Chapter 15
Polylines

Pline Command 15.1

A polyline is a connected sequence of line segments created as a single object. You can create straight line segments, arc segments, or a combination of the two.

1. **Choose** Draw, Polyline.

   or

2. **Pick** the Pline icon. 
3. **Type** PLINE at the command prompt

   Command : **PLINE** or **PL**
4. **Pick** A point on the drawing to start the polyline

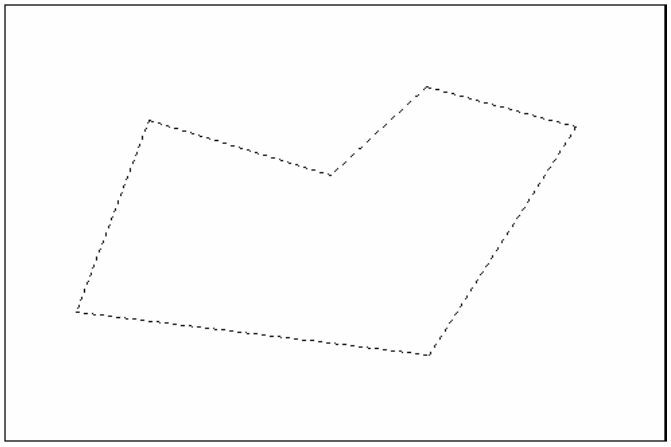
   From point:(**select**)
5. **Type** One of the following options

   Arc/Close/Halfwidth/Length/Undo/Width/<endpoint of line>:

   or
6. **Pick** A point to continue drawing

   Arc/Close/Halfwidth/Length/Undo/Width/<endpoint of line>: (**pick point**)

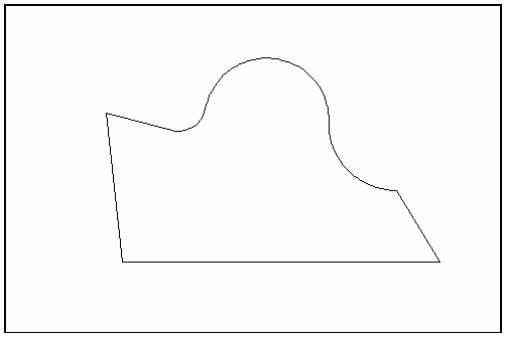
Polyline as one segment



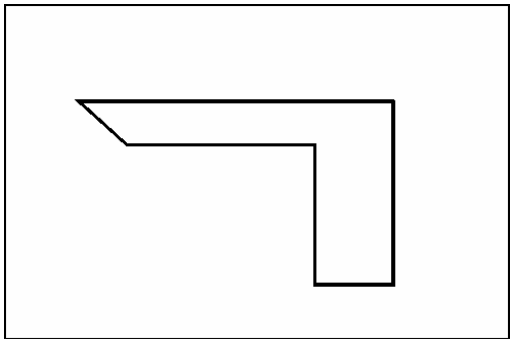
PLINE options:

Arc	Toggles to arc mode and you receive the follow ing:Angle/CEnter/CLose/Direction/Halfwidth/ Line/ Radius /Second Pt/Undo/Width/<endpt of arc>:
Close	Closes a polyline as it does in the line command.
Halfwidth	Specifies the halfwidth of the next polyline seg ments. Can be tapered.
Length	Specifies the length to be added to the polyline in the current direction.
Undo	Undoes the previous pline segment as with the line command.
Width	Specifies the width of the next polyline segments. Can be tapered.

