Copy, Offset or Mirror Objects

There are many methods to generate duplicates of objects in your drawing, such as **COPY** , **OFFSET** , **MIRROR** and **ARRAY** .

Copy Objects

Duplicates of objects can be generated at a specified distance and direction from the originals. Use coordinates, object snaps, and other tools to copy objects precisely.
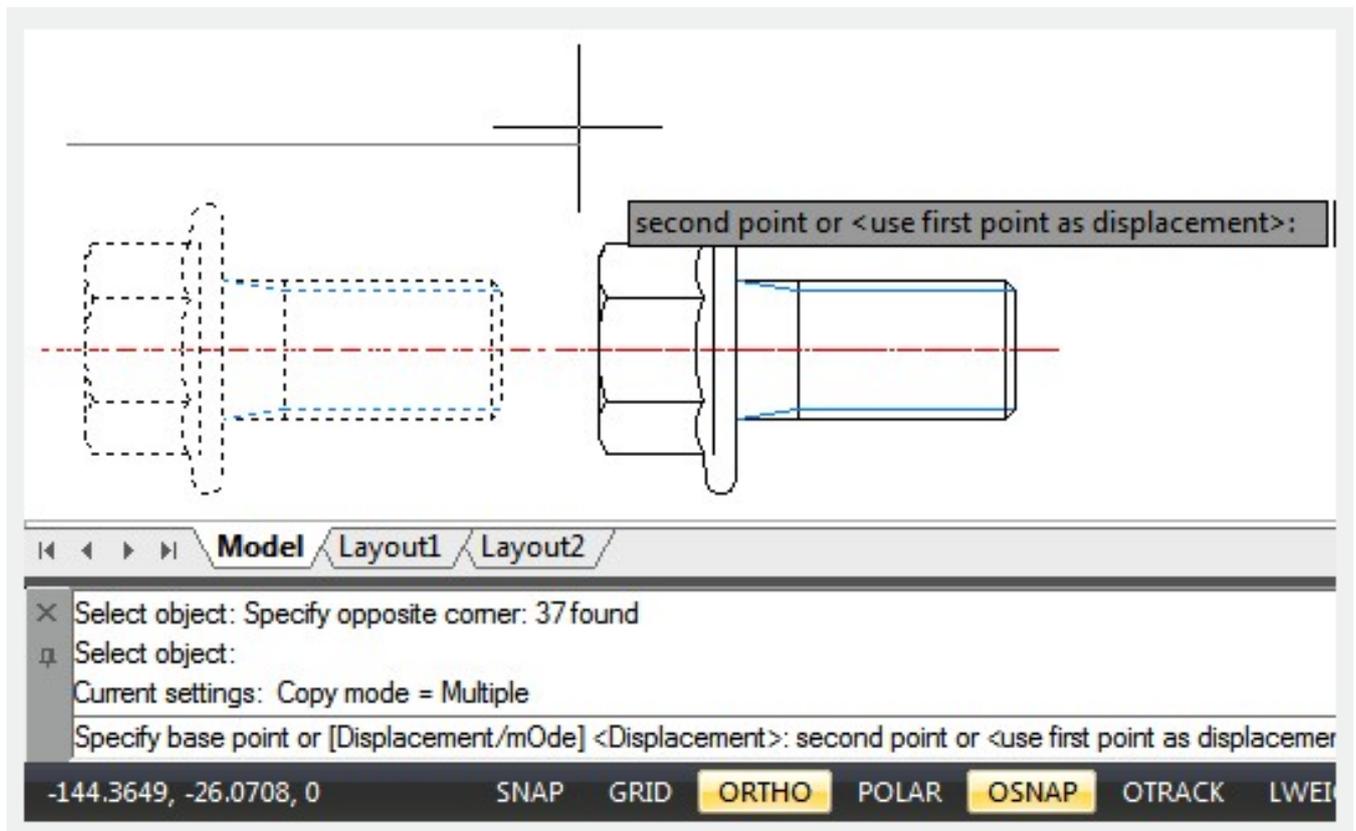

