

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

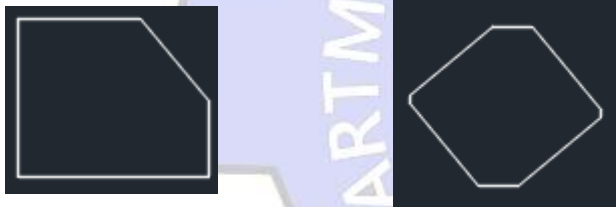
Trim: to distinguish between trim original lines or no trim.



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

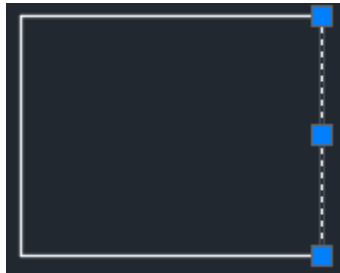
This command used to destroy the connection between one object. After the command explode, done we can apply (copy, move, erase, mirror,).

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





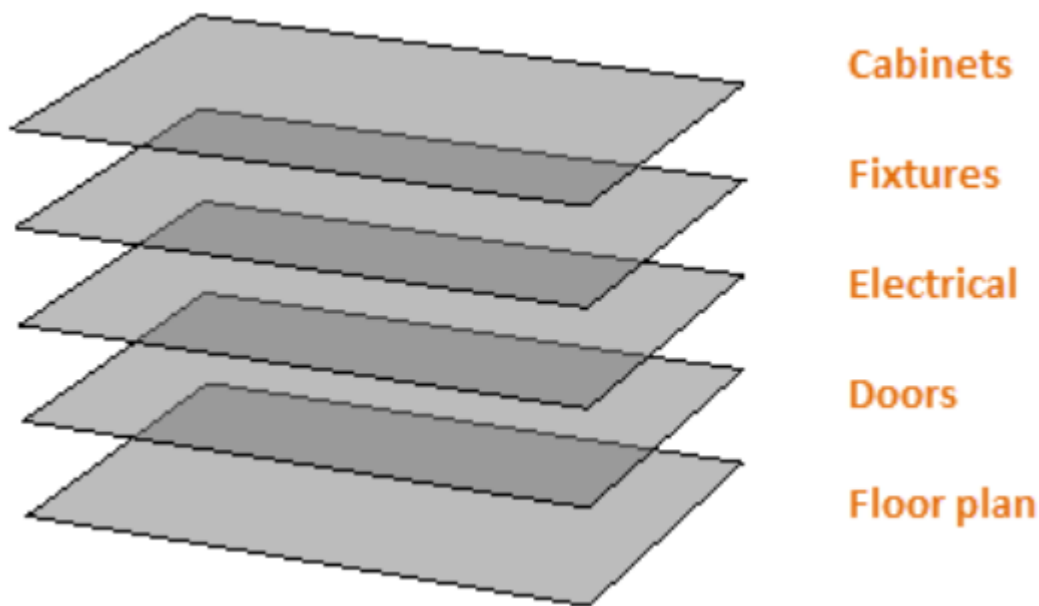
3- Draw bar :



4. The Layers

4.1. Introduction.

Organize the objects in the drawing with layers associated to a specific function or purpose for more control. Layers can be considered as transparent plastic sheets.



Layers advantages:

- Associate objects by their function or location
- Display or hide all objects related to a single operation
- Enforce line type, color, and other property standards for each layer

1- **Tool Bar: format** ⇨ **Layer**

2- **Command line Window: Layer or LA**

3- **layer properties manager:**



4.2. Layer Properties manager Layer List