



Andhra Pradesh State Skill Development Corporation



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AutoCAD(CIVIL)

Block Panel



BLOCK PANEL AND ATTRIBUTES

BLOCK PANEL

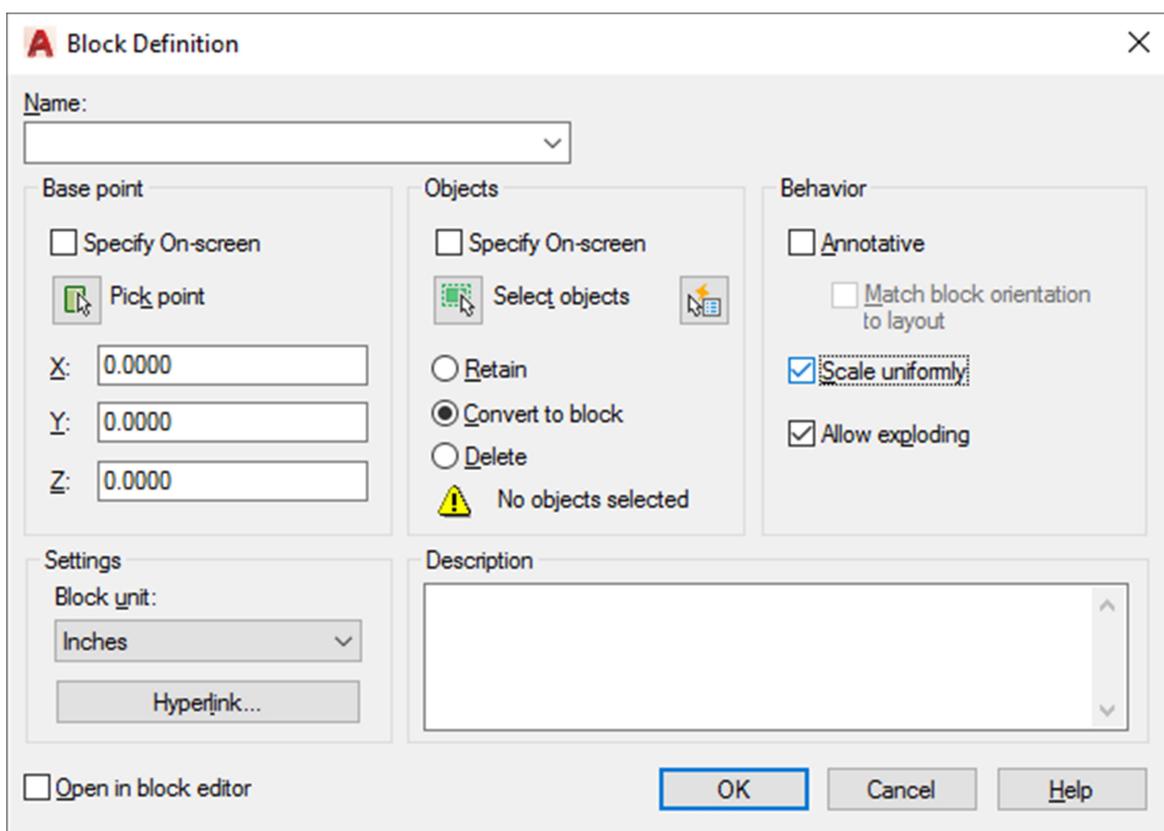
BLOCKS

Blocks are the collection of geometries that act as a single object and they can be used in a drawing repetitively.

Procedure:

Creates a block definition from selected objects.

- Shortcut Key----- B--- Block
- Find
- The Block Definition dialog box is displayed.
- If you enter -BLOCK at the Command prompt, options are displayed.
- You create a block definition by selecting objects, specifying an insertion point, and giving it a name.



List of Options

The following options are displayed.

- **Name**
Names the block. The name can have up to 255 characters and can include letters, numbers, blank spaces, and any special character not used by the operating system or the program for other purposes. The block name and definition are saved in the current drawing.
- **Preview**
If an existing block is selected under Name, displays a preview of the block.



- **Base Point**

Specifies an insertion base point for the block. The default value is 0, 0, 0.

- **Specify On-Screen**

Prompts you to specify the base point when the dialog box is closed.

- **Pick Insertion Base Point**

Temporarily closes the dialog box so that you can specify an insertion base point in the current drawing.

X

Specifies the X coordinate value.

Y

Specifies the Y coordinate value.

Z

Specifies the Z coordinate value.

Objects

Specifies the objects to include in the new block and whether to retain or delete the selected objects or convert them to a block instance after you create the block.

- **Specify On-Screen**

Prompts you to specify the objects when the dialog box is closed.

- **Select Objects**

Closes the Block Definition dialog box temporarily while you select the objects for the block. When you finish selecting objects, press Enter to return to the dialog box.

- **Quick Select**

Displays the Quick Select dialog box, which defines a selection set.

