



Andhra Pradesh State Skill Development Corporation



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AutoCAD(CIVIL)

Attributes



BLOCK PANEL AND ATTRIBUTES

ATTRIBUTES

DEFINING ATTRIBUTES

An attribute is an object that is created and included with a block definition. Attributes can store data such as part numbers, product names, and so on.

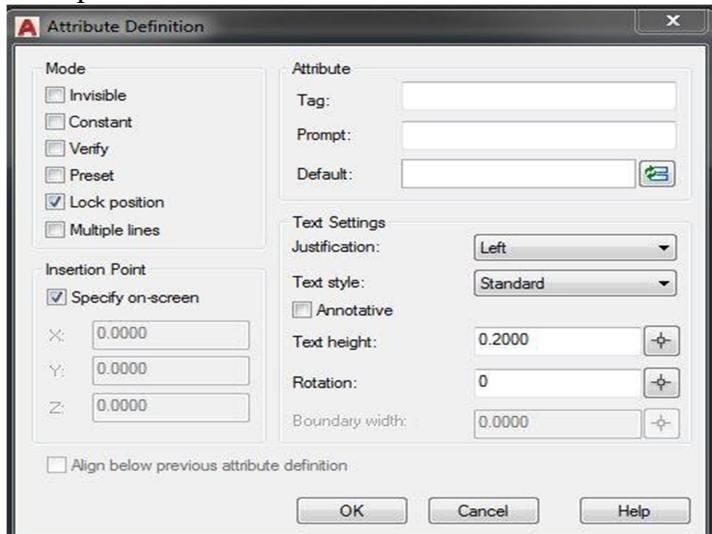
An attribute is a label or tag that attaches data to a block. Examples of data that might be contained in an attribute are part numbers, prices, comments, and owners' names.

When you define an attribute, you specify

- A unique tag that identifies the attribute by name
- A prompt that can be displayed as the block is inserted
- A default value that is used if a variable value is not entered at the prompt

Procedure

- Click Home tab ▶ Block panel ▶ Define Attributes. 
- In the Attribute Definition dialog box, set the attribute modes and enter tag information, location, and text options.



Attribute

Sets attribute data.

- **Tag**
Specifies the name with which to identify the attribute. Enter the attribute tag using any combination of characters except spaces. Lowercase letters are automatically changed to uppercase.
Ex: Name
- **Prompt**
Specifies the prompt that will be displayed when you insert a block containing this attribute definition.
If you do not enter a prompt, the attribute tag is used as a prompt. If you select Constant in the Mode area, the Prompt option is not available.
Ex: Enter the name
- **Default**
Specifies the default attribute value.



- **Insert Field Button**

Displays the Field dialog box, in which you can insert a field as all or part of the value for an attribute.

- **Multiline Editor Button**

When Multiple Line mode is selected, displays an in-place text editor with a text formatting toolbar and ruler. The ATTIPRE system variable controls whether the Text Formatting toolbar displayed is the abbreviated version, or the full version.

- **Insertion Point**

Specifies the location for the attribute. Enter coordinate values, or select Specify On-screen and use your pointing device to specify the location of the attribute relative to other objects.

- **Specify On-Screen**

Displays a Start Point prompt when the dialog box closes. Use the pointing device to specify the location of the attribute relative to other objects.

X

Specifies the X coordinate of the attribute insertion point.

Y

Specifies the Y coordinate of the attribute insertion point.

Z

Specifies the Z coordinate of the attribute insertion point.

Text Settings

Sets the justification, style, height, and rotation of the attribute text.

- **Justification**

Specifies the justification of the attribute text.

- **Text Style**

Specifies a predefined text style for the attribute text. Currently loaded text styles are displayed.

Annotative

Specifies that the attribute is annotative. If the block is annotative, the attribute will match the orientation of the block.

- **Text Height**

Specifies the height of the attribute text. Enter a value, or choose Height to specify a height with your pointing device. The height is measured from the origin to the location you specify.

If you select a text style that has fixed height—any value other than 0.0—or if you select Align in the Justification list, the Height option is not available.

- **Rotation**

Specifies the rotation angle of the attribute text. Enter a value, or choose Rotation to specify a rotation angle with your pointing device. The rotation angle is measured from the origin to the location you specify.

