

# **PURGE command**

2297 GstarCAD MY /KW August 20, 2021 [CAD Commands](#) 0 840

The **PURGE** command is used to remove the unused items of graph, such as block definitions and layers.

## **Command Access:**

**Menu** : Application menu > Drawing Utilities > Purge...

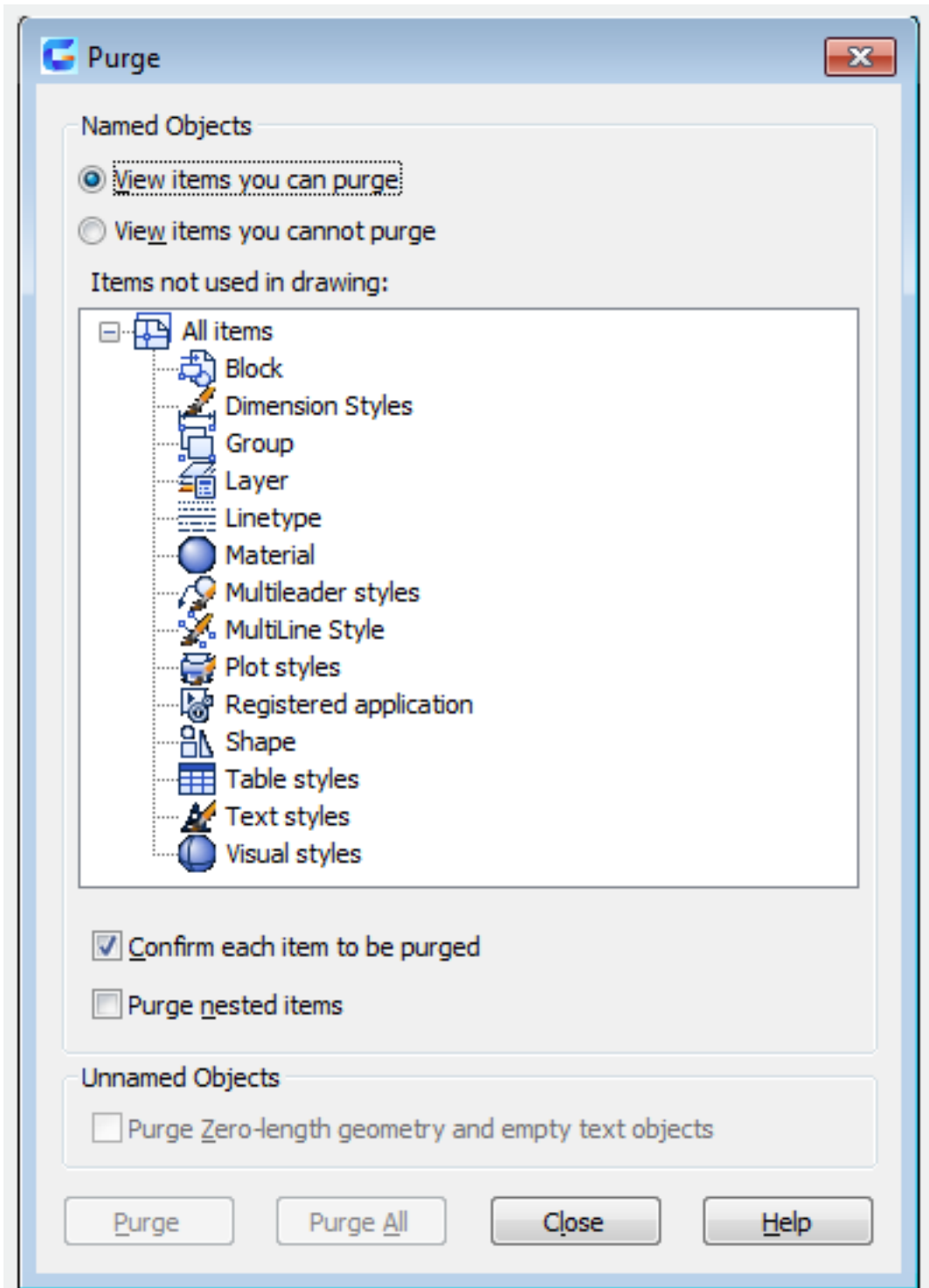
**Menu** : File > Drawing Utilities > Purge...