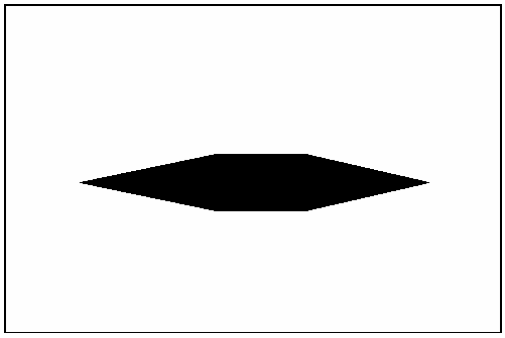
Polyline with arcs



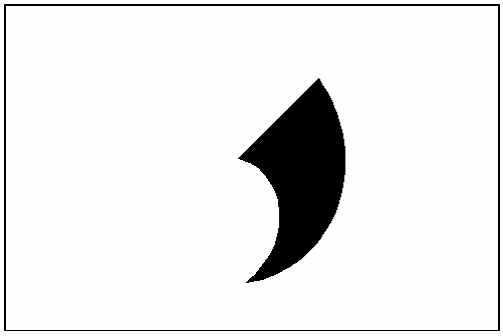
Polyline with width .125



Tapered width polyline



Tapered width arc polyline



Editing Polylines 15.2

1. **Choose** *Modify, Polyline.*

   or

2. **Pick** the Pedit icon from the Modify II toolbar. 
3. **Type** PEDIT at the command prompt

   Command: **PEDIT**
4. **Pick** Pick a polyline to edit

   Select Polyline: (**pick**)
5. **Type** One of the following options: Close/Join/ Width/Edit vertex/Fit Curve/Spline/Curve/

   Decurve/Undo/eXit

Close Closes open polyline segments

Join Connects polylines, lines, and arcs to existing polylines.

Width Changes the width for all polyline segments.

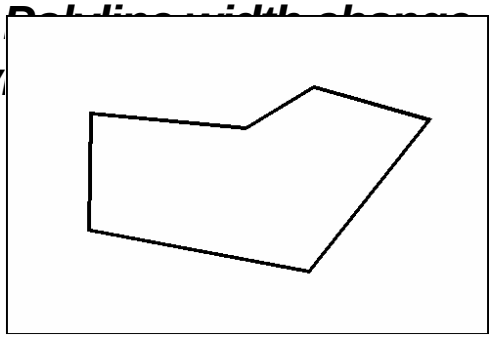
Fit curve Creates curved arc segments around pline vertices at the direction you specify.

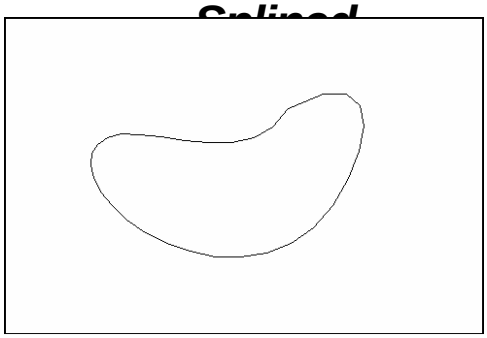
Spline Curve Creates a curve through control points on a polyline.

Decurve Straightens curved segments.

Edit Vertex Displays the following Edit Vertex Options:

Poly



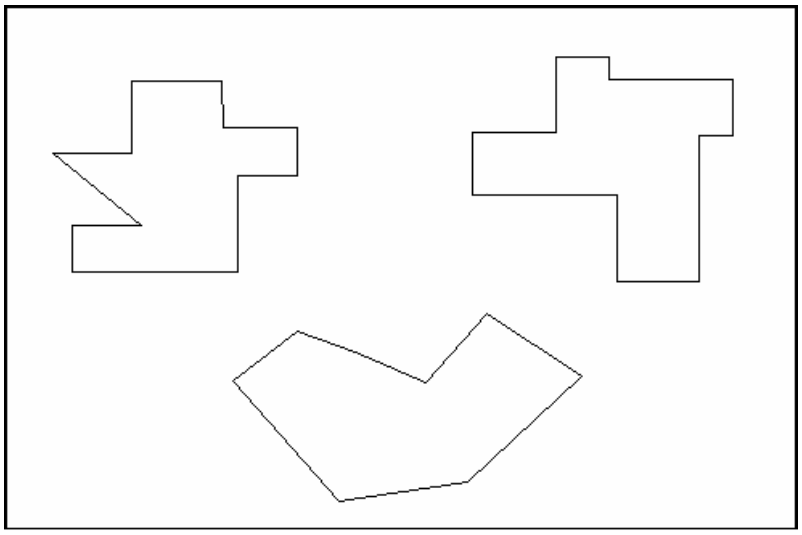


Editing Multiple Polylines

1. **Type** the PEDIT at the command prompt. Command: **PEDIT**

   Select polyline or [Multiple]: **M**

   Pick multiple polylines to edit.



