

XCLIP command

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The **XCLIP** command is used to clip selected external reference or block reference by clipping its specified boundary.

Command Access:

Ribbon : Modify > Clip > Eref

Command : XCLIP

Shortcut : select the external reference and right-click, and then select "Clip Xref"

Command Prompts:

Select object:

[ON/OFF/Clipdepth/Delete/generate Polyline/New boundary] <New> :

Function Description:

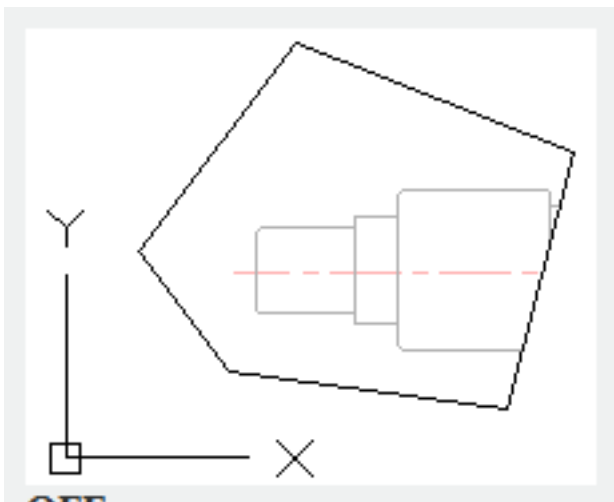
The clip boundary determines the hidden part of selected block reference or external reference. The visibility of clip boundary is controlled by the XCLIPFRAME system variable.

Tip: users could use the CLIP command to clip graph, external reference, viewport and reference underlay.

Relative Glossary:

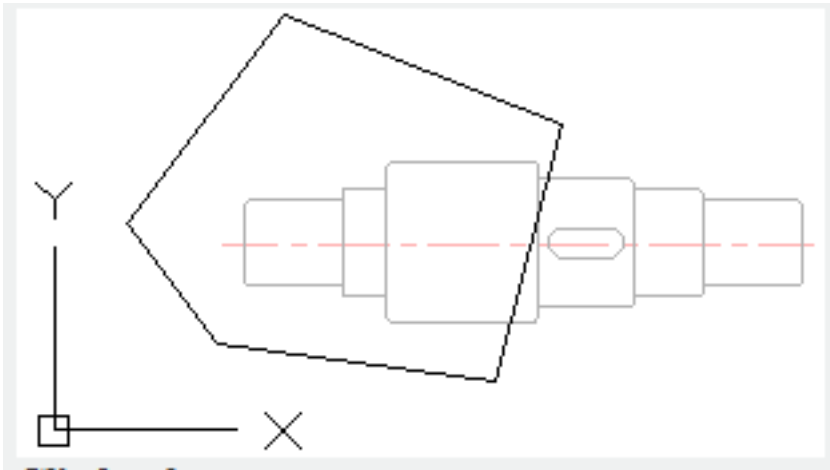
ON:

Display the clipped part of block reference or external reference in current drawing.



OFF:

Display the integrated geometry of block reference or external reference in current drawing and ignore the clip boundary.



Clip depth:

Specify front clip plane and back clip plane for block reference or external reference. It will not display objects outside of defined region or specified depth. The clip depth is applied on plane that is parallel to clip boundary and has nothing with current UCS.

Clip point:

Create a clip plane that goes through clip point and perpendicular to clip boundary.

Distance:

Create a clip plane by specifying distance and parallel to clip boundary.

Remove:

Remove the front clip plane and the back clip plane.

Delete:

Delete clip boundary for specified block reference or external reference. Users could use the "OFF" option to close the clip boundary temporarily. The "Delete" option will remove clip boundary and clip depth. The ERASE command could not delete clip boundary.

Generate Polyline:

Generate a polyline automatically. This polyline is overlapped with clip boundary. It is set by current layer, linetype, linewidth and color. Users could use the PEDIT command to edit clip boundary and redefine it.

Users could observe the whole external reference by turning off clip boundary when redefining clip boundary.

New boundary:

Specify new boundary by a rectangle or polygon, or polygon that created by polyline.

Select polyline:

Specify boundary by selecting existing polyline. This polyline could be open, but it must be straight line and without intersection.

Polygonal:

Specify polygonal clip boundary by three or more vertexes of polygon.

Rectangular:

Specify clip boundary by a rectangle that created by two corner points.

Invert clip:

Invert clip boundary mode: clip objects inside or outside of boundary.

Note:

Users could create a new boundary for specified external reference underlay only after removing the old boundary.

Online URL: <https://www.kb2.gstarcad.com.my/article.php?id=2446>