

# **EXTEND command**

2120 GstarCAD MY /KW April 14, 2022 [CAD Commands](#) 0 1870

The **EXTEND** command is used to extend object and make it connect with other object.

## **Command Access:**

**Ribbon** : Home > Modify > Trim > Extend

**Menu** : Modify> Extend

**Command** : EXTEND

## **Command Prompts:**

Current settings: Project=UCS, Edge=None

Select cutting edges...

Select objects or <select all>:

Select object to extend or shift-select to trim or [Fence/Crossing/Project/Edge/Undo]:

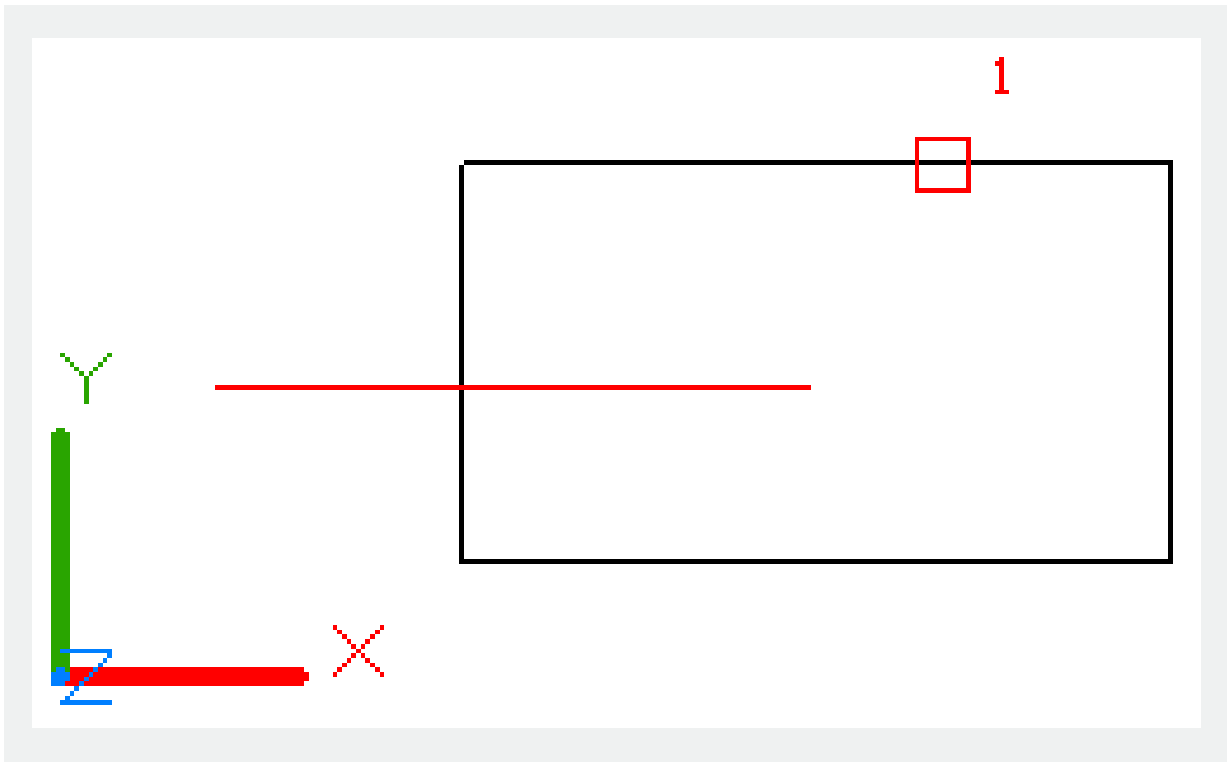
## **Function Description:**

To extend objects, Users should firstly select boundary, and then press ENTER, at last select objects to extend. If pressing ENTER under the first command prompt "select object", all objects will be selected as boundary.