Create Multiple Copies

By default is the COPY command automatically repeated and you can press ENTER to exit the command. If you want to alter the default, do it via the **COPYMODE** system variable.
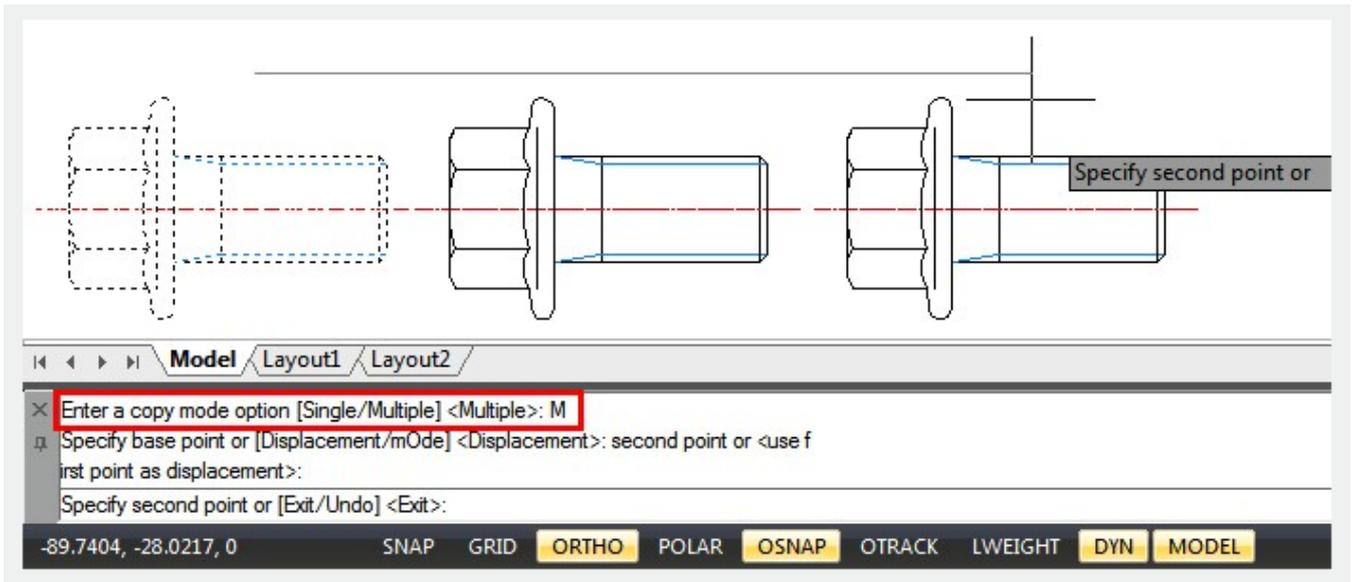
Offset an Object

If you want to generate a new object with a shape parallel to the shape of the original object, you can offset an object. If the offset distance is bigger than what can be contained, 2D polylines and splines will be trimmed automatically.
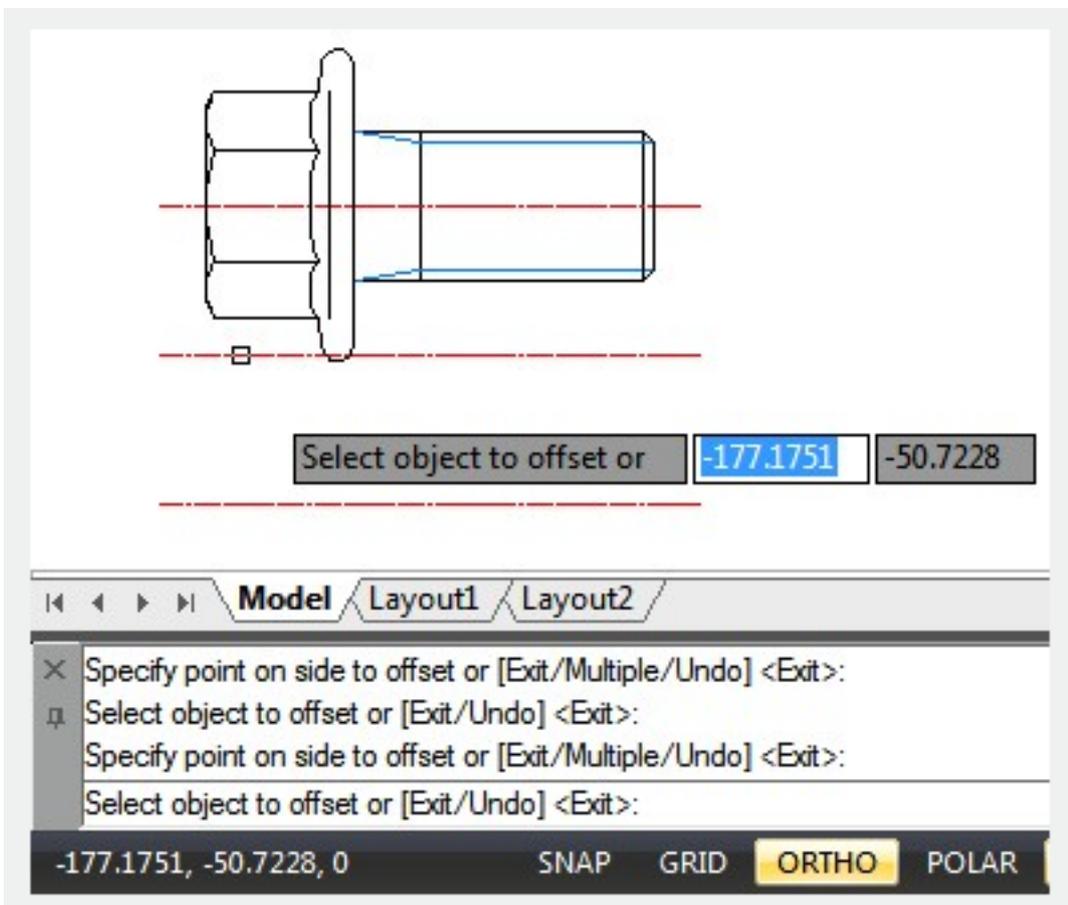
Mirror Objects

