ZWCAD+ Extra-plus Tool-kit

# User Guide

# Contents

# TEXT ZOOM_ SCALETEXT

**A. Summary**

This function will increase the size of the selected text, based on a specified origin.

**B. Functions and procedures**

**Command**: SCALETEXT

**Procedures**:

1. Execute SCALETEXT Command .
2. According to the prompt, select one of Single text or Multiple text.
3. Select location of Zoom.
4. Input amount of zoom desired – this can be relative to object or zoom scale.
5. Command over.

# FILE INPUT_ FILEINPUT

**A. Summary**

This function will result in a text document   being loaded in to the drawing in the form of a single line.

**B. Functions and procedures**

**Command**:FILEINPUT

**Procedures**:

1. Execute textInput command.
2. Select text files.
3. Select input location.
4. Input word height and line width.
5. Command over.

# STATISTICAL SUMMATION_ KLL01

**A. Summary**

To the selected text or multi-line text line statistical summation.

You need to be aware   that the choice of the single line cannot contain more than the number of other characters. Selected multiple lines of text can contain only one line of values, and with the prefix, numbers can also be summed. Statistics will be treated as points of a different prefix sum.

**B. Functions and procedures**

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**Command**:KLL01

**Procedures**:

1.  Execute KLL01 command.
2.  Select objects.
3.  Press Enter to return results, for example:



# ROTATING CURSOR

### A. Summary

Rotate the cursor to the specified Angle

### B. Functions and procedures

**Command**: RTCUR、RTCUR1、RTCUR0、RTCUR45

**Procedures**:

RTCUR

```
x Command: Specify opposite corner:
  Command: RTCUR

  Coarse anticlockwise (A)/Coarse clockwise (D)/Tuning anticlockwise (W)/Tuning clockwise (S)/Normal(0):
```

RTCUR0

Rotate the cursor to 0 degrees

RTCUR1

Rotate the cursor according to the selected object

RTCUR45

Rotate the cursor to 45 degrees

# Update Single text_CHGTXT

**A. Summary**

Replaces input string and is used to replace can replace string can be used for multiple single line at the same time. Changes the words…

**B. Functions and procedures**

**Command**: CHGTXT

**Procedures**:

1. Select Single text or Multiple text.
2. Input string to be replaced.
3. Input a replacement string.
4. Command over.

# Update single text height _ CHGTXTHEI

**A. Summary**

Modifies the height of the selected text.

**B. Functions and procedures**

**Command**: CHGTXTHEI

**Procedures**:

1. Input text height.
2. Select the text that you would like to modify.
3. Command over.

# Update single text height _ CHGTXTWID

**A. Summary**

Modifies the width of the selected text.

**B. Functions and procedures**

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**Command**: CHGTXTWID

**Procedures**:
1. Input text height.
2. Select text that you would like to modify.
3. Command over.

# Update single text angle _ CHGTXTANG

### A.  Summary
Modifies the angle of the selected text.

### B.  Functions and procedures

**Command**: CHGTXTANG

**Procedures**:
1. Input angle.
2. Select text that you would like to modify.
3. Command over.

# Update single text location _ CHGTXTPOS

### A.  Summary
Modifies the location of the selected text.

### B.  Functions and procedures
**Command**: CHGTXTPOS

**Procedures**:
1. Select text that you would like to relocate.
2. Set new location.
3. Command over.

# Block attdef delete_ BLOCKATTDEL

### A.  Summary
Allows you to remove specific attributes from chosen blocks.

### B. Functions and procedures

**Command**: BLOCKATTDEL

**Procedures** :
1. Select the object that you would like to modify.
2. Select the attribute that you would like to delete.
3. Command over.

# Break Text _BREAKTEXT

### A. Summary

This function is used to break a single-line text entity into two single-line text entities at the specified location. The location must be within the bounding box of the selected text object.

### C. Functions and procedures

**Command**: BREAKTEXT

**Procedures:**
1. Run BREAKTEXT command.
2. Select a single-line text entity.
3. Specify the point of the location to break.
4. Finish command by Enter key.

# Explode Text _EXPLODETEXT

### A. Summary

With EXPLODETEXT, you can explode the selected single-line text into multiple single-line texts. For example, a single-line text, "ABC", after executing EXPLODETEXT command, will be exploded into three single-line texts, "A","B" and "C".

### B. Functions and procedures

**Command**: EXPLODETEXT

**Procedures** :
1. Run EXPLODETEXT command.
2. Select the single-line text entity that you would like to explode.

3. Command over.

# Set current layer quickly _LSETCURRENT

**A. Summary:**

With LSETCURRENT, you can quickly set the selected object to the current layer.

