Chapter 13
More Edit Commands

Break 13.1

1. **Choose** Modify, Break.

   or

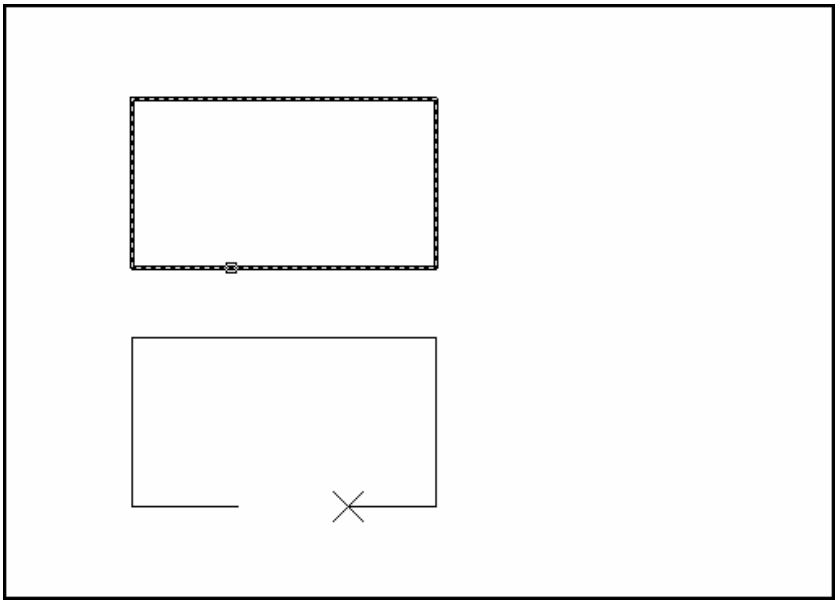
2. **Click** the Break icon. 

   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**)



or

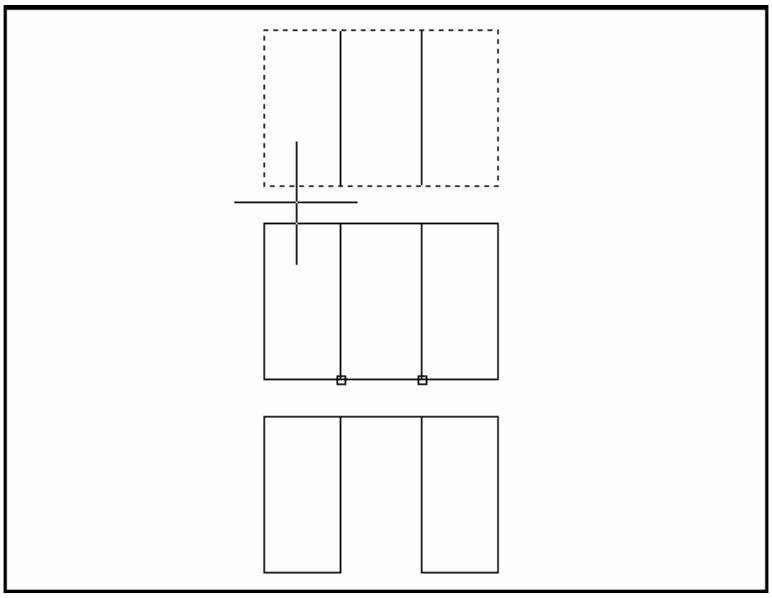
6. **Type** **F** to choose a different break point

   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.

