



### 3- Draw bar

The following message appear:

**Select an object or [Delta / Percent / Total / Dynamic]:**

**Options:**

**Delta:** in this option determine increment or decrement in length, then click the object, the object is lengthen in determined value.

**Percent:** in this option determine length percentage to original length .for example: 110 mean increment 10%, 90 mean decrement 10 %.

**Total:** determine all length value to object.

**Dynamic:** in this option-using mouse to increment or decrement object to new location.

#### 3.12. Stretch

This command stretch selected object from selected side.

1- **Menu bar:**Modify ⇒ **Stretch**

2- **Command line:** S

3- **Draw bar**

The following message appear:

**Select objects to stretch by crossing window or crossing polygon:.**

**Specify base point or displacement**

**Specify second point of displacement:**

#### 3.13. Fillet

Use this command to change the direct meeting of two objects to a meeting with a circular arc.

1- **Menu bar:**Modify ⇒ **Fillet**

2- **Command line:** Fillet

3- **Draw bar**

**Options:**

**Select first object:** this option require select first object.

**Radius:** this option used to determine radius of fillet.



**Poly line:** this option used when the base object is pl and wants circular all angels by this option.

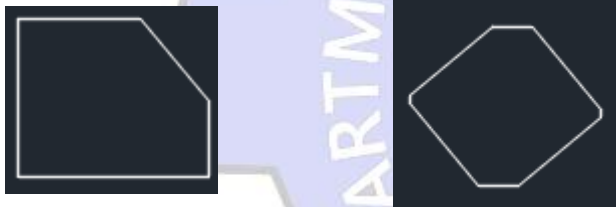
**Trim:** to distinguish between trim original lines or no trim.



### 3.14. Chamfer


Use this command to change the direct meeting of two objects to a meeting with a line.

- 1- **Menu bar:** *Modify* ⇒ *chamfer*
- 2- **Command** *line: Chamfer*
- 3- **Draw bar**  :



### 3.15. Array

This command used for create multiple copies of object in the pattern

- 1- **Menu bar:** *Modify* ⇒ *array*
- 2- **Command** *line: array*
- 3- **Draw bar :** 

### 3.16. Explode

This command used to destroy the connection between one object. After the command explode, done we can apply (copy, move, erase, mirror,).

- 1- **Menu bar:** *Modify* ⇒ *Explode*
- 2- **Command** *line: Exp*

