

EXTEND Command — GstarCAD 2027

3273 kbadmin September 25, 2026 [Command Reference](#) 0 5

EXTEND Command

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Function Description:

This command is used to extend objects and make it connect with other objects.

Command Access:

Menu: Modify> Extend

Ribbon: Home > Modify > Extend

Toolbar: Modify> Extend

Command: EXTEND

Alias: EX

Command Prompts: The command line displays different prompt information according to the extend mode

Quick Mode:

Current settings: Project=UCS, Edge =None, Mode=Quick

Select object to extend or shift-select to trim or

[Boundary edges/Fence/Crossing/mOde/Project/Undo]:

Standard Mode:

Current settings: Project=UCS, Edge =None, Mode=Standard

Select boundary edges ...

Select objects or [mOde] < select all >:
Select object to extend or shift-select to trim or

[Boundary edges/Fence/Crossing/mOde/Project/Edge/Undo]:

Select boundary edges

Uses the selected objects to define the boundary edges to which you want to extend an object.

Select object to extend

Specifies the objects to extend. Press Enter to end the command.

Shift-select to trim

Trims the selected object at the nearest boundary rather than extending it. It provides a convenient way to switch between TRIM and EXTEND command.

Boundary edges

Use other selected objects to define boundaries to which objects extend.

Fence

Selects all objects that intersected with the fence. The selected fence is a series of temporary segments, they are defined by two or more points. The selected fence will not close.

Crossing

Selects objects inside the rectangular area or intersected with the rectangular area. The rectangular area is defined by two points.

Note: If it is uncertain for some objects to be extended by crossing selected, the EXTEND command selects

the object along the clockwise direction from the first selected point.

mOde

There are two modes that you can use to extend objects, Quick mode and Standard mode. The default extend mode is set to Quick, which uses all objects as potential boundary edges. If set to Standard, which prompts you to select boundary edges.

Project

Uses the projection to extend object.

Enter a projection option [None/Ucs/View] <Ucs>:

- **None:** No projection. It only extends objects that intersected with the selected boundary in 3D space.
- **Ucs:** Specifies the projection on the XY plane of the current UCS. It extends objects without intersection with the selected boundary in 3D space.
- **View:** Specifies the projection along the direction of the current observation. It extends objects that intersected with the selected boundary in the current view.

Edge

Extends an object to a hidden edge of another object or extends it to an intersection edge in 3D space.

Enter an implied edge extension mode [Extend/No extend] < No extend >:

- **Extend:** Extends an object along its nature path to an intersection edge of another object or a hidden edge.
- **No extend:** Extends an object to the intersection boundary in 3D space.

Undo

Removes the last modification by the EXTEND command.

Related References?

- [Commands about Resizing Objects](#)

Related Tasks?

- [To Extend an Object](#)

Other versions with matching text

[2025](#) · [2026](#)

Online URL: <https://www.kb2.gstarcad.com.my/article.php?id=3273>