- **Retain**

Retains the selected objects as distinct objects in the drawing after you create the block.

- **Convert to Block**

Converts the selected objects to a block instance in the drawing after you create the block.

- **Delete**

Deletes the selected objects from the drawing after you create the block.

- **Objects Selected**

Displays the number of selected objects.

Behavior

Specifies the behavior of the block.

- **Scale Uniformly**

Specifies whether or not the block reference is prevented from being non-uniformly scaled.

- **Allow Exploding**

Specifies whether or not the block reference can be exploded.

Description

Specifies the text description of the block.

- **Open in Block Editor**

Opens the current block definition in the Block Editor when you click OK.

- After specifying all the details click OK.



INSERT

Inserts a block or drawing into the current drawing using the classic version of the INSERT command. The classic Insert dialog box is displayed. If you enter INSERT at the Command prompt, options are displayed. A good practice is to insert a block from a block library.

Draw menu----- Insert Block

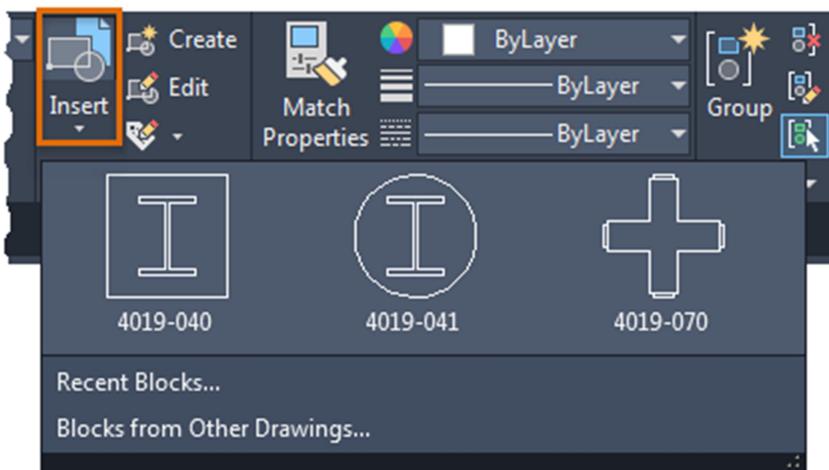
Shortcut Key----- I --- Insert Block



How to use Insert Block Command:

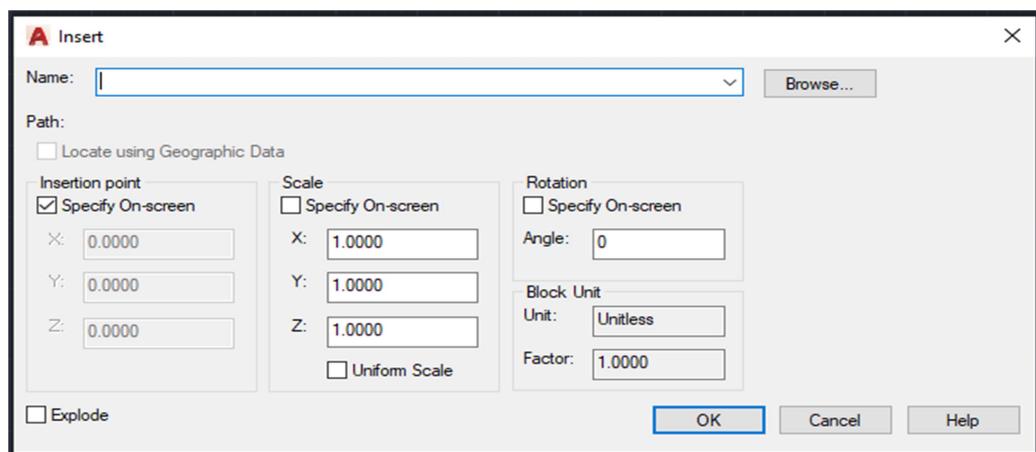
Displays the Blocks palette, which you can use to insert blocks and drawings into the current drawing.

From the Home tab, Blocks panel, click Insert to display a gallery of blocks in the current drawing without opening the Blocks palette.



The other two options, Recent Blocks, and Blocks from Other Drawings open the Blocks palette to the corresponding tab.

- Inserting a drawing file as a block also imports all of its block definitions into the current drawing.
- If you enter -INSERT at the Command prompt, command options are displayed in the Command window.





Change the settings in the dialogue box which are necessary to insert a block.

