EDITING <u>BLOCK(s)</u>

Block is very useful as reusable contents. And when you need to create similar objects in your drawing. One of the most popular benefit is when you need to modify all instances, you only need to modify one. All other instance will be automatically updated.

There are four method that you can use to modify your block:

١. **Explode and recreate the block**

٢. **Reinsert the block**

٣. **Using block editor**

٤. **Edit block in-place**

.1EDITING a BLOCK using the "Explode and recreate the block method"

if you want to update a block (for example "DOOR"), explode it and modify it (for example stretching or scaling...etc) then create a new block using the same old name "DOOR". After re-defining the block, you will see this box pop up to warn that you are about to update the block definition.

This method is the oldest method for redefining a block and became obsolete.
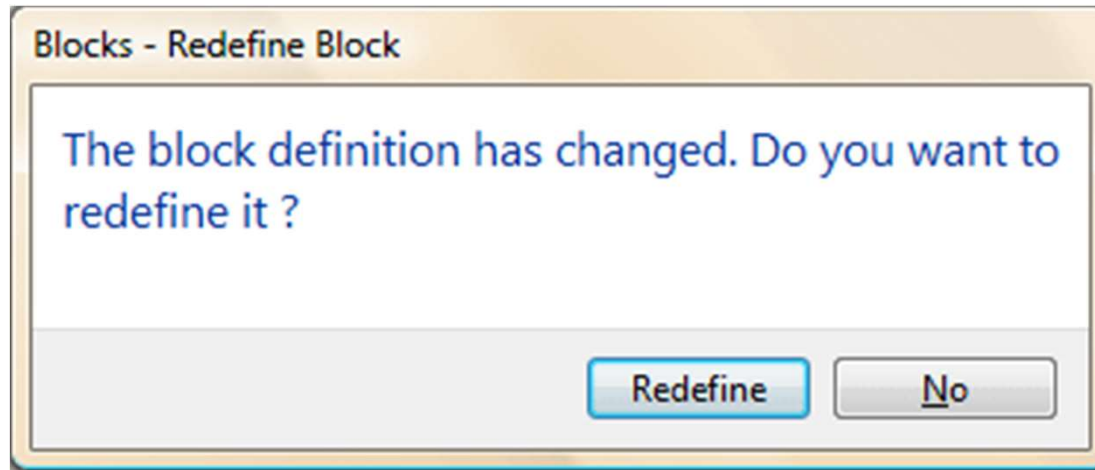
.2EDITING a BLOCK using the "Reinsert the block method"

To update the block definitions in your drawing, you need to insert the updated block to your drawing again from external file. AutoCAD will recognize that the block has the same name with existing block. It will ask you a question like below.
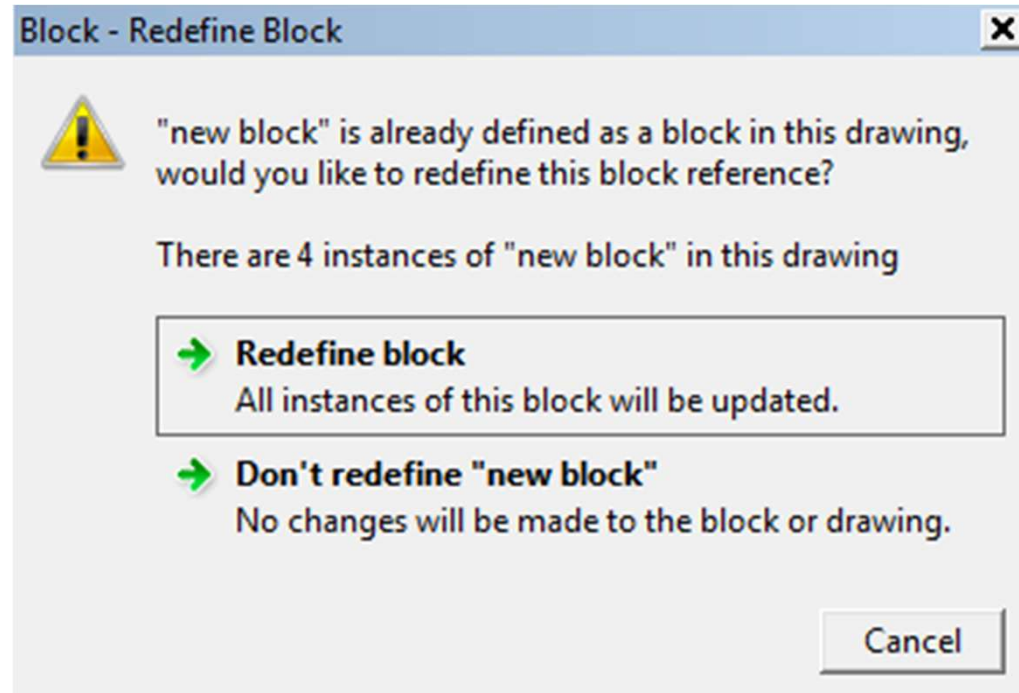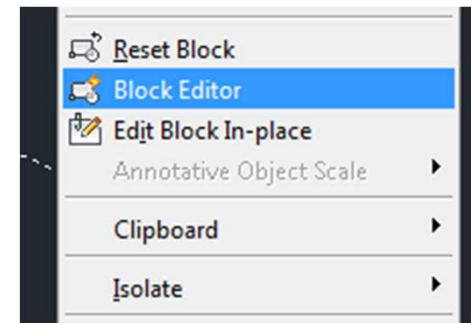
.3EDITING a BLOCK Using "Block Editor"

Block editor is a very powerful tool to edit your block. Not only allow you to modify your block geometry, you can also create a dynamic block here.

