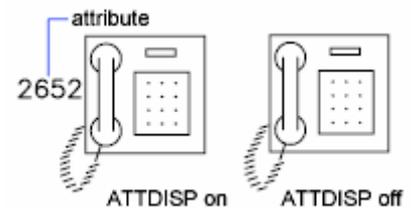


ATTRIBUTES EDITING COMMANDS-2

The following commands/facilities available can be use after you create an attribute block

ATTDISP - Controls the visibility overrides for all block attributes in a drawing.

The following prompts are displayed.



Normal

Restores the defined visibility settings of each attribute. Visible attributes are displayed. Invisible attributes are not displayed.

On

Makes all attributes visible, overriding the original visibility settings.

Off

Makes all attributes invisible, overriding the original visibility settings.

ATTREDEF - Redefines a block and updates associated attributes.

New attributes assigned to existing block references use their default values. Old attributes in the new block definition retain their old values. Any old attributes that are not included in the new block definition are deleted.

Note: -ATTREDEF removes any format or property changes made with the ATTEDIT or EATTEDIT commands. It also deletes any extended data associated with the block, and might affect dynamic blocks and blocks created by third-party applications.

The following prompts are displayed.

Name of block you wish to define

Specifies the name of the block whose definition you are modifying.

Objects for new block

Specifies the objects to be included in the new block definition. Select the objects.

Insertion base point for new block

Specify the location of the block base point.

ATTSYNC- Applies attribute changes in a block definition to all block references.

Use this command to update instances of blocks containing attributes that were redefined using the BLOCK or BEDIT commands. ATTSYNC does not change any values assigned to attributes in existing blocks.

Note: ATTSYNC removes any format or property changes made with the ATTEDIT or EATTEDIT commands. It also deletes any extended data associated with the block, and might affect dynamic blocks and blocks created by third-party applications.

The following prompts are displayed.

Name: Enter the name of the block whose attributes you want to update.

Select: Specify a block for update by selecting a block reference in the drawing area.

ATTSYNC <block_name>? Specify whether to continue (Yes) or cancel (No) the attribute update

BATTMAN: - Manages the attributes for a selected block definition.

The Block Attribute Manager is displayed.

This command controls all attribute properties and settings of a selected block definition. Any changes to the attributes in a block definition are reflected in the block references.

BATTORDER:- Specifies the order of attributes for a block by displaying the dialogue box

Displays the Attribute Order dialog box, which controls the order in which attributes are listed and prompted for when you insert or edit a block reference. You can only use the BATTORDER command in the Block Editor.

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