

# BACTIONSET command

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The **BACTIONSET** command is used to specify action selection set associated with an action in a dynamic block definition.

## Command Access:

**Command :** BACTIONSET

## Command Prompts:

Select action object:

Specify selection set for action object [New/Modify] <New>:

## Function Description:

This command could be only used in “Block Editor”. Users could redefine associated object selection set by creating a new one or adding or removing objects from existing selection set.

**Note:** when the **BACTIONBARMODE** system variable specified to 1, the **BACTIONSET** command is forbidden.

## Relative Glossary:

**Specify selection set :** Specify selection set for creating a new one or modifying it.

**Select object :** Specify object to be contained in action.

**Remove :** Specify object to be removed from selection set, this object is associated with action.

**Specify first corner of stretch frame :** Specify a frame for stretch boundary.

**CPolygon :** Specify a cross polygon frame for stretch boundary.

**Specify objects to rotate only :** Specify objects to rotate rather than stretch.

Online URL: <https://www.kb2.gstarcad.com.my/article.php?id=1985>