**B. Functions and procedures**

**Command**: LSETCURRENT

**Procedures:**

1. Run LSETCURRENT command.
2. Select the object that you would like to modify.
3. Select an object in the layer that you would like to move to:
4. The selected object has been set to the current layer.

# Set color quickly _LCHANGECOLOR

**A. Summary**

With LCHANGECOLOR, you can change the color of the selected objector or the color of the selected object's layer.

**B. Functions and procedures**

**Command**: LCHANGECOLOR

**Procedures:**

1. Run LCHANGECOLOR command.
2. Select the object that you would like to modify.
3. 
4. Select an option, Layer or Object, to change color.
5. Change color [Layer/Object] <Layer>:
6. A window as below will pop up after choosing an option.

7.

8. Choose a color and press OK to finish.

# Move layer object _LMOVEOBJECT

### A. Summary

You can move objects which are filtered by a selected entity's layer to a specified distance and direction from the original.

### B. Functions and procedures

**Command**: LMOVEOBJECT

**Procedures:**

1. Run LMOVEOBJECT command.
2. Select the object that you would like to modify.
3.
4. If you would like to move more than one object, ensure that the second selected objects' layers are the same as first.
5. Specify base point or displacement to end the command.

   Specify base point or [Displacement] <Displacement>:

**Note:** After finishing LMOVEOBJECT command, MOVE command will be evoked when you press
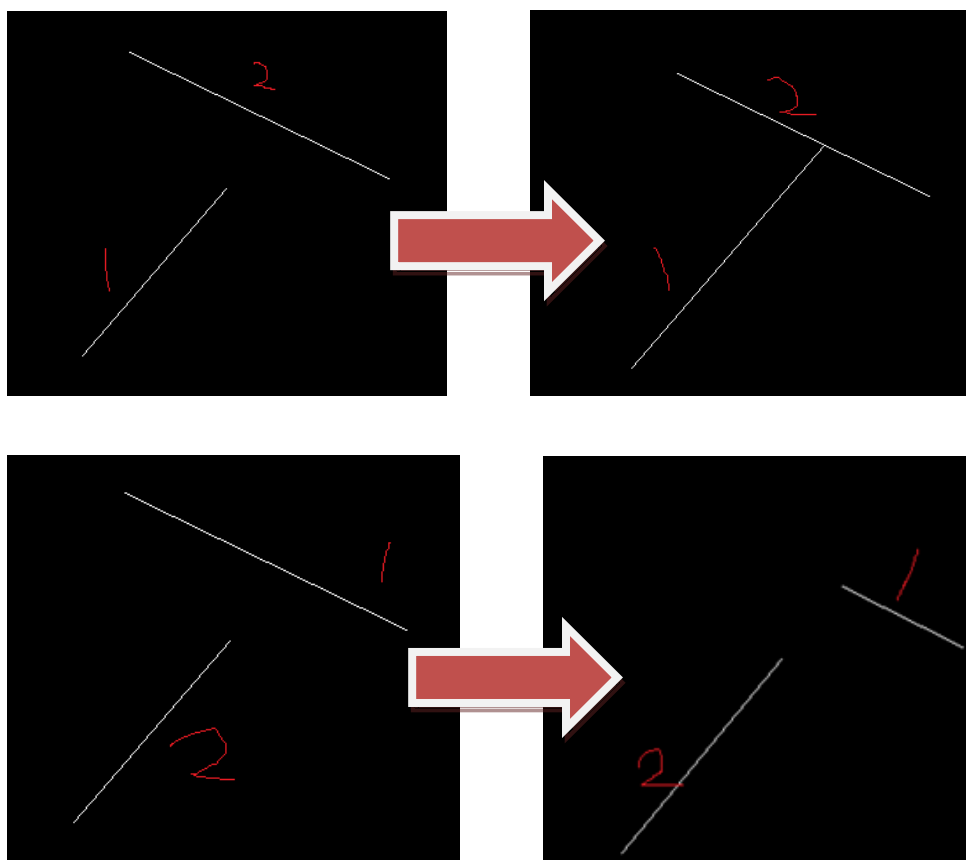
Enter key again.

# Flex connect _FLEXCONNECT

## A. Summary

With FLEXCONNECT you can extend or trim objects to meet the edges of other objects. The objects must be lines or polylines.

1 stands for object to extend or trim.

