Attach Xdata

Attaches extended object data (xdata) to a selected object.

Menu : Express tools>Tools>Attach Xdata

Command Entry : XDATA

Select object: Use an object selection method

Input application name: Specify application name

Enter an option [3Real/DIR/DISP/DIST/Hand/Int/LAyer/LOng/Pos/Real/SCale/STr/eXit] <eXit>:

Options:

Application name : An ASCII string up to 255 bytes long (group code 1000).

3Real : 3 real numbers (group code 1010).

Dir : A 3D World space direction (group code 1013).

Disp : A 3D World space displacement (group code 1012).

Dist : A distance (group code 1041).

Hand : An object handle (group code 1005).

Int : A 16-bit integer (group code 1070).

Layer : A layer name (group code 1003).

Long : A 32-bit signed long integer (group code 1071).

Pos : A 3D World space position (group code 1011).

Real : A real number (group code 1040).

Scale : A scale factor (group code 1042).