Stretch 13.2

1. **Choose** Modify, Stretch.

   or

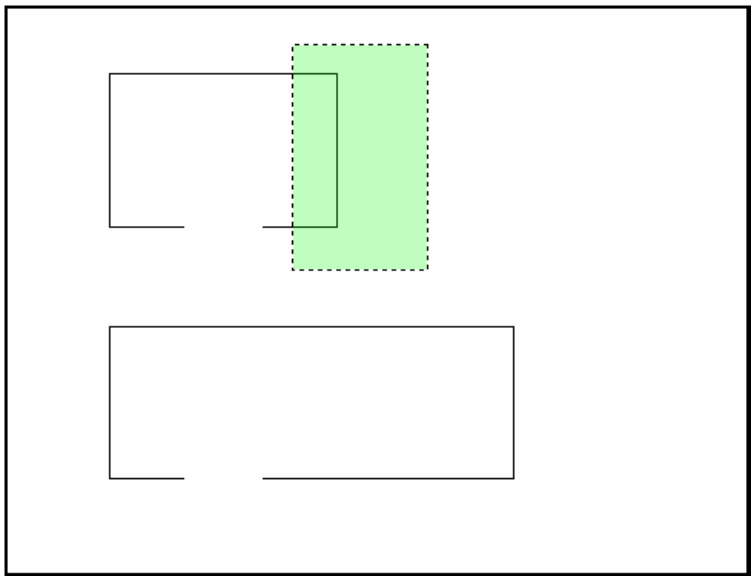
2. **Click** the Stretch icon. 
3. **Type** STRETCHat the command prompt.

   Command : **STRETCH**

   Select objects to stretchby 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**
4. **Pick** First object to fillet. Polyline/Radius/Trim<Select two objects>: select first object.
5. **Pick** Second object to fillet.

   Select second object: select second object.

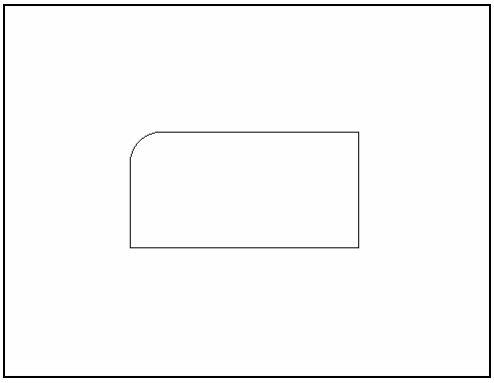
   or

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

   P Fillets an entire Polyline.

   R Sets the fillet radius.

   T Sets the trim mode (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.

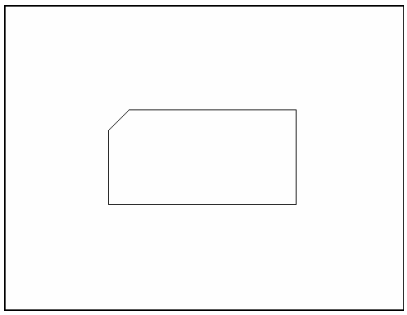
   D Sets chamfer distances.

   A Uses a distance and angle method instead of two distances.

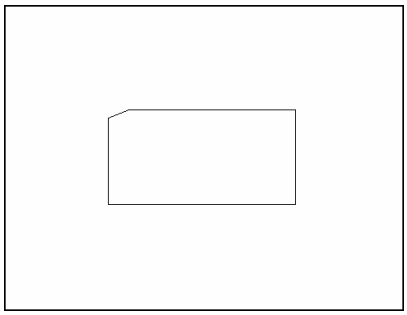
   T Sets the trimmode

   M Sets the method to distance or angle.

Chamfer with equal distances



Chamfer with different distances



Rectangular Array 13.5

Rectangular Array

To draw rectangular array:

1. **Choose** Modify, Array.