**Command** : PURGE

## **Function Description:**

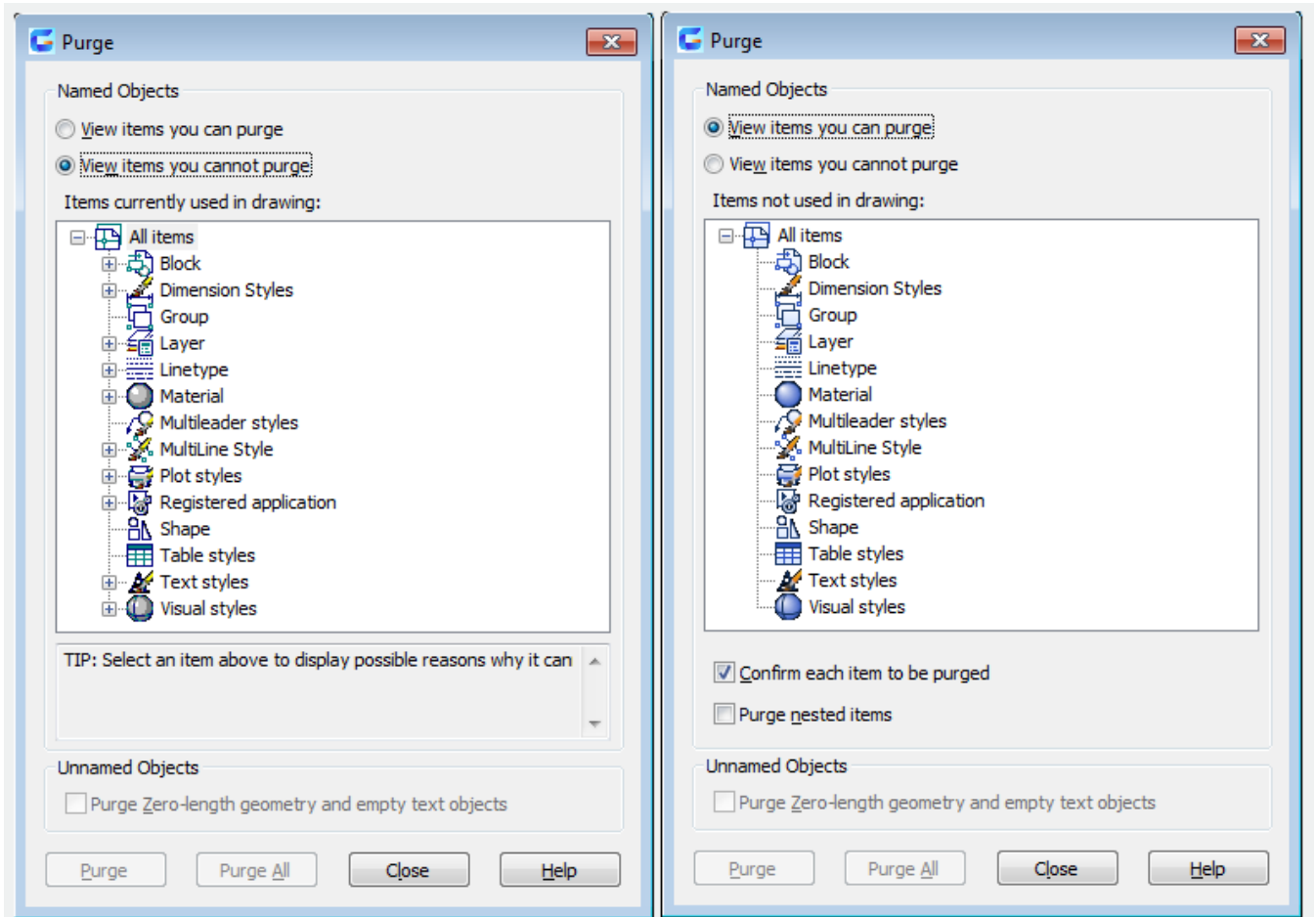
Inputting "-purge" under the command prompt, it will display options. Users could use this command to remove unused named objects, such as block definitions, annotation styles, groups, layers, linetypes and text styles, and could also remove zero-length geometry graphs and empty text objects.

Note: the PURGE command could not remove unnamed objects from blocks or locked layers (zero-length geometry graphs and empty text objects)."



**Dialog Box Description:**

List all items that could be purged.



## Relative Glossary:

### Named Objects

#### View items you can purge

Display the summary of named objects to be purged in current drawing in tree view.

#### Items not used in drawing

List unused named objects which to be purged in current drawing.

Users could list any object types of items by clicking "+" or double-clicking object type. They could purge the item by selecting it.

"Purge nested items" option could only be available when selecting "All items" or "Block" in tree view, or "Purge All".

#### View items you cannot purge

Switch to display the summary of named objects that could not be purged in the current drawing in tree view.

#### Items currently used in drawing

List named objects that could not be purged in the drawing.

Most of those objects are used in current drawing or the default items which could not be removed. When selecting a single named object, it will display the reason for failure to purge in the tree view.

#### Confirm each item to be purged

It displays the "Purge – Confirm Purge" dialog box when purging items.

#### Purge nested items

Purge all unused named objects from drawing, even those objects that are nested in other unused named objects or referenced by them.

It displays the "Purge – Confirm Purge" dialog box, from which users could confirm or cancel.

**Tip**

Display the detail reason for failure to purge.

**Unnamed Objects**

**Purge Zero-length geometry and empty text objects**

Except blocks, remove zero-length geometry (lines, arcs, polylines and so on), as well as empty text objects and Mtext containing space.

**Purge :** Purge selected items.

**Purge All :** Purge all unused items

Online URL: <https://www.gstarcad.com.my/knowledge/article/purge-command-2297.html>