X scale factor <1>Corner / XYZ:
5.	Press	ENTER to keep the same x scale factor as the originalblock.
		Y scale factor (default=X):
6.	Press	ENTER to keep a rotation
		angle of zero. Rotationangle
		<0>:
		or
7.	Pick	A rotationangle.

Control the Color and Linetype of Blocks 19.3

The objects in an inserted block can retain their original properties, can inherit properties from the layer on which they are inserted, or can inherit the properties set as current in the drawing.

You have three choices for how the color, linetype, and lineweight properties of objects are treated when a block reference is inserted.

- Objects in the block do not inherit color, linetype, and lineweight properties from the current settings. The properties of objects in the block do not change regardless of the current settings.
- For this choice, it is recommended that you set the color, linetype, and lineweight properties individually for each object in the block definition: do not use BYBLOCK or BYLAYER color, linetype, and lineweight settings when creating these objects.
- Objects in the block inherit color, linetype, and lineweight properties from the color, linetype, and lineweight assigned to the current layer only.
- For this choice, before you create objects to be included in the block definition, set the current layer to 0, and set the current color, linetype, and lineweight to BYLAYER.
- Objects inherit color, linetype, and lineweight properties from the current color, linetype, and lineweight that you have set explicitly, that is, that you have set to override the color, linetype, or lineweight assigned to the current layer. If you have not explicitly set them, then these properties are inherited from the color, linetype, and lineweight assigned to the current layer.
- For this choice, before you create objects to be included in the block definition, set the current color or linetype to BYBLOCK.

If you want objects in a block to	Create objects on these layers	Create objects with these properties
Retain original properties	Any but 0 (zero)	Any but BYBLOCK or BYLAYER
Inherit properties from the current layer	0 (zero)	BYLAYER
Inherit individual properties first, then layer properties	Any	BYBLOCK

Wblock Command 19.4

Writes objects to a new drawing file.

1.	Туре	WBLOCK at the command prompt
		Command: WBLOCK
2.	Туре	A drawing name (and location).
3.	Туре	A block name if a local block already
		exists. Block name: name or
4.	Press	ENTER to create a block.
4. 5.	Press Pick	ENTER to create a block. An insertionpoint on the object
		An insertion point on the object

7. **Press** ENTER to end the selection set.

Write Block	<u>? ×</u>
Source C Block: C Entire drawing C Dijects	<u>_</u>
Base point Image: Pick point ★: 0.0000 Y: 0.0000 Z: 0.0000	Objects Select objects Etain Convert to block Delete from drawing No objects selected
Destination <u>File name and path:</u> <u>cuments and Settings Jennifer B</u> Insert <u>units:</u> Inches	ubnash\My Documents\new block 💌 V OK Cancel <u>H</u> elp

Purge 19.5

1. **Choose** File, Drawing Utilities, Purge.

or

- 2. **Type** PURGE at the command prompt Command: **PURGE**
- 3. **Choose** One of the following purge options: Purge unused Blocks/Dimstyles/LAyers/ LTypes/ SHapes/STyles/Mlinestyles/All:

🖧 Purge	? ×
 View items you can purge View items you cannot purge 	
View items you cannot purge	
Items not used in drawing:	
 All items Blocks Dimension styles Layers Linetypes Mline styles Plot styles Shapes Table styles Text styles 	
✓ Confirm each item to be purged	
Purge <u>n</u> ested items	
Purge All Close <u>H</u> elp	

Defining Attributes 19.6

1.	Choose	Draw, Block, Define Attributes
		or
2.	Туре	ATTDEF at the command prompt. Command: ATTDEF
3.	Choose	TAG to specify each attribute occurrence in the drawing.
4.	Choose	Prompt to fill in the prompt that the user sees when placing the attribute.
5.	Choose	Value to fill in a default value.
6.	Pick	An insertion point for each attribute

7. **Create** A block which includes the new attributes.

Attribute Definition		<u>? ×</u>
Mode Invisible Constant Verify Preset	Attribute	
Insertion Point ✓ Specify <u>0</u> n-screen ∴ 0.0000 ⊥: 0.0000 ⊥: 0.0000	Text Options Justification: Text <u>S</u> tyle: <u>Height <</u> <u>B</u> otation <	Left Standard 0.2000 0
Align below previous attrit Lock position in block	OK	Cancel <u>H</u> elp

Toggle the following mode settings to on or off.

