XPLODE command

The **XPLODE** command is used to explode compound object into its component objects.

Command Access:

Command : XPLODE

Command Prompts:

Select object to XPlode.
Select object:
[All/Color/LAyer/LType/LWeight/Inherit from parent block/Explode] :

Relative Glossary:

All:
Specify the color, linetype, lineweight and layer of the component objects. It will display relative command prompts.
Color:
Specify color of component objects that exploded by compound object.
Input "bylayer" to inherit the layer color of compound object.
Input "byblock" to inherit the color of compound object.
Input "t" to apply True color on specified object.
Input "co" to apply Color book on specified object.
Layer:
Specify layer of component objects that exploded by compound object.
The default layer is the current layer.
LType:
Specify linetype of component objects that exploded by compound object.
Input "bylayer" to inherit the linetype of compound object.
LWeight:
Specify lineweight of component objects that exploded by compound object.
Inherit from parent block:
If the component objects are created on layer "0" and their color, linetype and lineweight are "BYBLOCK" .

Explode:
Explode compound object into components, this is the same as the EXPLODE command.

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- Bedit command 03:51
- Xplode command 04:30
- Wblock command 04:52

- Attdef command 01:01
- Block command 02:28
- Xplode command 02:46
- Insert command 03:13
- Eattedit command 03:39

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