

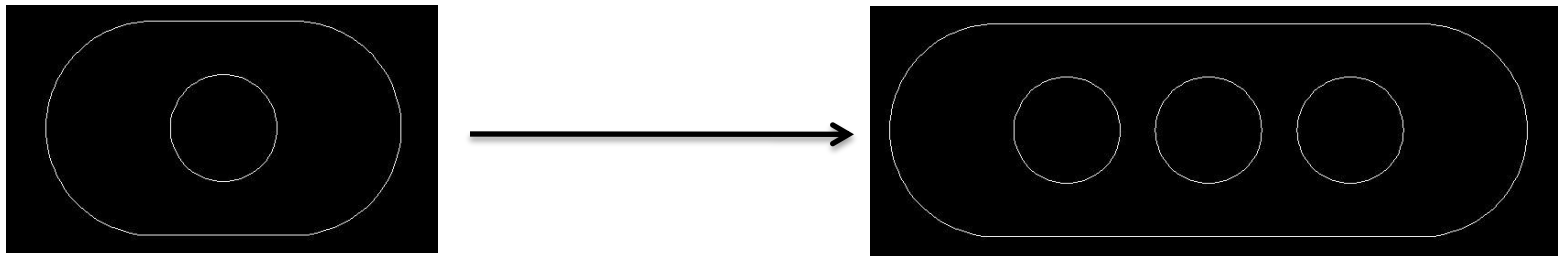


Gaining An Advantage with Dynamic Blocks

See the Difference with AutoCAD 2010

What is a Dynamic Block?

- A dynamic block is a block instance that is adjustable in size, shape or configuration.



- User defined grips will be the control points for adjusting a specific block instance.

Terminology

Block Editor :

An instanced environment where blocks can be built or changed.

Parameters:

Adjustable properties for the block, such as positions, distances and angles.

Actions:

Property changes that determine how the geometry behaves when the block parameters are adjusted.

Parameter Sets:

Predefined combinations of parameters and actions.

Terminology

Block Authoring Palette:

A palette in the block editor that contains parameters, actions, parameter sets and constraints.

Value Set:

A property of a parameter that allows a user to define one of the below...

- **None** – Enables user to specify the min and max parameter values.
- **Increment** – Enables user to specify the potential distance or angle values by defining min, max and increment value properties.
- **List** – Enables user to specify a list of predefined values for the parameter when it is changed by an action.

Terminology

Chain Action:

A property of the parameters that allows the “linking” of parameter actions.

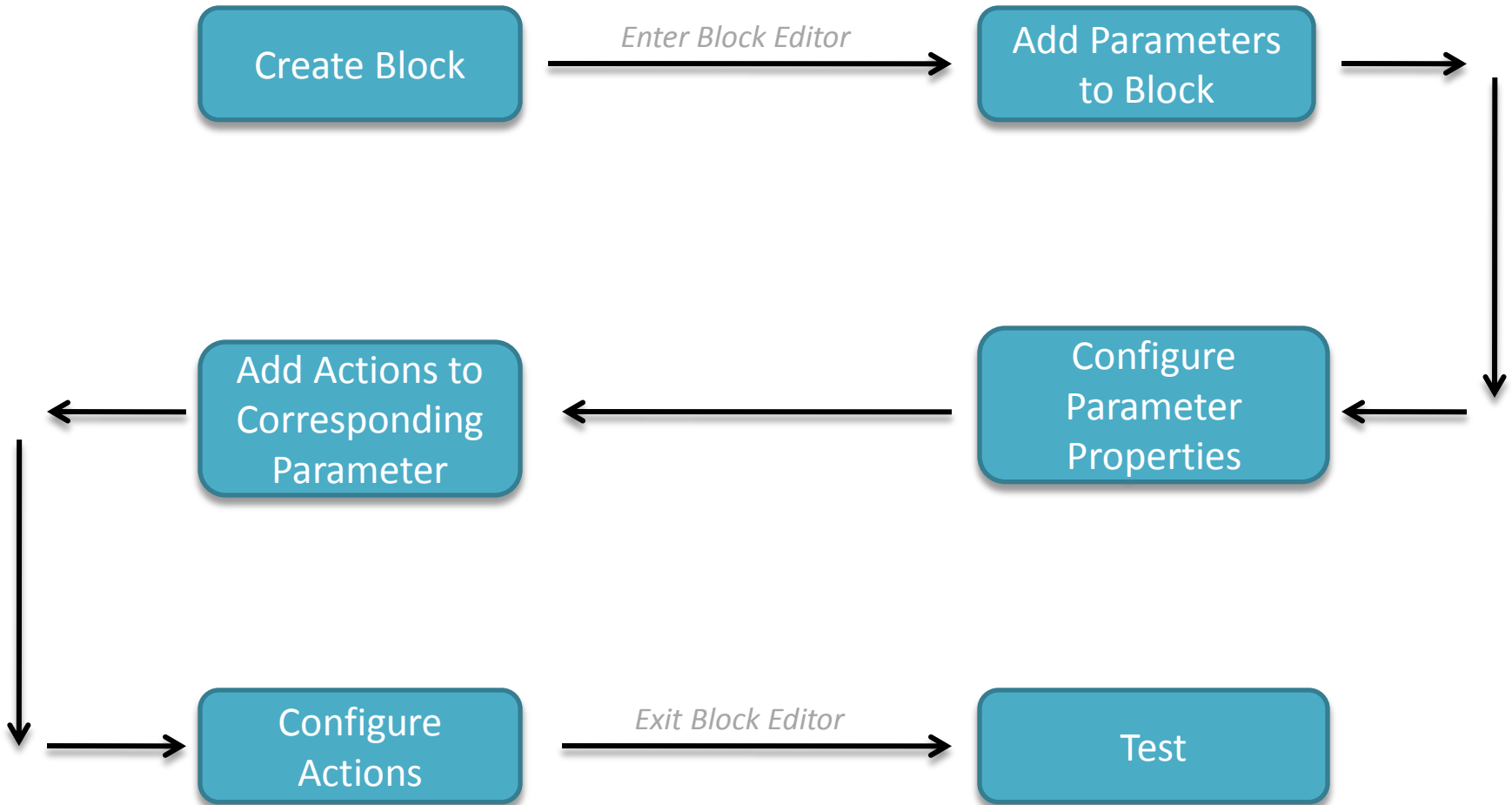
Number of Grips:

A property of the parameters that allows the user to specify the number of grips to be present. Grips control the actions associated with those parameters.

Parameter Types

- **Point** : A point parameter adds an X and Y location to the block.
- **Linear** : A linear parameter shows the distance between two anchor points.
- **Alignment** : An alignment parameter allows the block to align itself with other geometry in the drawing. (Perpendicular or Tangent)
- **Flip** : A flip parameter adds a flip line to the block, enabling the user to flip the block as a whole about that line.
- **Visibility** : A visibility parameter allows the user to turn off desired geometry of the block.

Creation Process



General Guidelines

- When naming parameters use meaningful names to easily identify them later.
- When configuring parameters, adjust the number of grips to the number of grips required for editing.
- Avoid assigning two or more actions of the same type to the same point on a parameter, it can produce unexpected results.
- Test



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