

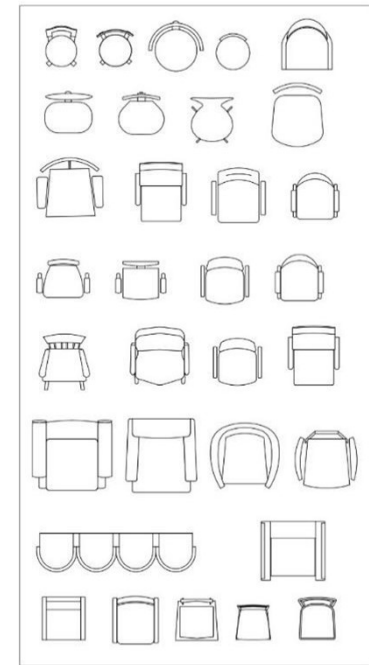


Working with “BLOCKS”

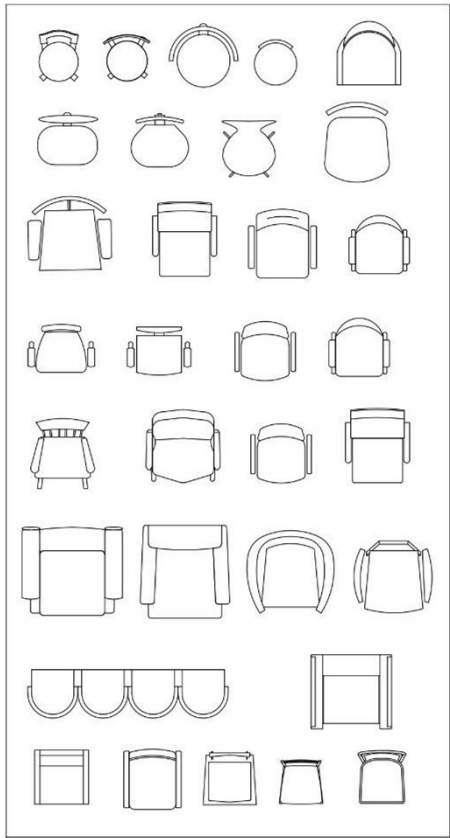
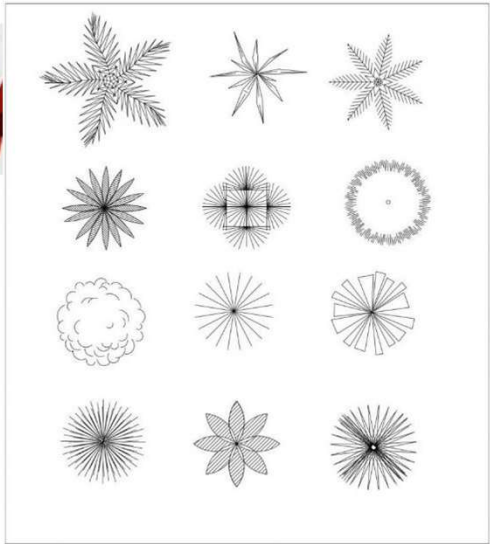
a **BLOCK** is a collection of objects (lines, arcs, circles, text, etc.) that form a more complex entity that normally represents an object in the real world, e.g. a door, a chair, a window, a computer, etc.

There are many advantages to using blocks, here the major ones:

- ✓ Blocks are a single entity. This means that you can modify (move, copy, rotate) a block by selecting only one object in it.
- ✓ You can build up a library of blocks consisting of the parts that you require many times in your workday.
- ✓ Using blocks can help keep your file size down.
- ✓ If you need to change something, you can redefine a block.
- ✓ Blocks can also contain non-graphical information. These are text objects called **attributes**. For example, you have made blocks of different chairs. You can add information to the block such as manufacturer, cost, weight, etc. This information stays with the block, but can also be extracted to a database or spreadsheet.



