## **Break Objects**

## 2673 GstarCAD MY /KW April 14, 2022 Workflow 0 1582

In some industrial application design, sometimes we need to break pipes or cable lines in our schematic drawing to indicate their spatial relationship. Sometimes we also need to break lines at crossing point to make it convenient for the later edit. Break Object tool came from this kind of needs.

Exploring Break Object Dialog Box

	100
	<u>G</u> ap: 100
Select type of Break Function needed :	
Break all objects selected	d with eatch other
Break selected objects with o	other selected objects
Break objects touching	selected objects
Break selected objects with a	ny objects that touch it

This tool provides four breaking modes with gap distance to visualize the differences between breaking options.

Gap: Indicates the gap value between broken objects.

Break all objects selected with each other: This option breaks all intersected objects each other. You can select objects by window selection or picking each object.

Break selected objects with other selected objects: This option breaks all intersected objects by two selection sets (A and B). The objects selected under the first set (A) will be broken meanwhile the objects selected under the second set (B) will be not broken.

Break objects touching selected objects: This option breaks all intersected objects that touch at first instance selected object.

Break selected objects with any objects that touch it: This option breaks the first instance selected object with all intersected objects to it.

Break Object Options Illustration

Break all objects selected with each other: With gap value of 10 for each break point.



Break selected objects with other selected objects: With gap value of 10 for each break point.



Break objects touching selected objects: With gap value of 10 for each break point.



Break selected objects with any objects that touch it: With gap value of 10 for each break point



## **Related tutorial video:**

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