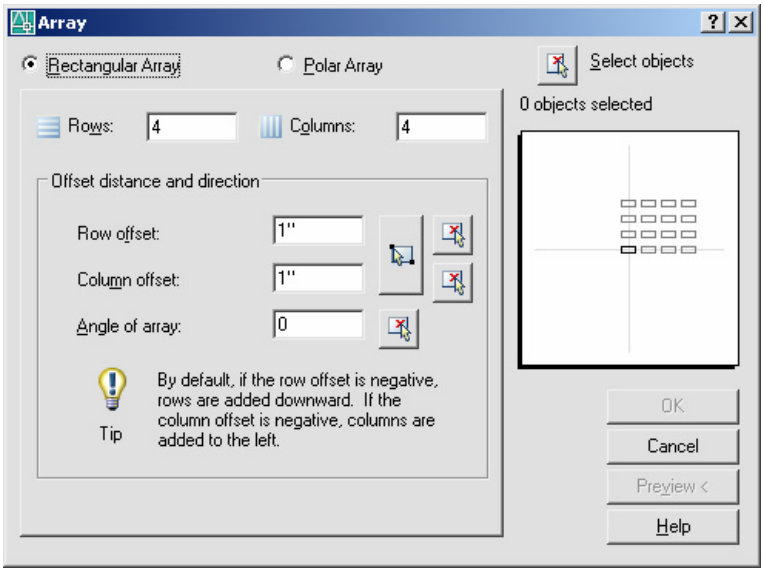
   or

2. **Click** the Array icon. 

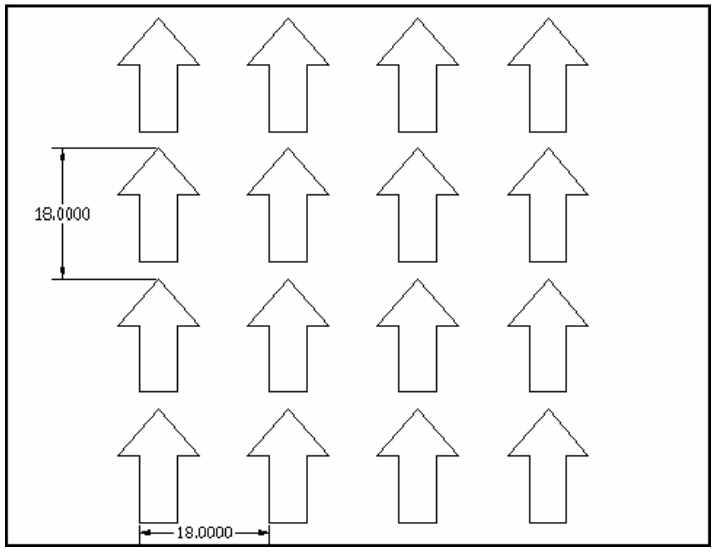
   or

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**)



Unit Cell Distance Between Rows



Unit Cell Distance Between Columns

Rectangular Array 13.6

To draw a polar array:

1. **Choose** Modify, ARRAY.

   or

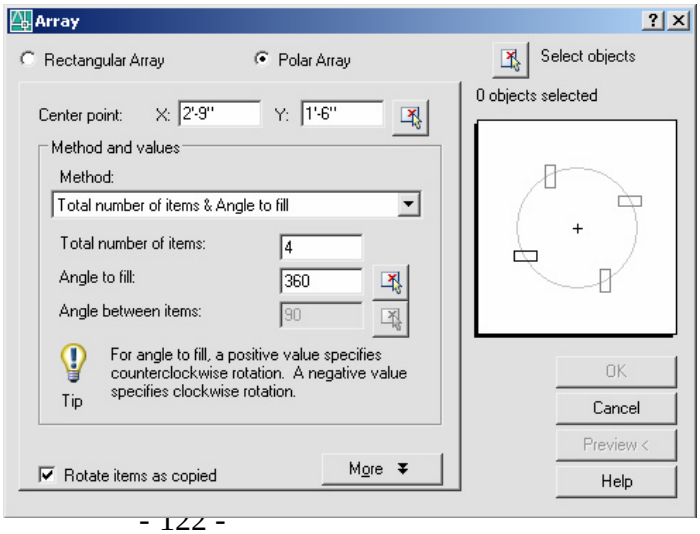
2. **Click** the Arrayicon. 

