

# Parameters

2519 GstarCAD MY /KW November 9, 2021 [Workflow](#) 0 2933

Define custom properties for the dynamic block by specifying positions, distances, and angles for geometry in the block.

You add parameters ([BPARAMETER](#)) to a dynamic block definition in the Block Editor. In the Block Editor ([BEDIT](#)), parameters have an appearance similar to dimensions. Parameters define custom properties for the block. Parameters also specify positions, distances, and angles for geometry in the block reference. When you add a parameter to a dynamic block definition, the parameter defines one or more custom properties for the block.

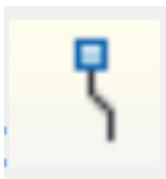
A dynamic block definition must contain at least one parameter. When a parameter is added to a dynamic block definition, grips associated with key points of the parameter are automatically added. You must then add an action to the block definition and associate the action with a parameter.

Parameters also define and constrain values that affect the dynamic block reference's behavior in a drawing. Some parameters can have a fixed set of values, minimum and maximum values, or increment values. For example, a linear parameter used in a window block may have the following fixed set of values: 10, 20, 30, and 40. When the block reference is inserted in a drawing, you can only change the window to one of these values. Adding a value set to a parameter allows you to limit how the block reference is manipulated in a drawing.

- **Point Parameter**

Command Entry : BParameter → O

Defines an X and Y location in the drawing. A point parameter can be associated with a move or stretch action.



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- **Linear Parameter**

Command Entry : BParameter → L

Shows the distance between two anchor points. Constrains grip movement along a preset angle. A linear parameter can be associated with a move, stretch, scale or array action.

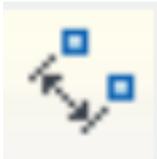


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- **Polar Parameter**

Command Entry : BParameter → P

Shows the distance between two anchor points and displays an angle value. You can use both grips and the Properties palette to change both the distance value and the angle. A polar parameter can be associated with a move, scale, stretch, polar stretch, or array action.



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- **XY Parameter**

Command Entry : BParameter → X

Shows the X and Y distances from the base point of the parameter. It can be associated with a move, scale, stretch, or array action.

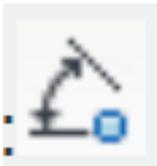


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- **Rotation Parameter**

Command Entry : BParameter → R

Defines an angle. The rotation angle can be in any value, or be defined in a range or a specified value.



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- **Alignment Parameter**

Command Entry : BParameter → A

Defines an X and Y location and an angle. An alignment parameter always applies to the entire block and needs no action associated with it. An alignment parameter allows the block reference to automatically rotate around a point to align with another object in the drawing. An alignment parameter affects the rotation property of the block reference.

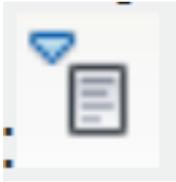


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- **Visibility Parameter**

Command Entry : BParameter → V

Controls the visibility of objects in the block. A visibility parameter always applies to the entire block and needs no action associated with it. In a drawing, you click the grip to display a list of visibility states available for the block reference.

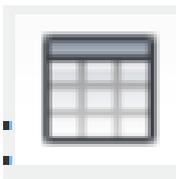


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- **Lookup Parameter**

Command Entry : BParameter → K

Defines a custom property that you can specify or set to evaluate a value from a list or table you define. It can be associated with a single lookup grip. In the block reference, you click the grip to display a list of available values. You can associate a lookup parameter with a lookup action.



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- **Base Point Parameter**

Command Entry: BParameter → B

Defines a base point for the dynamic block reference relative to the geometry in the block. Cannot be associated with any actions, but can belong to an action's selection set.



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