- 1) Name of a block to insert or we can browse
- 2) Insertion Point
- 3) Scale
- 4) Rotation
- 5) Block unit

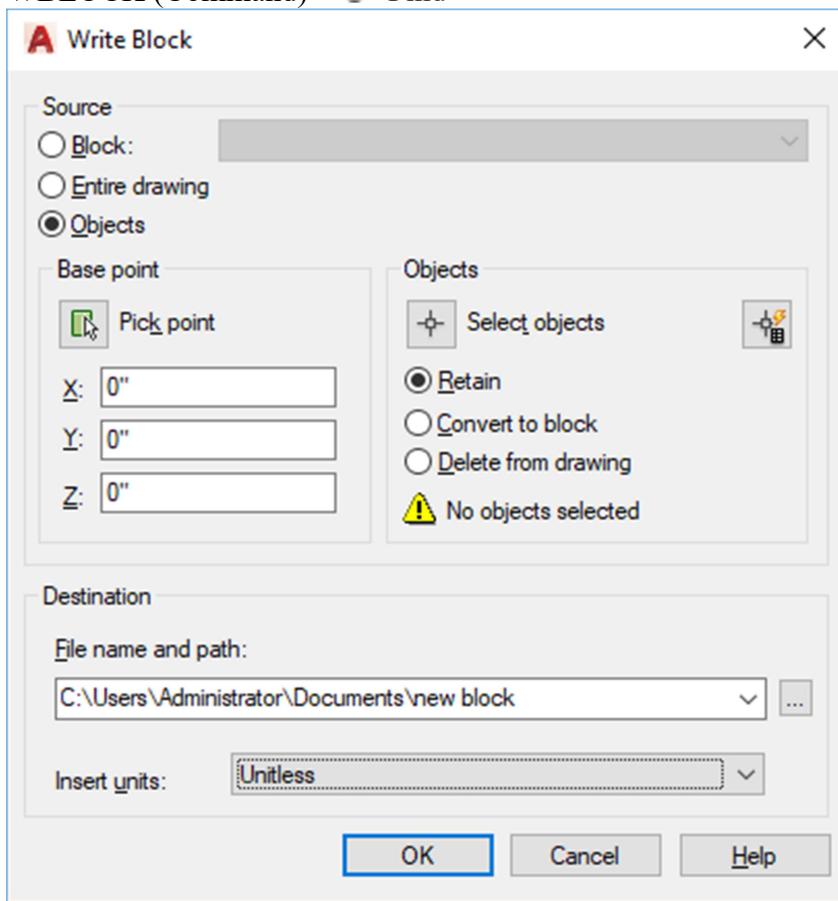
Block Edit (BEDIT)

- Opens the block definition in the Block Editor.
- Find
- The Edit Block Definition dialog box is displayed. Select a block definition to edit or enter a name for a new block definition to create, and then click OK to open the Block Editor.
- If the ribbon is active, the Block Editor Ribbon contextual tab is displayed. Otherwise, the Block Editor Toolbar is displayed.
- The Block Editor is a separate environment for creating and changing block definitions for the current drawing. You can also use it to add dynamic behavior to blocks.

WRITE BLOCK

Saves selected objects or converts a block to a specified drawing file.

WBLOCK (Command) Find



The Write Block dialog box provides a convenient method for saving part of the current drawing to a different drawing file, or saving a specified block definition as a separate drawing file.



List of Options

The following options are displayed.

Source

Specifies blocks and objects, saves them as a file, and specifies insertion points.

- **Block**
Specifies an existing block to save as a file. Select a name from the list.
- **Entire Drawing**
Selects current drawing to save as another file.
- **Objects**
Selects objects to save as a file. Specify a base point and select objects below.

Base Point

Specifies a base point for the block. The default value is 0,0,0.

- **Pick Point**
Temporarily closes the dialog box so that you can specify an insertion base point in the current drawing.
- X**
Specifies the X coordinate value for the base point.
- Y**
Specifies the Y coordinate value for the base point.
- Z**
Specifies the Z coordinate value for the base point.

Objects

Sets the effect of block creation on objects used to create a block.

- **Retain**
Retains the selected objects in the current drawing after saving them as a file.
- **Convert to Block**
Converts the selected object or objects to a block in the current drawing after saving them as a file.
- **Delete from Drawing**
Deletes the selected objects from the current drawing after saving them as a file.
- **Select Objects Button**
Temporarily closes the dialog box so that you can select one or more objects to save to the file.
- **Quick Select Button**
Opens the Quick Select dialog box, which you can use to filter your selection set.
- **Objects Selected**
Indicates the number of objects selected.

Destination

Specifies the new name and location of the file and the units of measurement to be used when the block is inserted.

- **File Name and Path**
Specifies a file name and path where the block or objects will be saved.
- [...]**
Displays a standard file selection dialog box.



Insert Units

Specifies the unit value to be used for automatic scaling when the new file is dragged from DesignCenter or inserted as a block in a drawing that uses different units. Select Unitless if you do not want to automatically scale the drawing when you insert it. See INSUNITS.

PURGE

Removes unused items, such as block definitions and layers, from the drawing.

- Find
- The Purge dialog box is displayed.

- Unused named objects can be removed from the current drawing. These include block definitions, dimension styles, groups, layers, linetypes, and text styles. Zero-length geometry, empty text objects, and orphaned DGN linestyle data can also be removed.