Q: What is Blocks in AutoCAD? And what are the advantages of using blocks



DRAWING TITLE
SCALE

Layers

<ul style="list-style-type: none"> 01 - Walls 02 - Windows 03 - Doors 04 - Furniture 05 - Text 06 - Dimensions 07 - Level markers 08 - Section markers 09 - North points 10 - People 11 - Windows and doors 12 - Fittings 	<ul style="list-style-type: none"> 01 - Walls 02 - Windows 03 - Doors 04 - Furniture 05 - Text 06 - Dimensions 07 - Level markers 08 - Section markers 09 - North points 10 - People 11 - Windows and doors 12 - Fittings
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North Points

Level, section and elevation markers

Dimension and text styles

People

Windows and doors




Furniture

Fittings



Working with “BLOCKS”

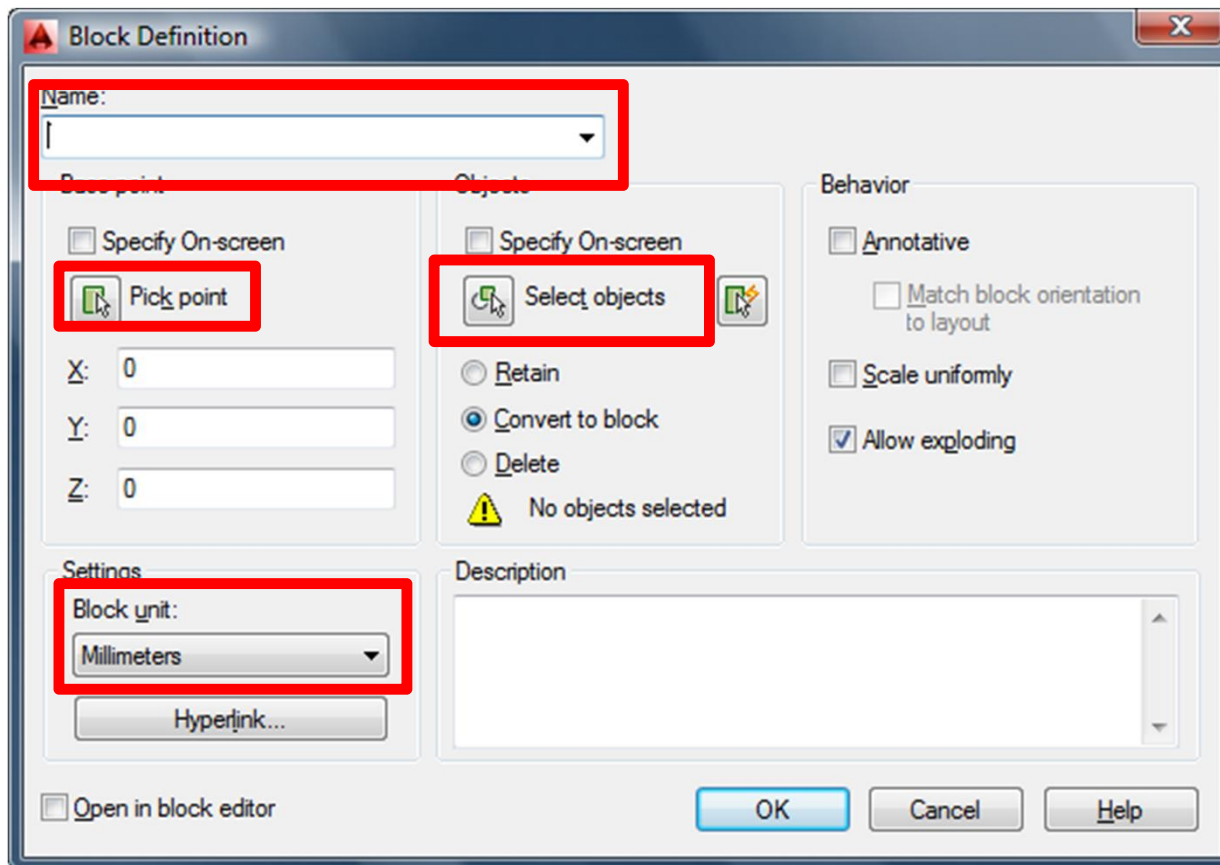
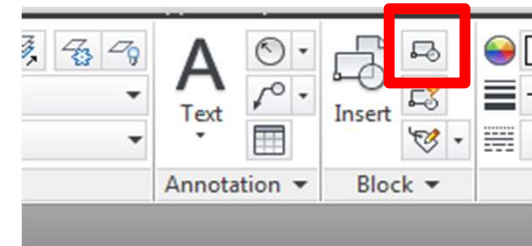
There are two types of blocks you can create: blocks that are **internal** to your current drawing, and those that are **external**, or saved as a separate file.