If you select Align or Fit in the Justification list, the Rotation option is not available.

➤ Click OK and place the attribute where ever it is required

➤ Create or redefine a block (BLOCK). When you are prompted to select objects for the block, include the attribute in the selection set.

Note: Usually, the order of the attribute prompts is the same as the order in which you selected the attributes when you created the block. However, if you used crossing or window selection to select the attributes, the order of the prompts is the reverse of the order in which you created attributes. You can use the Block Attribute Manager to change the order in which you are prompted for attribute information when you insert the block reference.



When you open a block definition in the Block Editor, you can use the Attribute Order dialog box (BATTORDER command) to change the order in which you are prompted for attribute information when you insert the block reference.

EDITING ATTRIBUTES

MANAGE ATTRIBUTE

Allows you to edit attributes for a block definition.



Find: Edit

The Edit Attribute dialog box contains the following tabs:

- Attribute
- Text Options
- Properties

List of Options

The following options are displayed.

- Block Name

Displays the name of the block whose attributes are to be edited.

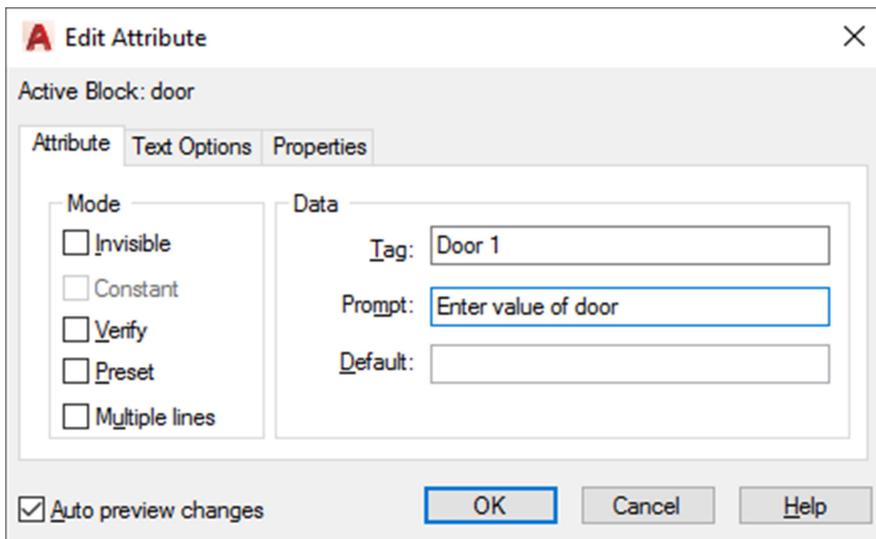
- Auto Preview Changes

Controls whether or not the drawing area is immediately updated to display any visible attribute changes you make. If Auto Preview Changes is selected, changes are immediately visible. If Auto Preview Changes is cleared, changes are not immediately visible.

Clearing Auto Preview Changes results in a small improvement in performance. Auto Preview Changes is not available if Apply Changes to Existing References is not selected.

Attribute Tab (Edit Attribute Dialog Box)

Defines how a value is assigned to an attribute and whether or not the assigned value is visible in the drawing area, and sets the string that prompts users to enter a value. The Attribute tab also displays the tag name that identifies the attribute.



Data

Data options set the attribute text that is displayed.

- Tag

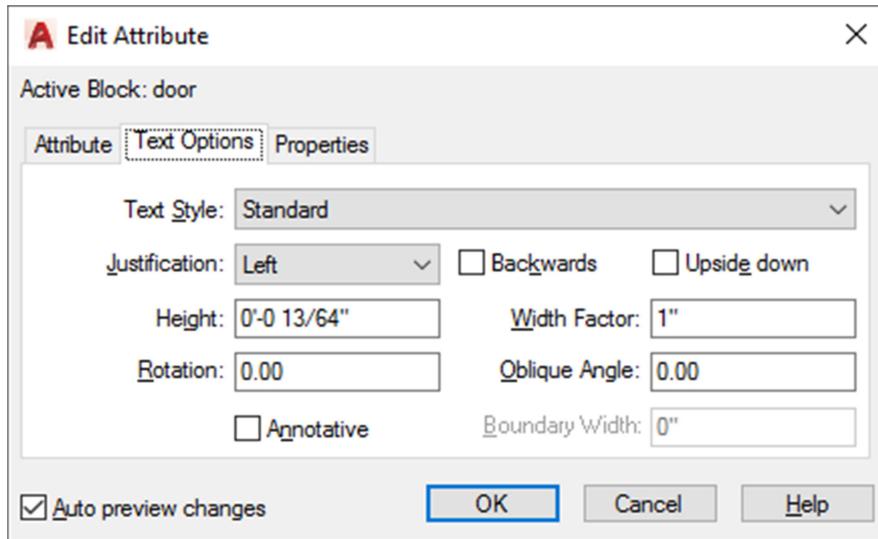
Sets the identifier assigned to the attribute.