You can activate block editor by double clicking a block OR select a block then right click> choose block editor from context menu.
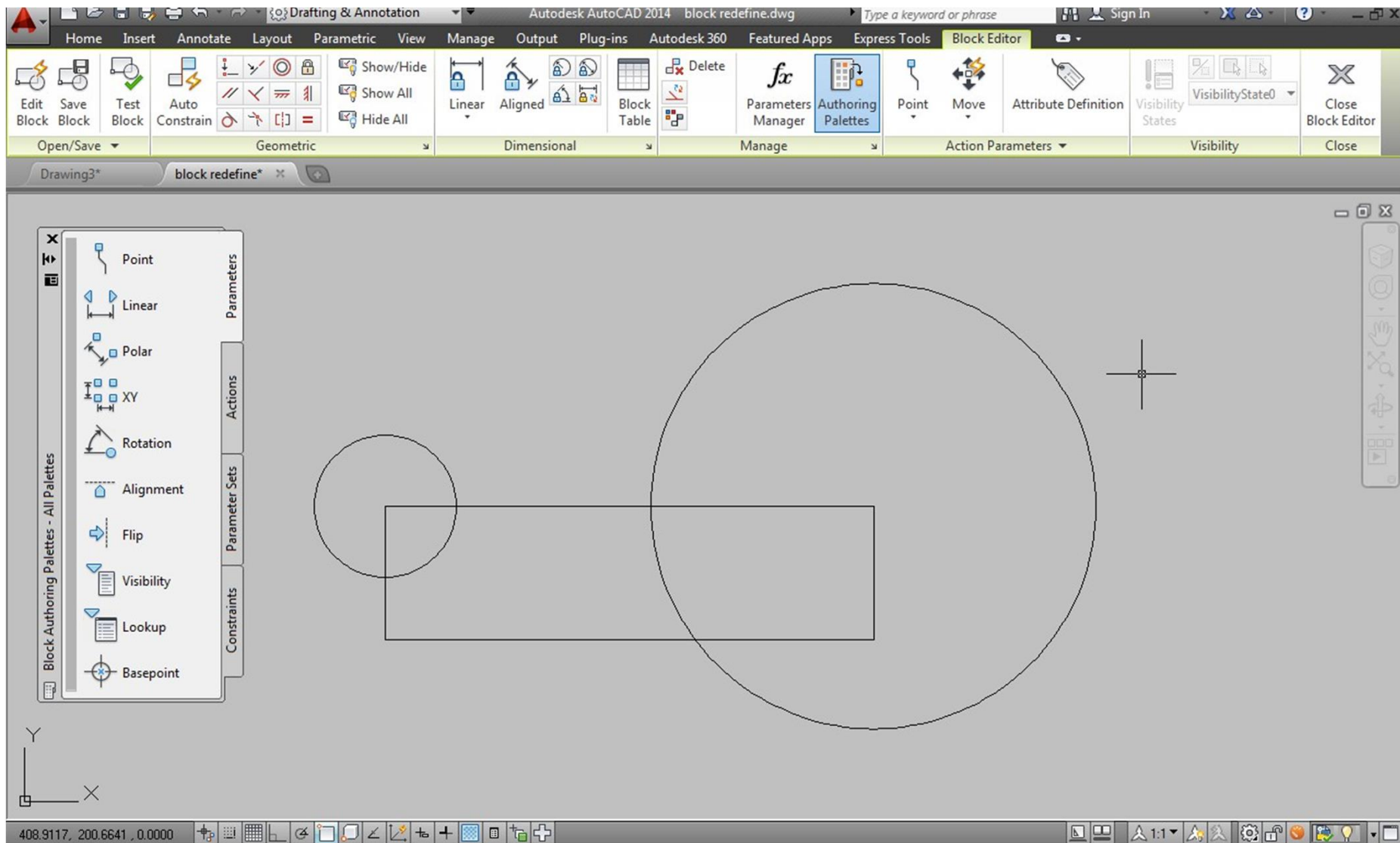

You can also choose edit from AutoCAD ribbon, home tab> block panel.

Or in command type BEDIT (shortcut "BE("

.3EDITING a BLOCK Using "Block Editor"

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Edit block in-place (**REFEDIT**) is a the best way to modify block when you want to use other objects in the drawing as reference.

You can activate this by selecting a block,
right click then choose edit block in-place
from context menu.

Or by using **REFEDIT** command (or shortcut "REF.("

Besides the ability to use other objects as reference
You can add or remove objects to your block by using
add or remove from working set from your ribbon.