

# REGION command

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The **REGION** command is used to convert objects in closed area into region objects.

## Command Access:

**Ribbon** : Home > Draw > Region

**Menu** : Draw > Region

**Command** : REGION

## Command Prompts:

Select objects:

## Function Description:

The 2D region objects are created by closed shapes or rings. Users could select closed polylines, closed lines or closed curves to create closed regions. The closed curve could be arcs, circles, elliptic arcs, ellipses, and splines. Users could combine several regions to a single complex region object.

The closed 2D polyline and exploded 3D polyline in selection set could be converted to single region object, and then the polylines, straight lines and curves are formed closed planar rings. If more than two curves shared one vertex, the formed region may be uncertain.

The boundary of region is connected end to end by curves. One vertex only could be shared by two edges. Intersection points or curves are not allowed in region.

If the selected polyline smoothed by "spline" or "fitting" option of the PEDIT command, the final region will contain the smoothed lines and arcs geometries. This polyline will not be converted to a spline.

If the DELOBJ system variable is not specified to 0, the REGION command will convert original objects to region and delete all original objects. If the original objects are hatched, the REGION command will discard all association of them. Users could hatch the region again to restore all association

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