



Andhra Pradesh State Skill Development Corporation



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AutoCAD(CIVIL)

Advanced Modify Tools

Part-1



MODIFY PANEL

ADVANCED MODIFY TOOLS PART-1

Advanced Modify Tools

Modify Panel is a part of Ribbon Panel. We can modify any drawing by using Modify Panel commands. It is used for the editing of any existing drawing. By clicking on the dropdown button of modify tools we will find advanced modify tools.



Set to Bylayer

Changes the property overrides the selected objects to bylayer.

Process of using Set to Bylayer command:

- Select the set to bylayer command in Advanced modify tools
- Select the object—yes
- Enter

Change Space (CHSPACE + Enter)

Moves objects between model space and paper space. When transferring the objects to paper space, The Source viewport that you click determined the paper space location of the transferred objects. When transferring the objects to model space, The Source viewport that you click determined the model space location of the transferred objects.

Process of using Change Space command:

- Select the set to bylayer command in Advanced modify tools OR CHSpace enter.
- Select the objects
- Enter

Lengthen (LEN+ Enter)

It changes to the object's length and angle of arc. It also works like Trim and Extend.

Process of using Lengthen command:

- Select Lengthen Command
- Select an object (delta, percent, total dynamic)
- Type value
- Select the line or arc in which you want to apply this command

Delta:

- If we give the value in delta option then that value will Add the value to original value



Percentage:

- The original value will be considered 100 percentages.
- If we give the value in percentage option, that value is greater than 100 percentage then that value will be add that 100 percentage
- If we give value is less than 100 percentage then that value will be subtract from the 100 percentage.

Total:

- If we specify the value in the total option then the total length of that object will take it and change.

Dynamic:

- By using this option we can increase or decrease the size of that object.

Edit Polyline (PE--Enter)

It is used to edit any polylines. By this, we can change any straight line into spline, arc-fit, curve etc.

Process of using Edit Polyline Command:

- Select edit polyline command
- Select the polyline to modify
- Edit the polyline by entering these options
- Enter c (close) for creating a closed Polyline.
- Enter J (join) to join polyline.
- Enter W (width) to give a width for polyline
- Enter E (Edit Vertex) for editing a vertex.
- Enter F (Fit) for making an arc-fit polyline.
- Enter S (Spline) to create a spline
- Enter D (Decurve) for removing extra vertices.
- Enter L (Ltype Gen)
- Enter R (Reverse) to reverse the polyline
- Enter U (Undo)
- Enter X (Exit) for end the command option
- Enter.

Edit Spline (SPE--Enter)

It is used to edit any type of Spline. By this, we can change any spline into a polyline.

Process of using Edit spline Command:

- Select Edit spline command
- Select the Spline to modify
- Edit the Spline by entering these option
- Enter C (Close) for creating a close Spline
- Enter J (join) to join Spline
- Enter F (Fit data)
- Enter E (Edit vertex)
- Enter convert to polyline
- Enter R (Reverse)
- Enter U (Undo)
- Enter X (Exit) for end the command option
- Enter



Hatch Edit (HE--Enter)

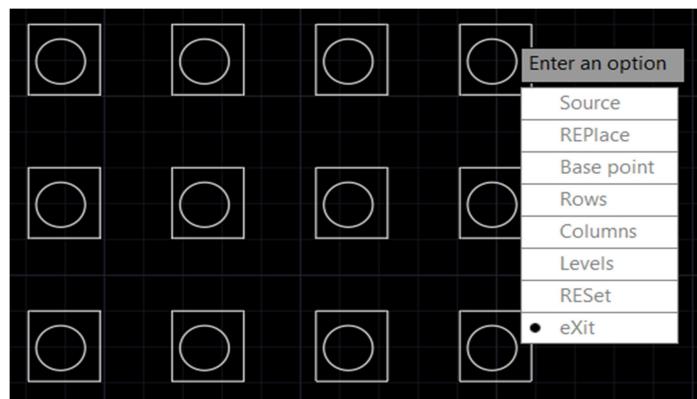
One can modify the hatch by hatch edit command.

Process of using Hatch Edit command:

- Select Edit Hatch Command
- Click on Hatch whom we want to edit.
- Change the hatch if you want
- Change the angle
- Increase or decrease the scale.
- Ok

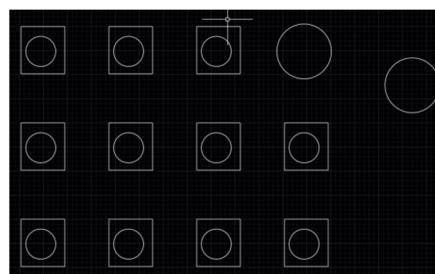
Array Edit

One can edit any type of Array by this Command. We can edit Rectangular Array, Polar Array and Path Array.



Process of using Array Edit command:

- Select Edit Array Command
- Click on that Array object which we want to edit
- Choose Source (If you want change the the source object shape)
- Choose Replace (If you want to replace with the other object)



- Select the replacement object—Enter
- Select the base point of the replacement object
- Select an item in the array to replace
- Exist.
- Choose base point
- Choose rows(If you want change the rows)
- Choose columns (If you want change the columns)
- Exist.