

How to Label Coordinate in AutoCAD

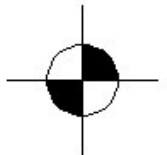
We can automatically label our coordinate in AutoCAD, by using Dynamic Attribute Blocks

Follow the steps, for creating Dynamic Attribute Blocks

- 1) Creating a reference object
- 2) Creating an Attribute Definition
- 3) Optional: Define Adjustable Leader
- 4) Create the Block
- 5) Add the Control Grip
- 6) Using the Label

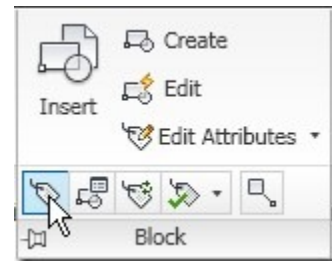
1) CREATING A REFERENCE OBJECT

First, we need to create an object as a reference point. It can be a point, a circle, or any symbol you want it to appear. For example, use this symbol.

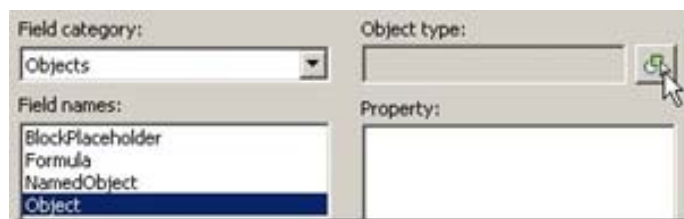
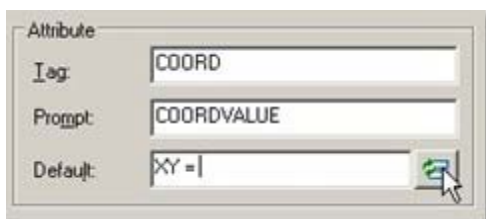


2) CREATING AN ATTRIBUTE DEFINITION

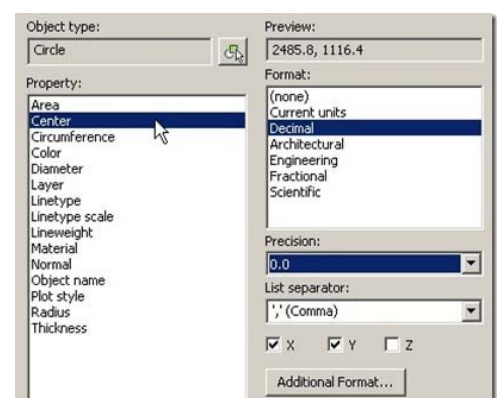
After we have the reference object, we need to define an attribute definition. You can activate it by clicking it on your ribbon, home tab, block panel Or simply type **ATTDEF**.



- Let's define our attribute
- Give the attribute tag, prompt like below.
- In default **field, type 'X Y = '** then click **insert field**.



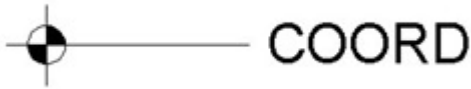
- Change the field **category to objects**, and in **field names, select object**.
- Click select object button to define the **object type**.
- Select the circle, don't select anything else.
- AutoCAD will list all available properties. Select center (or if you use point, select position).
- Change the format if necessary
- Click OK
- Again to close the define attribute dialog box.



- Place your attribute definition in desired location.

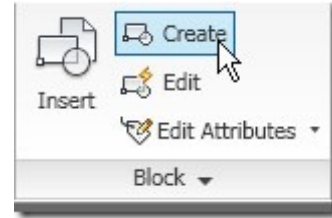
3) OPTIONAL: DEFINE ADJUSTABLE LEADER

If you don't want to have leader in your coordinate label, you can skip this step. I add a line that will be used as leader.



4) CREATE THE BLOCK

- Define the block. Click create from ribbon, block panel.
- Select all the objects.
- Define the center as insertion point.
- Activate Open in Block Editor on lower left of this dialog. for add some 'dynamic' functionality.
- Click OK.



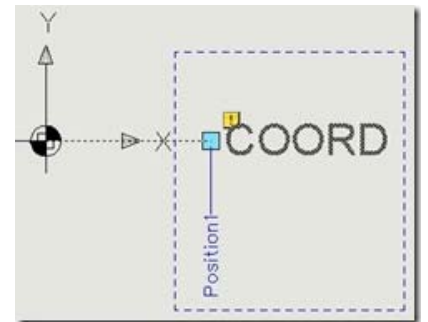
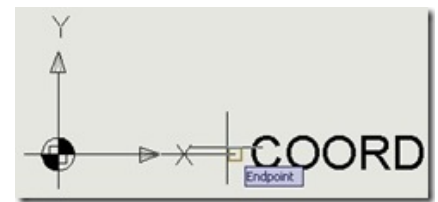
AutoCAD will show the edit attribute dialog. We don't want to modify it as it is updated automatically. Just click OK.



5) ADD THE CONTROL GRIP

What we want to do is adding a grip control, so we can modify the text (and optionally leader) placement.

- In block authoring palette, activate the point parameter.
- Place it where you want the grip appear.
- Activate the stretch action.
- Select the point parameter, create the stretch frame like below, and select the line and attribute definition. [Enter] to end it.

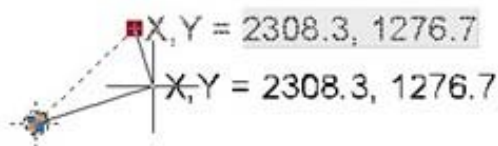


SAVE this block and close block editor.

6) USING THE LABEL

- Just insert the block
- Click on the point you want to show the coordinate.
- You can copy it and place it on several points you wanted.

Because we add a control grip, we can move the text and leader position!



Because we use field, if you move your points, the value will be automatically updated