	Invisible	Does not display, but allows extraction.
	Constant	All occurrences of this Attribute have the same value.
	Verify	Issues extra prompts to verify a proper value.
Preset	Does	not prompt for this Attribute during Block insertion.

Editing Attributes 19.7

1.	Choose	Modify, Object, Attribute, Single			
		or			
2.	Click	the Edit Attribute icon from the Modify II Toolbar.			
3.	Туре	or ATTEDIT at the command prompt			
		Command: ATTEDIT			
4.	Pick	The block to edit			
		Selectblock: pick			

Edit Attributes	<u>? ×</u>		
Block name: phone			
Phone Extension	8-4567		
Employee Name	Joe Smith		
Manufacturer	ATT		
Purchase Price	30.00		
OK Cancel	Previous Next Help		

Block Attribute Manager 19.8

- 1. **Open** a drawing with attributes.
- 2. **Type** BATTMAN at the command prompt.

Command: BATTMAN

or

- 3. Choose Modify, Object, Attribute, Block Attribute Manager or
- 4. Click the Block Attribute Manager icon from the Modify II Toolbar

🕌 Block Att		? ×					
Select	bjock <u>B</u> lock:	one	•	Sync			
Tag EXT	Prompt Phone Extension	Default 8-4567	Modes	Move <u>U</u> p			
NAME MFG	Employee Name Manufacturer	Joe Smith ATT		Move <u>D</u> own			
COST	Purchase Price	30.00		<u>E</u> dit			
				<u>R</u> emove			
Found in dra	Found in drawing: 1 Found in model space: 1						
<u>S</u> ettings	. <u>Apply</u>	OK	Cancel	<u>H</u> elp			

Settings		<u>?</u> ×				
Display in list						
🔽 Tag	🔲 Justification	🗖 Layer				
✓ Prompt	Height	Linetype				
🔽 Default	Rotation	Color				
🔽 Modes	🔲 Width Factor	Lineweight				
🔲 Style	🔲 Oblique Angle	Plot style				
Select All	Clear All					
Emphasize duplicate tags						
Apply changes to existing references						
	-					
	OK Ca	ancel Help				

Enhanced Attribute Extract Wizard 19.9

The Editor enables you to edit the attributes in an individual block as opposed to the Block Manager which is used to Block Definitions.

- 1. **Open** a drawing with block attributes.
- 2. **Choose** Tools, Attribute Extraction...

or

- 3. **Click** the Attribute Extract icon from the Modify II toolbar.
- 4. Choose



8

- Selecc brawings (nage 2 er e)	
Data source	□ _b Select blocks
Current drawing	
C Select drawings/sheet sets	Click to browse
Drawing files:	
	Additional Settings
	Additional Settings

- 5. **Click** Next to choose Xrefs and nested blocks from the Settings window.
- 6. **Click** Next to not choose an existing template.
- 7. **Choose** the Blocks and Attributes to extract and Next.

lock	volude blocks without to	a condiales		sties for check	block properties ed blocks	
	Block Name 🔺	Display Name		Property 4	Display Name	Туре
			255	EXT MFG Name NAME	EXT NEG Name NAME(T)	Attribute Attribute General Attribute

8. Choose

the View output.

Quantity 🔺	COST	EXT	MEG	Name	NAME(1)	
1 1 1	25.00 25.00 30.00	8-7890 8-7890 8-4557	AIT AIT AIT	phone phone phone	John Doe Jack Wilson Joe Smith	
Extract attri	bute data to	,				Full Preview
-						

- 9. Click Next.
- 10. **Save** the file phone.xls
- 11. **Open** the template in Excel.

ion when data needs refreshing	Click Finish to extract the block data. If you chose to extract to a table, you will be prompted for a after you click finish. If you chose to extract to an external file, the file is created Finish.	
ata Data ata Data ata Data ata Data		e tenplate
	tion when data needs tofreshing Title ader Header ata Data ata Data ata Data ata Data	Title ader Header ata Data ata Data ata Data

Tables and Spreadhseets 19.10

1. Click Draw, table.

🗛 Insert Table		<u>?</u> ×
		i Learn about Tables
Table Style Settings Table Style name: Standard	Text height: 3/16"	Insertion Behavior Specify insertion point Specify window
Title		Column & Row Settings
Header Header Data Data	Header Data	Columns: Column width:
Data Data	Data	
Data Data	Data	5 <u>·</u> 2 1/2" ·
Data Data	Data	
Data Data	Data	
Data Data	Data	
Data Data	Data	Data Rows: Row Height:
Data Data	Data	1 · Line(s)
		OK Cancel Help