

JOIN Command — GstarCAD 2027

2782 kbadmin September 25, 2026 [Command Reference](#) 0 10

JOIN Command

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Commands > J Command > JOIN

Function Description:

This command is used to create a single object by connecting the endpoints of linear and curved objects. Users can use this command to combine a series of finite linear and open curved objects at their common endpoints to create a single 2D or 3D object. The generated object type is determined by the selected objects, the first selected object and coplanar objects or not.

Note: Xlines, Rays and closed objects can not be joined.

Command Access:

Menu: Modify > Join

Ribbon: Home > Modify
> Join

Toolbar: Modify > Join

Command: JOIN

Alias: J

Command Prompts:

Select source object or a merger of multiple objects

Source object

Specifies a single source object to which you can join other objects. Press Enter to select the objects to join. The following are rules:

- **Line:**
Only lines can be joined to the source line. The lines must be collinear with the source line, but there can be a gap between two lines.

- **Polyline:**

Users can join a line and an arc to form a polyline. The selected line and arc must be on the same plane in the XY plane of UCS and share a common vertex.

- **Arc:**

An arc can be joined to the source arc. All the arcs must have the same radius and center point, but there can be a gap between two arcs. It joins the selected arc along counterclockwise direction to the source arc. Select the Close option to convert the source arc into a circle.

- **Elliptical arc:**

An elliptical arc can only be joined to the source elliptical arc. The elliptical arcs must be coplanar and have the same major and minor axes, but there can be a gap between two elliptical arcs. Select the Close option to convert the source elliptical arc into an ellipse.

- **Spline:** The source spline should share the common vertex with the selected object. They can be on different planes. The resulting object is a single spline.

- **Helix:**

The helix objects can join together to form a single spline. The selected two objects should share one common vertex.

Related References?

- [Commands about Editing Specific Objects](#)

Related Concepts?

- [About Breaking and Joining Objects](#)

Related Tasks?

- [To Break or Join Objects](#)

Other versions with matching text

[2023](#) · [2024](#) · [2025](#) · [2026](#)

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