Command	Keystroke	Icon	Location	Result
Block	Bmake / B	 Create	Home > Block > Create	Creates a block from separate entities (internal to current drawing)
Write Block	wblock / W	None	None	Creates a block and writes it to a file (external)
Insert	Insert / I	 Insert	Home > Block > Insert	Inserts a block (internal or external)
Explode	Explode / X		Home > Modify > Explode	Explodes a block or other compound object into its component parts



Defining new "BLOCK"

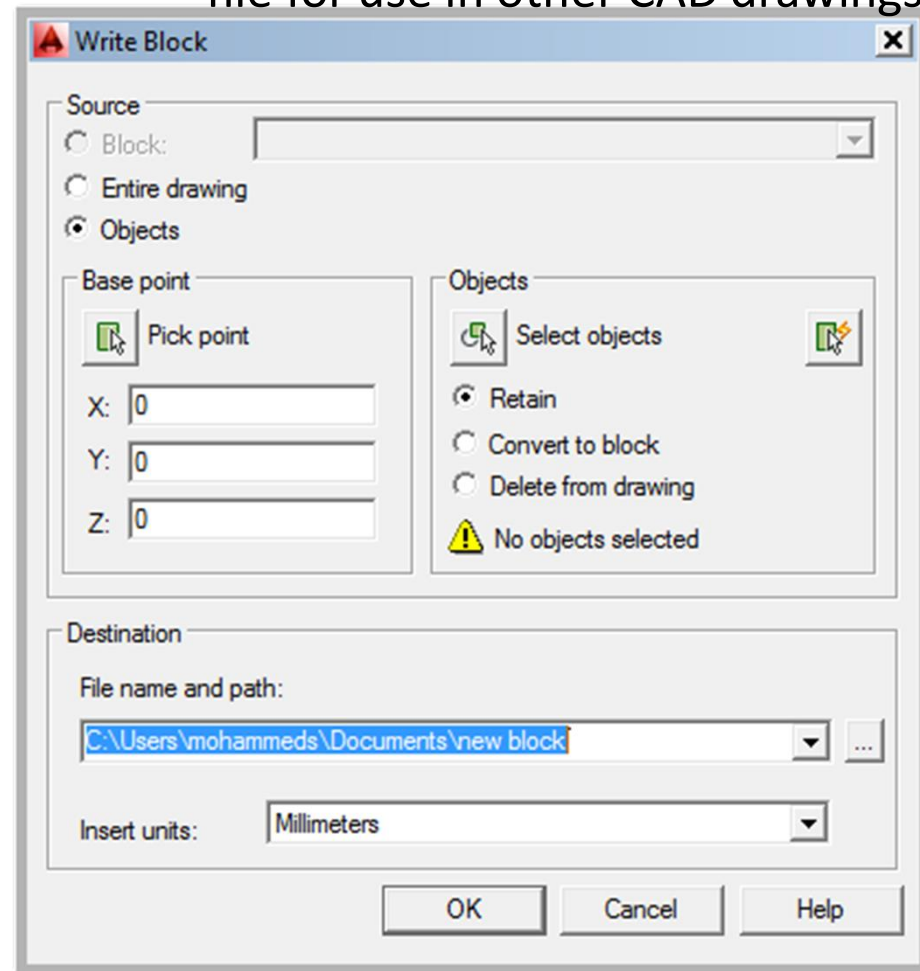
"In command : BLOCK or shortcut "B





WRITING BLOCK(s)