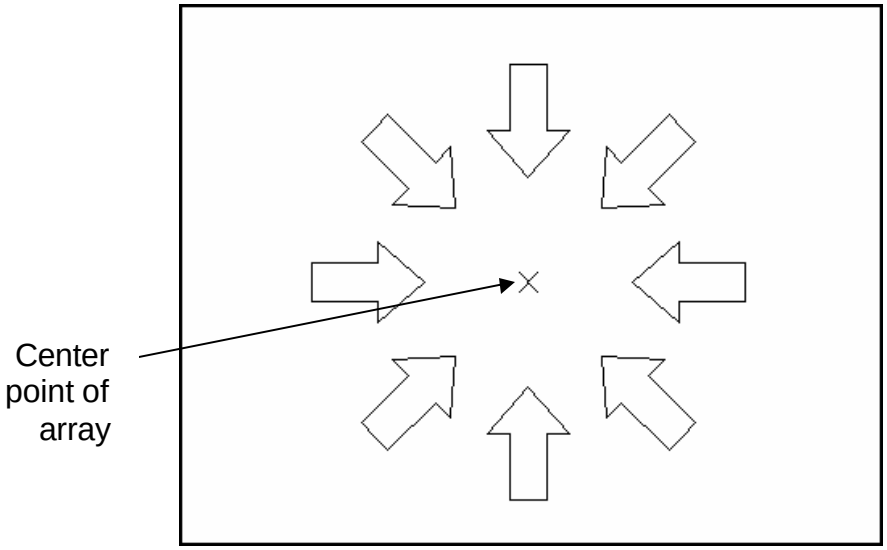
   or

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**




Center
point of
array

Lengthen 13.7

1. **Choose** Modify, LENGTHEN.

o
r

2. **Type** LENGTHEN at the command

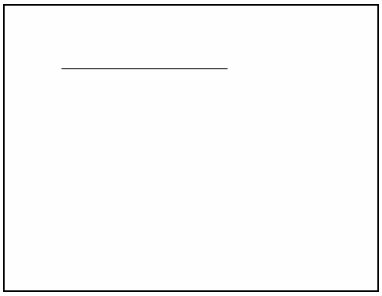
prompt. Command: **_lengthen**

Select an object or [**DElta**/Percent/Total/

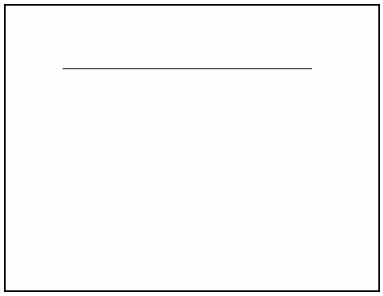
Enter delta length or [Angle] <0.0000>: **2**

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.

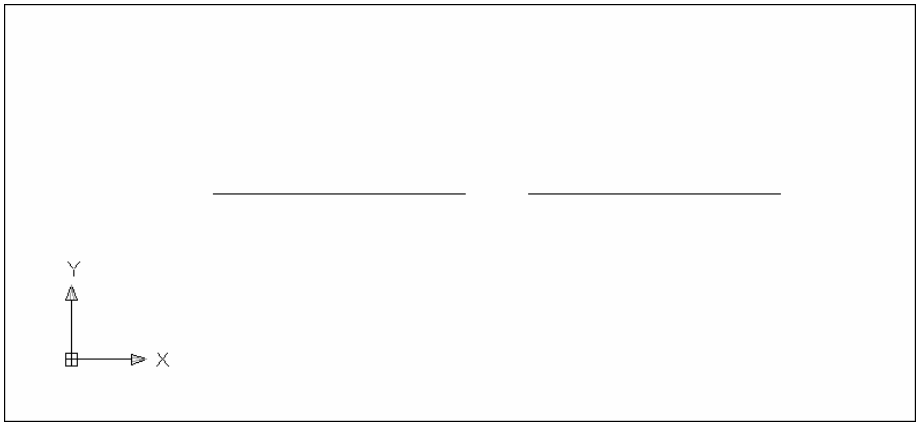
or

2. **Click** the join icon from the modify toolbar. 

or

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

Lines before Join



Lines after Join