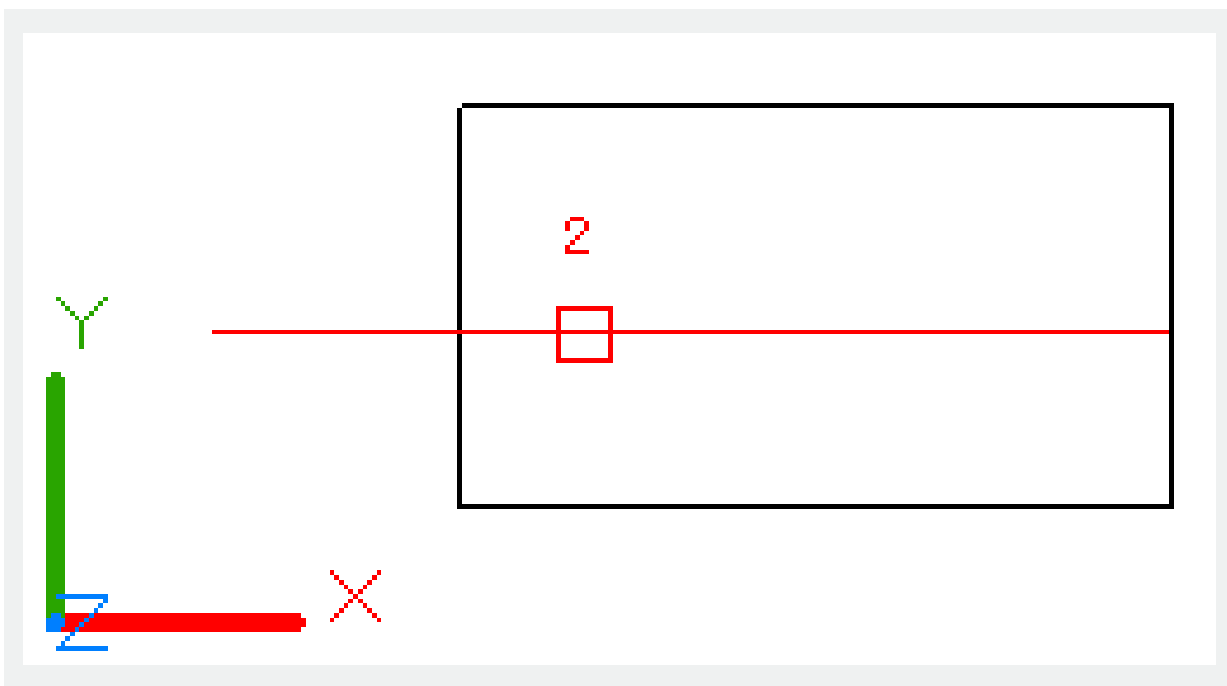
## **Relative Glossary:**

### **Select object:**

Select objects to define extension boundary



**Select object to extend :** Select objects to extend and press ENTER to end command.

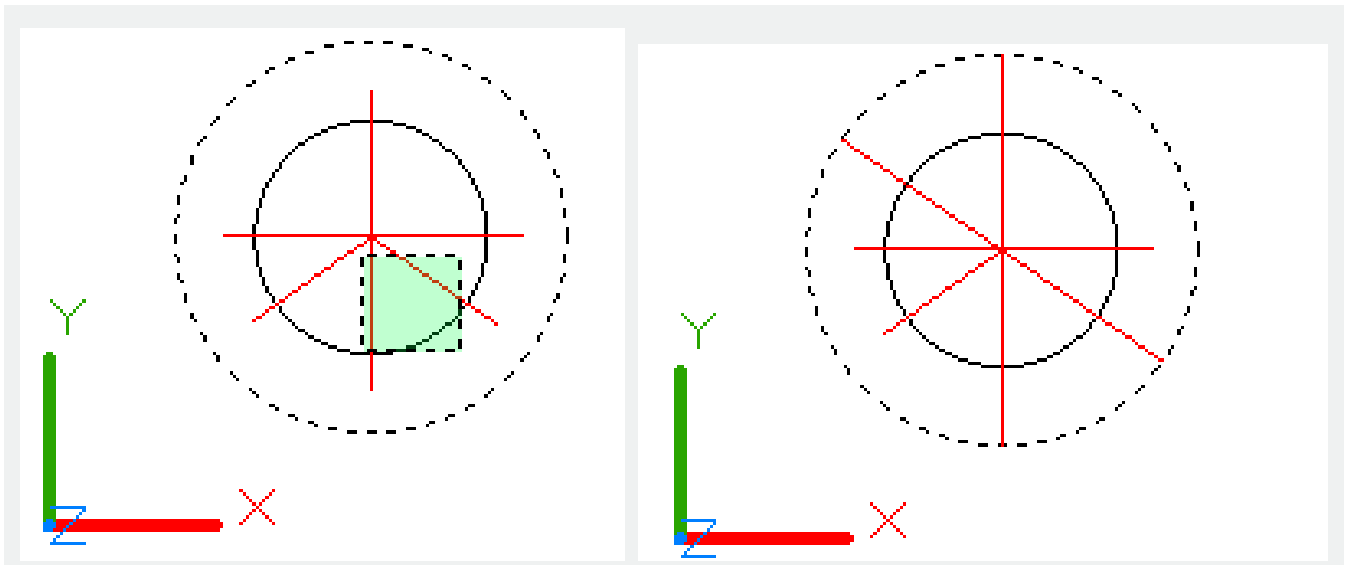


**Shift-select to trim:**

Trim selected object at the nearest boundary rather than extend it. It provides a convenient way to switch between "Trim" and "Extend".

**Fence:**

Select all objects that intersected with fence. The select fence is a serial of temporary segments; they are defined by two or more points. The select fence will not close.



**Project:**

Use the projection to extend object.

**None:**

No projection. It will only extend objects that intersected with selected boundary in 3D space.

**Ucs:**

Specify projection on the XY plane of current UCS. It will extend objects without intersection with selected boundary in 3D space.

**View:**

Specify projection along the direction of current observation. It will extend objects that intersected with selected boundary in current view.

**Edge:**

Extend an object to a hidden edge of another object or extend it to an intersection edge in 3D space.

**Extend:**

Extend an object along its nature path to an intersection edge of another object or a hidden edge.

**No extend:**

Extend an object to intersection boundary in 3D space.

**Undo:**

Remove the last modification by EXTEND command.

---

**Related tutorial video:**

- [Status bar related setting](#) 00:15
- [Draw Rectangles and Polygons](#) 00:26
- [Rectang command](#) 00:26
- [Polygon command](#) 00:26
- [Arc command](#) 00:30
- [Trim command](#) 00:40
- [Extend command](#) 01:51
- [Offset command](#) 02:23
- [Stretch command](#) 03:35
- [Edit objects + grips](#) 03:55
- [Break object](#) 04:13
- [Circle command](#) 05:51
- [Draw circles](#) 05:51
- [Break command](#) 05:56
- [Join command](#) 06:32
- [Scale command](#) 06:53
- [Lengthen command](#) 07:29
- [Copy command](#) 08:20
- [Rotate command](#) 08:47
- [Move command](#) 09:07

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

Online URL: <https://www.gstarcad.com.my/knowledge/article/extend-command-2120.html>