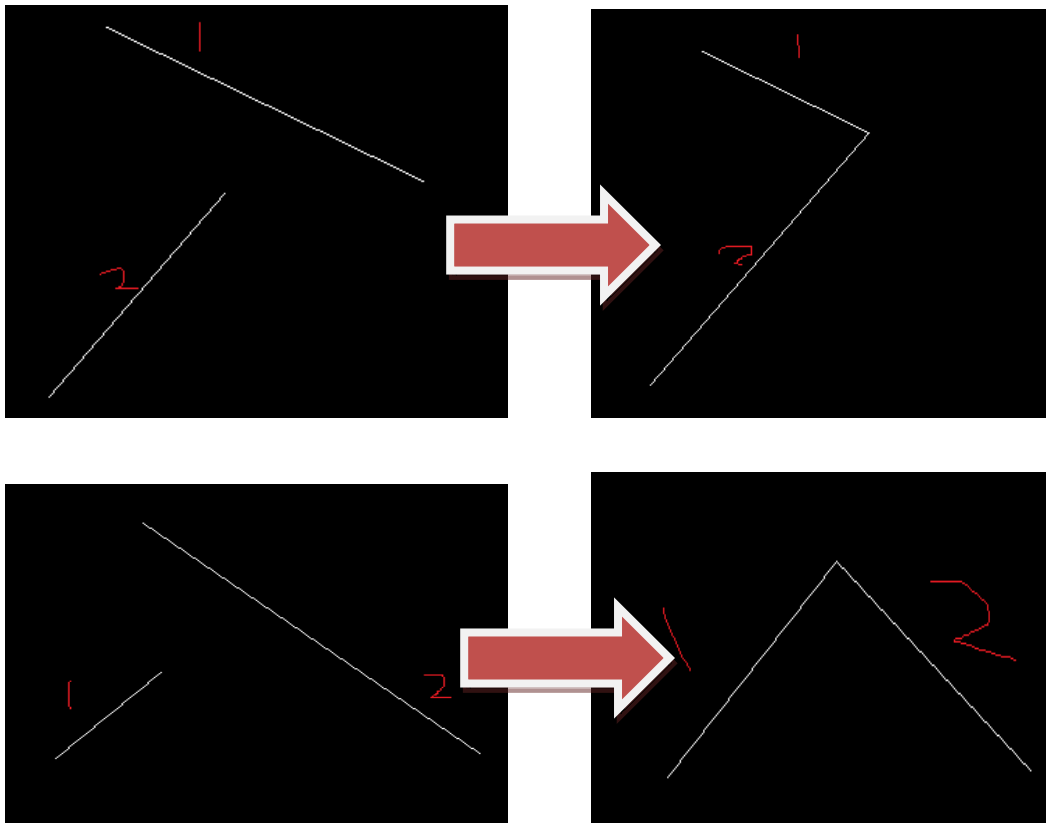2 stands for boundary.



**Command**: FLEXCONNECT

**Procedures** :

1. Run FLEXCONNECT command.
2. Select another line or polyline that you want to connect.
3. Select a line or polyline as a boundary and end the command.

# Normal connect _NORMALCONNECT

## A. Summary

With NORMALCONNECT, you can use two objects as boundaries and extend or trim the objects.



**Command**:

NORMALCONNECT

**Procedures**:

1. Run NORMALCONNECT command.
2. Select a line or polyline.
3. Select another line or polyline and end the command.

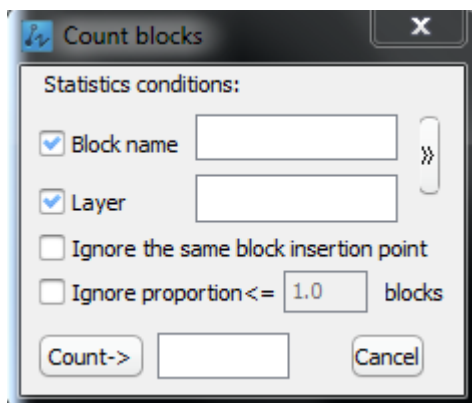# Statistical block numbers_ COUNTBLOCKSNUM

## A. Summary

Lets you identify the number of a certain type of block based on certain criteria.

## B. Functions and procedures

**Command**: COUNTBLOCKSNUM

**Procedures**:

1. Start command, show under dialog.



2. 

3. Then enter a block name. You can also input the layer as a filter condition, or press the ">" button in the diagram directly behind the loot to statistical figure block name and the layer. If you want to search statistics on other layers , do not check the layer. In addition, you can also choose whether to "ignore the insertion point of the same piece" or "ignore ratio < = XX blocks".

4. Set the options in the picture frame to after the range of statistics, click on the "statistics" button to find out   the range of quantity statistics, command line prompt: "please choose tiles, determine the scope of the statistics end < enter > :", this time continue to choose other ranges, and according to the "statistics" button statistical center piece of the number of these regions

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