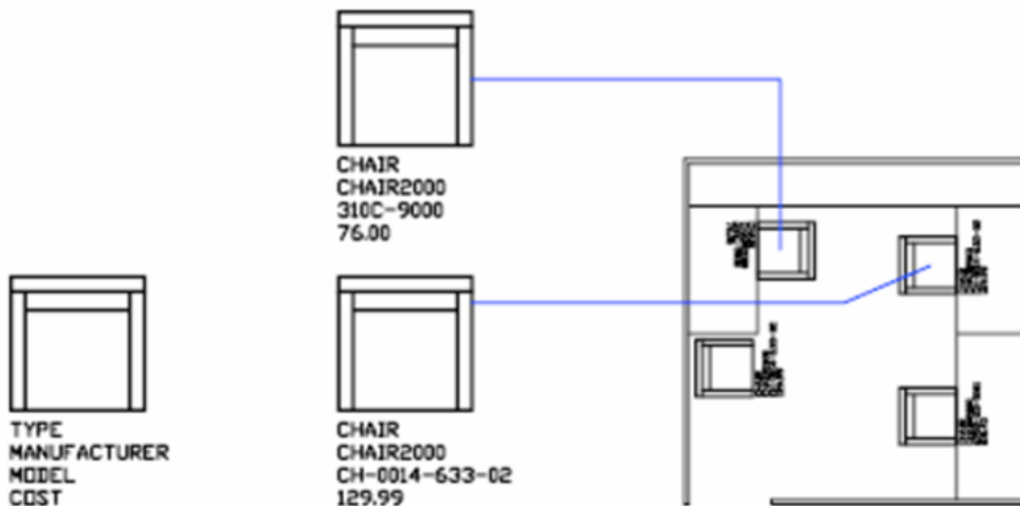


ATTRIBUTES & ATTRIBUTE BLOCK

Attributes?

An attribute is a label or tag that attaches data to a block (we can say it's a Text Block have an ability to change its values also the properties).

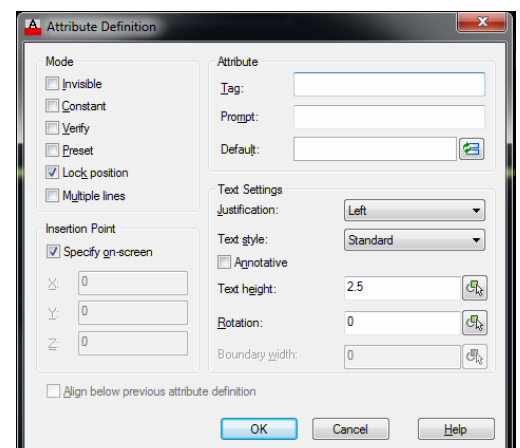
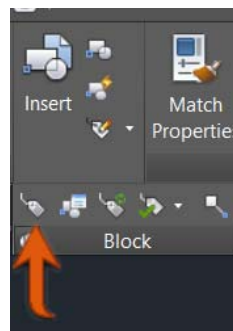


When you define an attribute, you specify

- 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

Access Methods

- Ribbon: Insert tab ➔ Attributes panel ➔ Define Attributes
- Menu: Draw ➔ Block ➔ Define Attributes
- Command Entry: ATT / ATTDEF



Attribute Definition Dialog Box Will Popup

1. Mode

- **Invisible** → Attribute values are not displayed or printed
- **Constant** → Attributes a fixed value for block insertions
- **Verify** → Prompts you to verify the attribute value when insert the block.
- **Preset** → Sets the attribute to its default value when you insert a block
- **Lock Position** → Locks the location of the attribute within the block reference. When unlocked, the attribute can be moved relative to the rest of the block using grip editing,
- **Multiple Lines** → Specifies that the attribute value can contain multiple lines of text.

2. Attribute

- **Tag** → Identifies of an attribute in the drawing
- **Prompt** → Specifies the prompt that is displayed when you insert a block
- **Default** Specifies the default attribute value.

3. Insertion Point

- Specifies the location for the attribute.

4. Text Settings

- **Justification** Specifies the justification of the attribute text.
- **Text Style** Specifies a predefined text style for the attribute text.
- **Annotative** Specifies that the attribute is **annotative**
- **Text Height** Specifies the height of the attribute text.
- **Rotation** Specifies the rotation angle of the attribute text.
- **Boundary Width**

Access Methods

- Ribbon: Insert tab → Block panel → Create
- Menu: Draw → Block → Make
- Command Entry: Block / "B"

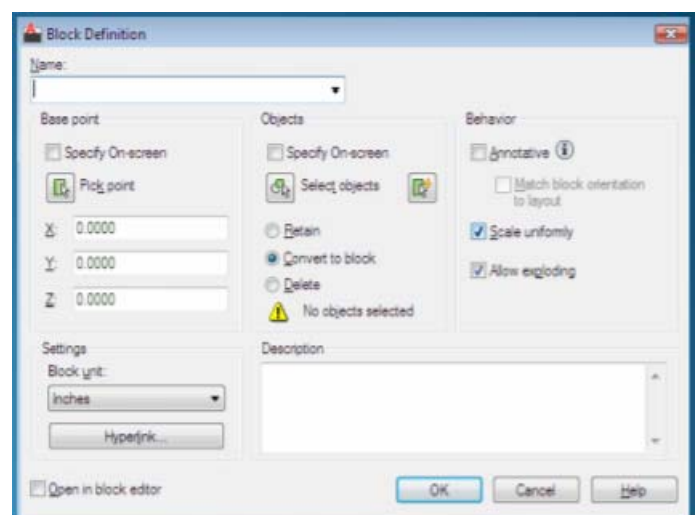
➤ Give Name

➤ Base Point

- The default value is 0,0,0

- Specify On-Screen Pick

Insertion Base Point



➤ Objects

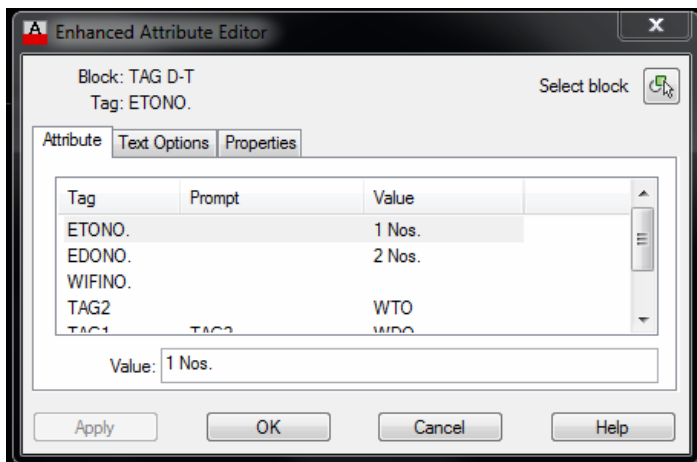
Select Object including the attributes, then Enter

- Retain: - Retains the selected objects
- Convert to Block: - converts the selected objects to a block.
- Delete: - Deletes the elected objects from the drawing after create the block.

➤ Behaviour

- Annotative: - Create annotative block
- Scale Uniformly: - Allow uniform scaling while scale the block
- Allow Exploding

[How to Edit an Attribute Definition while it is Associated with a Block](#)



1. Double-click the attribute text.
2. In the Edit Attribute Definition dialog box, specify the attribute tag, prompt, and default value.

PAGE-03 End

More Details please contact: Focus CAD/BIM Team 2017-18

www.focuskuwait.org@gmail.com

www.focuskwt.net

<http://www.focuskwt.net/general/focus-kuwait-cad-revit-tipstricks>