To produce a symmetrical mirror image, You can can flip objects about a specified axis by MIRROR. You can specify two points to identify a temporary mirror line to create mirror image. The original objects can be kept in the drawing or erased.
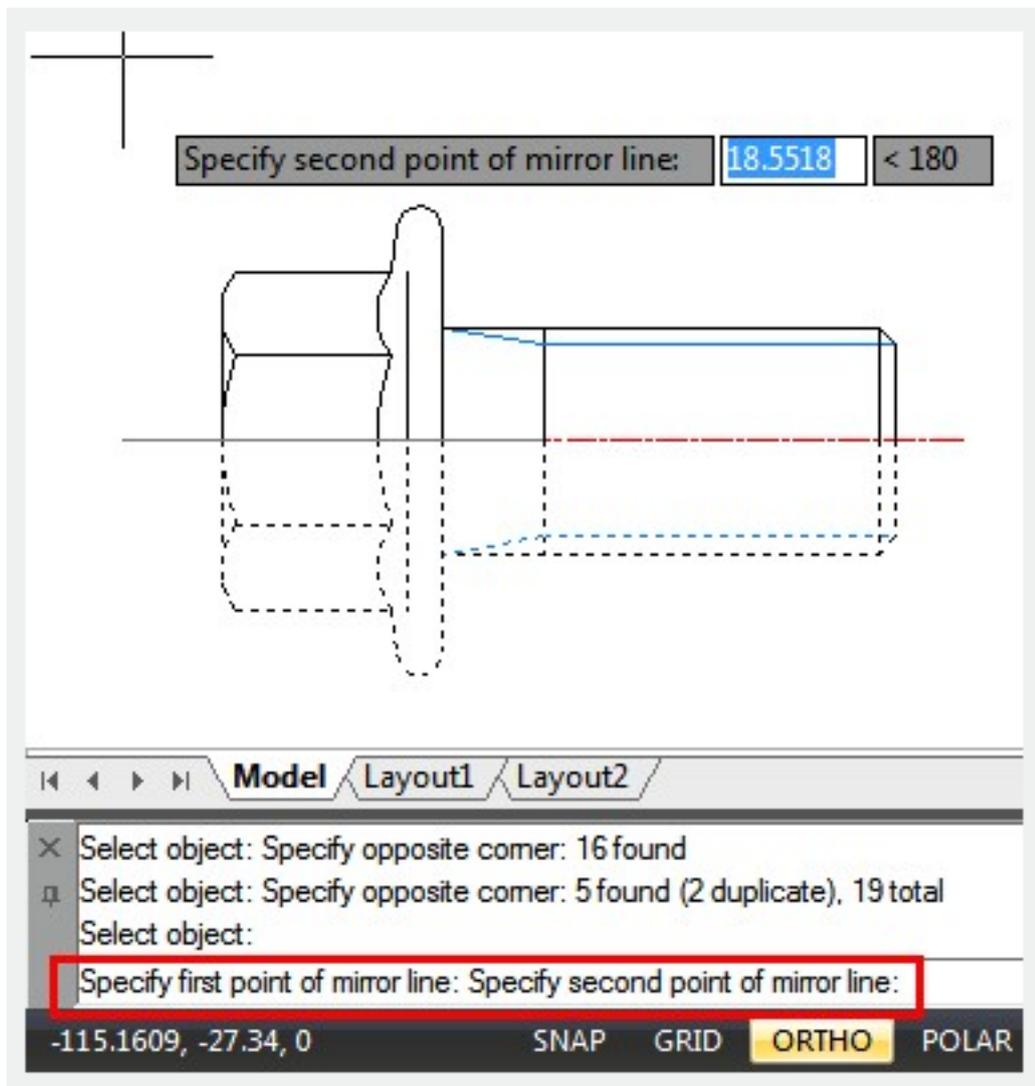
By default, Mirrored text, attributes and attribute definitions (ATTDEF) will have the same alignment and justification as before