- **Prompt**
Sets the text for the prompt that is displayed when you insert the block.
- **Default**
Sets the default value assigned to the attribute when you insert the block.

Text Options Tab (Edit Attribute Dialog Box)

Sets the properties that define the way an attribute's text is displayed in the drawing. Change the color of attribute text on the Properties tab.



Text Style

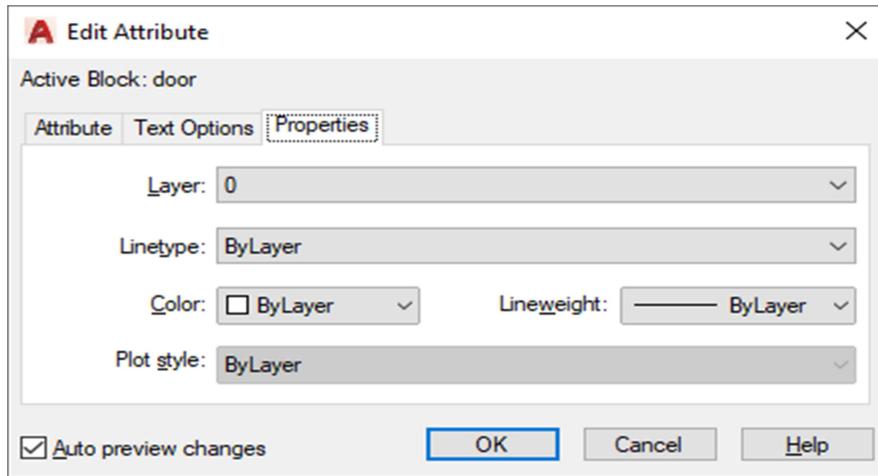
Specifies the text style for attribute text. Default values for this text style are assigned to the text properties displayed in this dialog box.

- **Justification**
Specifies how attribute text is justified.
- **Height**
Specifies the height of the attribute text.
- **Rotation**
Specifies the rotation angle of the attribute text.
- **Annotative**
Specifies that the attribute is annotative.
- **Backwards**
Specifies whether or not the text is displayed backwards.
- **Upside Down**
Specifies whether or not the text is displayed upside down.
- **Width Factor**
Sets the character spacing for attribute text. Entering a value less than 1.0 condenses the text. Entering a value greater than 1.0 expands it.
- **Oblique Angle**
Specifies the angle that attribute text is slanted away from its vertical axis.



Properties Tab (Edit Attribute Dialog Box)

Defines the layer that the attribute is on and the color, linewidth, and linetype for the attribute's line. If the drawing uses plot styles, you can assign a plot style to the attribute using the Properties tab.



- **Layer**

Specifies the layer that the attribute is on.

- **Linetype**

Specifies the linetype of attribute text.

- **Color**

Specifies the attribute's text color.

- **Lineweight**

Specifies the linewidth of attribute text.

Changes you make to this option are not displayed if the LWDISPLAY system variable is off.

- **Plot Style**

Specifies the plot style of the attribute.

If the current drawing uses color-dependent plot styles, the Plot Style list is not available.

EDIT ATTRIBUTE

Changes attribute information in a block.



Find

The Edit Attributes dialog box is displayed to edit attribute values for a specific block.

If you enter -ATTEDIT at the Command prompt, you can modify both attribute values and attribute properties, independent of a block.

- **Select block reference**

Select the block reference whose attribute values you want to update.