

EXPLODE Command — GstarCAD 2027

3267 kbadmin September 25, 2026 [Command Reference](#) 0 7

EXPLODE Command

[GstarCAD 2027](#) · [Command Reference](#)

Commands > E Command > EXPLODE

Function Description:

This command is used to break a compound object into its component objects. Objects that can be exploded include blocks, polylines and regions among others. The color, linetype and lineweight of any exploded object might change. Other results differ depending on the type of compound object you are exploding.

Command Access:

Menu: Modify > Explode

Ribbon: Home > Modify > Explode

Toolbar: Modify > Explode

Command: EXPLODE

Alias: /

Command Prompts:

Select object:

See the following list of objects that can be exploded and the results for each.

2D Polyline

Explodes into line and arc segments. The associated information about lineweight or tangent is lost.

3D polyline

Explodes into line segments. The specified linetype is applied to each resulting line segment.

3D solid

Explodes planar faces into regions. Non-planar faces explode into surfaces.

Annotation object

Explodes the current scale representation into its constituent parts which are no longer annotative. Other scale representations are removed.

Arc

Explodes into elliptical arcs if containing a non-uniformly scaled block.

Array

Explodes an associate array into copies of the original objects.

Block

Removes one set of the objects at one time. If a block contains a polyline or a nested block, exploding the block, users can get a polyline or a nested block object, and then users can explode the nested block to get its individual objects. Blocks with equal X, Y and Z scales explode into their component objects. Blocks with unequal X, Y and Z scales might explode into unexpected objects. When non-uniformly scaled blocks contain objects that can not be exploded, they are collected into an anonymous block (named with a "*E" prefix) and referenced with the non-uniformly scaling. If all the objects in such a block can not be exploded, the selected block reference will not be exploded. Objects as body, 3d solid and region entities in a non-uniformly scaled block can not be exploded. To explode a block that contains attributes, the block attributes will be removed. Users should redefine the attribute definitions. Blocks inserted with external references and their dependent blocks can not be exploded. Blocks inserted with MINSERT command can not be exploded.

Body

Explodes into a single-surface body (non-planar surfaces), regions, or curves.

Circle

Explodes into ellipses if containing a non-uniformly scaled block.

Leaders

Depending on the leader, the leader can be exploded into lines, splines, solids (arrow heads), block insertions (arrow heads, annotation blocks), multiline text, or tolerance objects.

Mesh Objects

Explodes each face into a separate 3D face object. Color and materials assignments are retained.

Multiline Text

Explodes into text objects.

Multiline

Explodes into lines and arcs.

Polyface Mesh

One-vertex meshes can be exploded into a point object.

Two-vertex meshes can be exploded into a line. Three-vertex meshes can be exploded into a 3D face.

Region

Explodes into lines, arcs, or splines.

Related References?

- [Commands about Editing Specific Objects](#)
- [Commands about Modifying Dimension Geometry](#)

Related Concepts?

- [About Exploding Compound Objects](#)

Related Tasks?

- [To Explode an Object](#)

Other versions with matching text

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

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