mirrored, they are not flipped. If you set the MIRRTEXT system variable to 1, text will be flipped
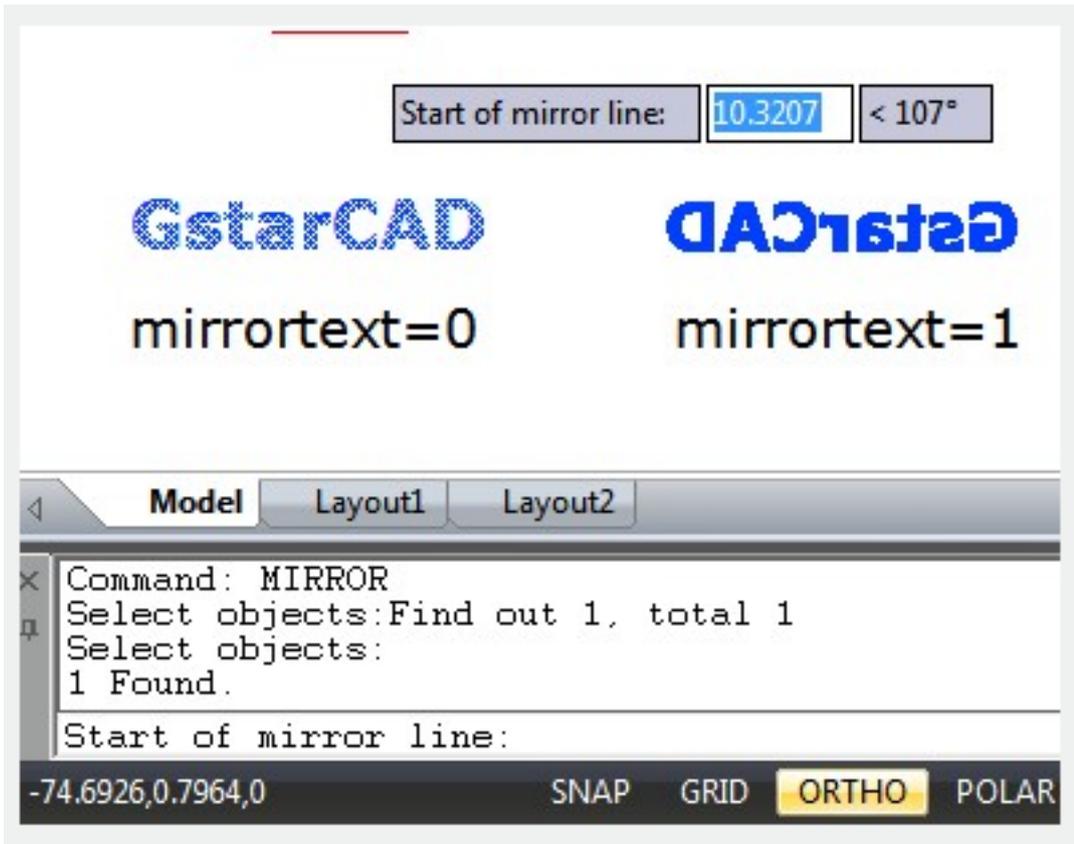
Text created with the TEXT , ATTDEF or MTEXT commands, attribute definitions and variable attributes will be affected by MIRRTEXT. Regardless of MIRRTEXT setting, the text and constant attributes that are part of an inserted block are reversed when the block is mirrored