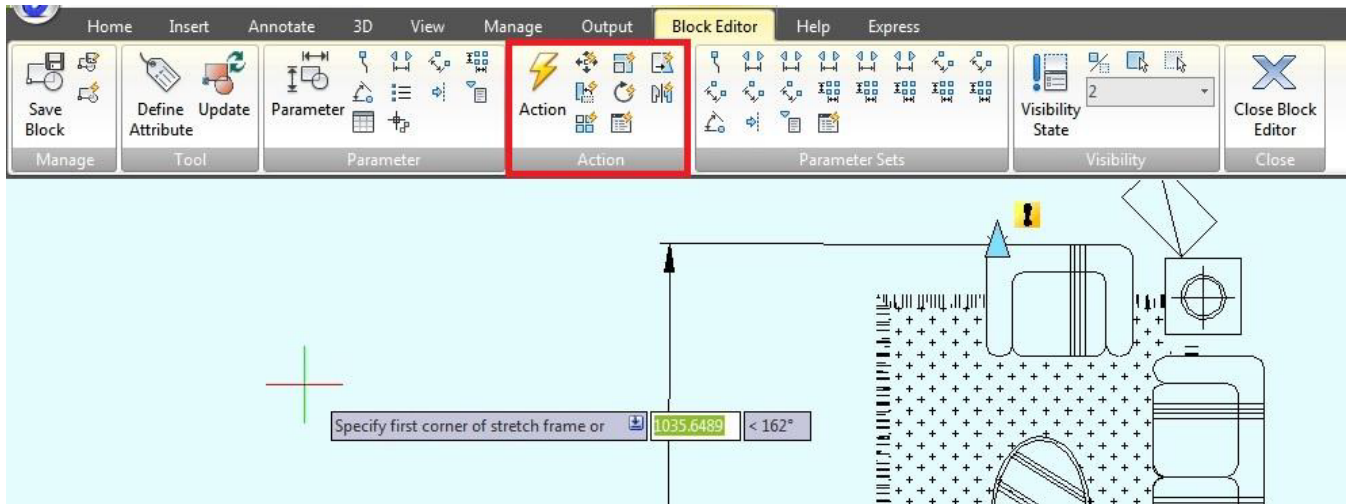


## \_Dynamic block editor - Actions

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Actions define how the geometry of a dynamic block reference will move or change when the custom properties of the block reference are manipulated in a drawing.



**Move:** Move action causes objects to move a specified distance and angle such as a point, a linear, a polar, an XY parameter, etc, moves all objects in a selection set in a/any direction.

**Scale:** Scale action such as a linear, a polar, an XY parameter, and so on, scales the selected objects in the direction of the parameter. Users can manipulate the grips in a different ways by changing the properties and values in the Properties palette.

**Stretch:** Stretch action causes objects to move and stretch a specified distance in a specified location. A stretch action associated with a point, a linear, a polar, an XY parameter, etc.

**Polar Stretch:** Polar stretch action rotates, moves, and stretches objects a specified angle and distance when the key point on the associated polar parameter is changed through a grip or the Properties palette. A polar stretch action can only be applied to a polar parameter.

**Rotate:** Rotate action is always associated with a rotate parameter. Selected objects can be rotated freely, or the way the grips are manipulated is different in the Properties palette.

**Flip:** Flip action is always associated with a flip parameter.

**Array:** Array action is associated with a linear, a polar, an XY parameter, etc, copies and arrays selected objects in a different ways.

**Lookup:** Lookup action can only be associated with a lookup parameter.

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