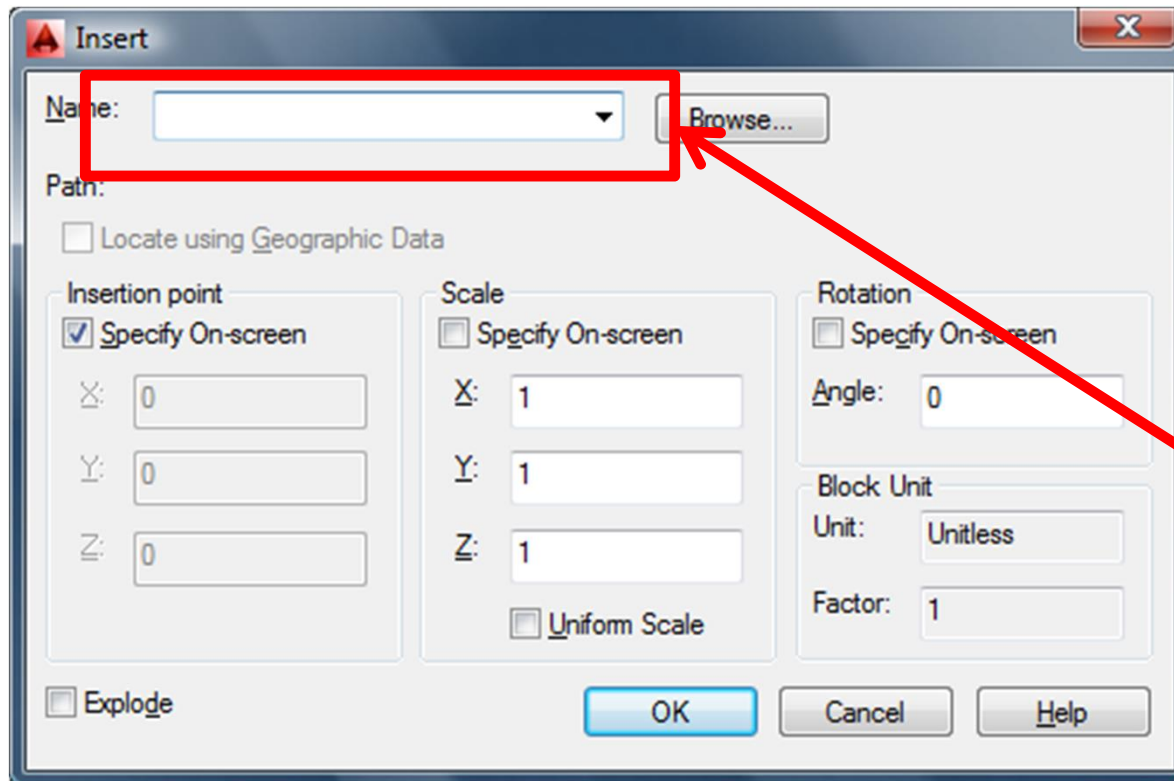
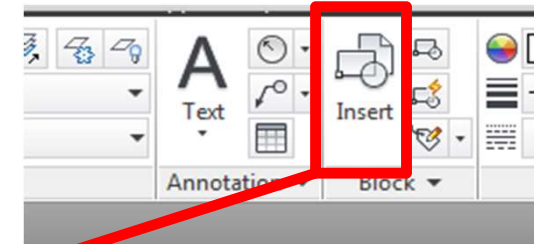
.”you can create an external block using the **WBLOCK** command or “WB
This difference here is that the block will become a separate, external drawing
file for use in other CAD drawings





Inserting a "BLOCK"

"In command : INSERT or shortcut "I



CHOOSE FROM THE DROP
DOWN LIST THE BLOCK THAT
YOU HAVE CREATED EARLIER
IN THE FILE SUCH AS(DOOR ,
(WINDOW , ...ETC

Make sure that the **Insertion Point - Specify On-screen** box is checked, and the **Explode** button is **not** checked. The **Scale - Specify On-screen** should not be checked. Then press the OK button



EXPLODING BLOCK(s)

Sometimes you need to explode a block. The explode command works on blocks, rectangles and other objects that are not the basic lines, arcs, circles, etc.

If you have a block on your screen, type **X <ENTER>** to start the explode command. Select the block that you want to explode and press **<ENTER>**. Now you have all of the components that made up the block as individual objects.