Editing Vertex Options 3.3

1. **Type** One of the following vertex options:
Next/Previous/Break/Insert/Move/Regen/Straighten/
Tangent/Width/eXit<N>:

Next	Moves the X to the next vertex
Previous	Moves the X to the previous vertex
Break	Remembers the currently marked vertex and allows you to move to another vertex. You can then remove the segments between these vertices. Closed plines will open.
Insert	Adds a new vertex after the currently marked vertex.
Move	Moves the location of the currently marked vertex.
Regen	Regenerates the pline. Used with the width option.
Straighten	Remembers the currently marked vertex and allows you to move to another vertex. You can then replace the segments between these vertices with a straight one.
Tangent	Attaches a tangent direction to the current vertex for later use in curve fitting.
Width	Changes starting and ending widths for the segment following the marked vertex.
eXit	Exits from editing vertices.

Explode Command 15.4

1. **Choose** *Modify, Explode.*

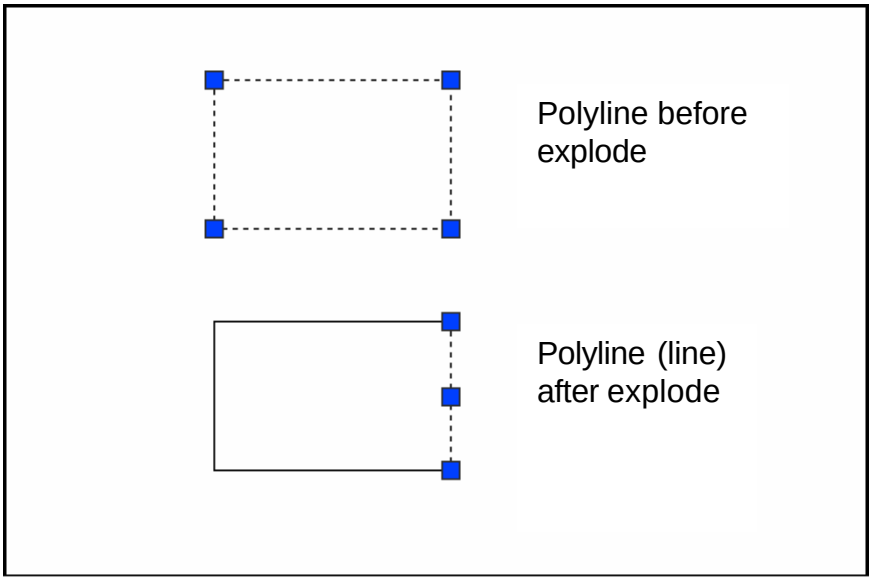
   or

2. **Pick** the Explode icon. 
3. **Type** EXPLODE at the command prompt.

   Command: **EXPLODE**

   or

4. **Pick** The object to explode. Select objects: (**pick**)



Turning Lines into Polylines 15.5

Use the PEDIT command to pick lines. AutoCAD will ask if you want to turn these lines into polylines. You can then use the JOIN option under PEDIT to join additional lines to the polyline.

1. Command: **pedit**
   Select polyline or [Multiple]: **pick line**
   Object selected is not a polyline
   Do you want to turn it into one? <Y>
   Enter an option [Close/Join/Width/Edit vertex/Fit/Spline/Decurve/Ltype gen/Undo]: j

TIP:

• Lines and Arcs must have a common endpoint to join them together.