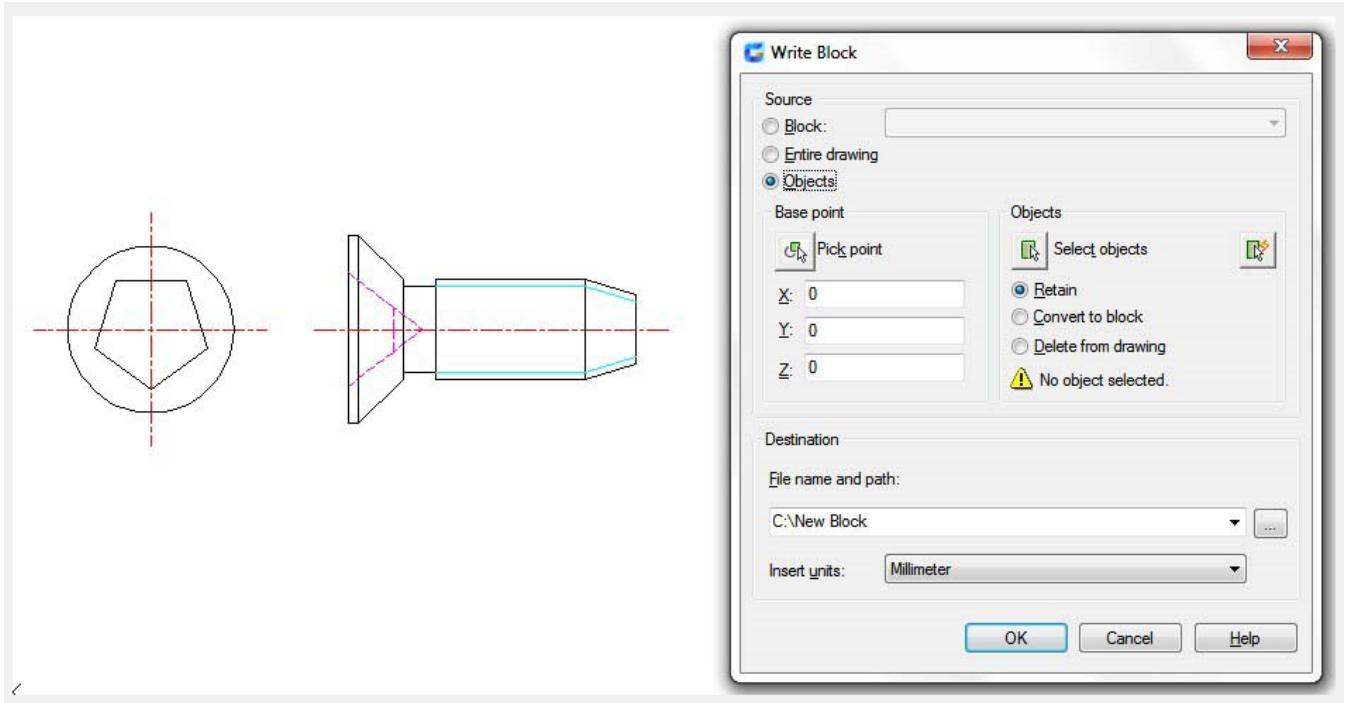


# Store Blocks

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Individually drawing files can be used for blocks ([BLOCK](#) ).



## Create a New Drawing File

There are two methods to create drawing files:

- Create and save a complete drawing file using [SAVE](#) or [SAVEAS](#) .
- Create and save only selected objects to a new drawing using [WBLOCK](#) or [EXPORT](#) .

It is recommended to use WBLOCK, if you need to create several versions of a symbol as separate drawing files, or when you want to create a drawing file without leaving the current drawing.

## Change the Base Point of Drawings to Be Used as Blocks

If drawing files are inserted as blocks, by default the WCS (world coordinate system) origin (0,0,0) is used as the base point. If you need to change the base point, you can open the original drawing and use [BASE](#) to determine a different base point for insertion. The new base point will be used the next time you insert the block.

## Update Changes in the Original Drawing

Changes made to the original inserted drawing, it will have no effect on the current drawing. You may attach a drawing as an [XREF](#) (external reference) if you want the changes to be reflected in the current drawing.

## **Use Paper Space Objects in Blocks**

When you insert a drawing as a block, objects in paper space will not be included. Paper space objects have to be made into a block or saved in a separate drawing file, and then insert them as a block into another drawing.

Online URL: <https://www.gstarcad.com.my/knowledge/article/store-blocks-2511.html>