

# BEDIT command

1997 GstarCAD MY /KW April 15, 2022 [CAD Commands](#) 0 1547

The **BEDIT** command is used to open the Block Editor.

## Command Access:

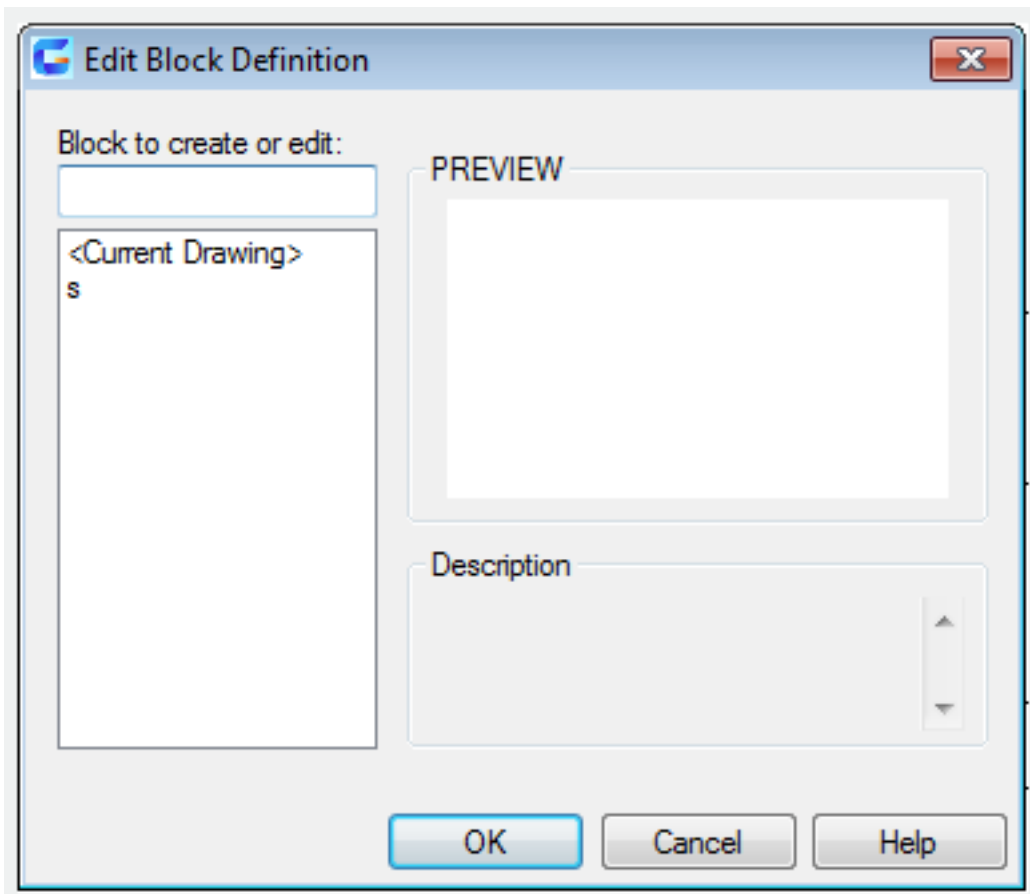
**Ribbon** : Home > Block > Block Editor

**Menu** : Tools > Block Editor

**Command** : BEDIT

**Shortcut** : Select a block and right-click; click the "Block Editor" option

## Function Description:



In the "Edit Block Definition" dialog box, users could edit existing block definition or create new block definition, and then press ENTER to open the Block Editor. If the **BLOCKEDITLOCK** system variable is set to 1, the block editor could not be opened.

The block editor is a separate tool that used to create and modify block definition for current drawing and add dynamic action to blocks.

---

**Related tutorial video:**

- [Layer command](#) 00:43
- [Status bar related setting](#) 00:50
- [Insert command](#) 00:53
- [Adcenter command](#) 02:08
- [Changebase command](#) 02:46
- [Block command](#) 03:12
- [Bedit command](#) 03:51
- [Xplode command](#) 04:30
- [Wblock command](#) 04:52

---

**Related tutorial video:**

- [Bedit command](#) 00:34
- [Bparameter command](#) 00:49
- [Status bar related setting](#) 01:00
- [Bactiontool command](#) 01:54
- [Block command](#) 02:45
- [Dynamic block creation](#) 03:12
- [Insert command](#) 04:12

Above video sources from [TUTORIAL - GETTING STARTED WITH GSTARCAD](#), enrol now for free.

Online URL: <https://www.gstarcad.com.my/knowledge/article/bedit-command-1997.html>