Chapter 13
More Edit Commands
AutoCAD 2D Tutorial

Break 13.1

1. **Choose** Modify, Break.
   or
2. **Click** the Break icon.
   or
3. **Type** BREAK at the command prompt. Command: **BREAK**
4. **Pick** Object to break.
   Select object: *(select one object)*
5. **Pick** A second break point.
   Enter second point: *(point)*

6. **Type** F to choose a different break point
   Enter second point (or F for first point): *(F)*
7. **Pick**  
The first break point on the object  
Enter first point: (point)

8. **Pick**  
A second break point

**TIP:**  
You can also type coordinates instead of picking a break point. Enter second point (or F for first point):  
@3'<0

If you break a circle, it changes to an arc by deleting the portion from the first point to the second, going counterclockwise.

Breaking a Polyline with nonzero width will cause the ends to be cut square.
1. **Choose**  Modify, Stretch.
   or
2. **Click**  the Stretch icon.  
3. **Type**  STRETCH at the command prompt.
   Command : **STRETCH**
   Select objects to stretch by window...
4. **Type**  C to choose CROSSING window
   Select objects: C
5. **Pick**  A first corner to stretch. First corner: (point)
6. **Pick**  The opposite corner to window the objects to stretch.
   Other corner: (point)
7. **Press**  ENTER to accept objects to stretch.
8. **Pick**  A base point to stretch from Base point: (point)
9. **Pick**  A point to stretch to Newpoint: *(point)*
   
or

10. **Type**  A distance to stretch. New point: @1<0

**TIP:**
The Stretch command must use a CROSSING window or a CROSSING POLYGON window.
Fillet 13.3

1. Choose Modify, Fillet.
   or
2. Click the Fillet icon.
   or
3. Type FILLET at the command prompt. Command: FILLET
5. Pick Second object to fillet.
   Select second object: select second object.
   or
6. Type One of the following options:

   P Fillets an entire Polyline.
   R Sets the fillet radius.
   T Sets the trimmode (trim cuts the fillet corner and no trim keeps the fillet corner).

TIP:

• You can also fillet PARALLEL lines as well as PLINES with LINES.
• Type a radius of zero (0) to create a clean 90 degree corner.
Chamfer 13.4

1. **Choose**  
   Modify, Chamfer.
   
   or

2. **Click**  
   the Chamfer icon.
   
   or

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

   **Command:**  
   CHAMFER

4. **Pick**  
   First object to chamfer.

   Polyline/Distance/Angle/Trim/Method<Select first line>: **select first object**

5. **Pick**  
   Second object to chamfer.

   Select second object: select second object.
   
   or

6. **Type**  
   One of the following options:

   - **P** Chamfers entire Polyline.
   - **D** Sets chamfer distances.
   - **A** Uses a distance and angle method instead of two distances.
   - **T** Sets the trimmode
   - **M** Sets the method to distance or angle.

Chamfer with equal distances

Chamfer with different distances
Rectangular Array

To draw rectangular array:

1. **Choose** Modify, Array.
   
or

2. **Click** the Array icon.
   
or

3. **Type** ARRAY at the command prompt. Command: ARRAY

4. **Pick** Objects to array.
   
Select objects: (select)

5. **Type** The number of rows top to bottom. Number of rows(---)<1>: (number)

6. **Type** The number of columns left to right. Number of columns (|||)<1>: (number)

7. **Type** The unit cell distance between items in each row. Distance between rows: (+number=up, -number =down)

8. **Type** The unit cell distance between items in each column. Distance between columns: (+number=right, -number =left)
AutoCAD 2D Tutorial

Unit Cell Distance Between Rows

Unit Cell Distance Between Columns
Rectangular Array 13.6

To draw a polar array:

1. **Choose** Modify, ARRAY.
   or
2. **Click** the Array icon.
   or
3. **Type** ARRAY at the command prompt. **Command:** ARRAY
4. **Pick** Objects to array.
   Select objects: (select)
5. **Type** P to draw a polar array. Rectangular or Polar array (R/P): P
6. **Pick** A center point for the array. Center point of array: pick point
7. **Type** The TOTAL number of items in the array. **Number of items:** number
8. **Type** The number of degrees to rotate the objects. Degrees to fill (+=CCW, -=CW)<360>: number
9. **Type** Yes or No to rotate objects.
   Rotate objects as they are copied?<y> Y or N
Lengthen 13.7

1. **Choose** Modify, LENGTHEN.
   or

2. **Type** LENGTHEN at the command prompt. Command: _lengthen

Select an object or [Delta/Percent/Total/]

Enter delta length or [Angle] <0.0000>: 2

Select an object to change or [Undo]: **pick object**

Object before lengthen

Object after lengthen
Join Command 13.8

Joins objects to form a single, unbroken object

1. **Choose** Join from the Modify menu.
   or
2. **Click** the join icon from the modify toolbar.
   or
3. **Type** JOIN at the command prompt.

Lines before Join

Lines after Join