

Edit Attributes Dialog Box — GstarCAD 2027

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Edit Attributes Dialog Box

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Commands > B Command > BATTMAN > Edit Attributes Dialog Box

Function Description:

The "Edit Attributes" dialog box is used to edit block attributes.

Relative Glossary:

Active Block:

Display the block name for users editing its attribute.

Auto preview changes:

After users change visible attributes, they could check "Auto preview changes" option to display them immediately in drawing area.

If users do not check this option, it will not display all changes.

If users do not check "Apply changes to existing references", "Auto preview changes" will not be available.

Attribute Tab (Edit Attributes dialog box):

In "Edit Attributes" dialog box, users could specify how to assign value to attribute and whether it is visible in drawing area, and then set a character string to prompt inputting value. The "Attribute" tab also display tag name.

Mode: The Mode option could determine whether to display attributes and how to display them.

Invisible: Users could display or hide attributes by this option in drawing area. Checking this option, attributes hide in drawing area, on the contrary, they display.

Constant: Users could determine whether to set attributes to be default by this option. Once set, attributes could not change. Checking this option, attributes set to default value and could not be changed. If this option is unchecked, users could specify value to attributes. **Verify:** Turn on or off the Verify mode. Checking this option, it prompts to verify the new input attribute value when inserting a new block reference. If this option is unchecked, it will not verify attribute value.

Preset: This option could control whether to specify default value to attributes. Checking this option, attributes will be set to default value when inserting a block. If this option is unchecked, it will ignore its default attribute value and prompt to input attribute value.

Attribute:

Users could control attribute text display by this option.

Tag:

Set specified attribute tag. **Prompt:** Set prompt text when inserting a block.

Default:

Set specified default value of block attribute when inserting it.

Text Options Tab: The Text Options Tab is used to define the way to display attribute text in a drawing.

Text style:Specify text style of attribute text. Users could specify the default value to text features in this dialog box.

Justification:Specify the justification way of attribute text.

Height:

Specify height of attribute text.

Rotation: Specify rotation angle of attribute text.

Backwards:Specify whether to display in backwards direction.

Upside down:

Specify whether to display in upside down direction.

Width Factor:

Specify width factor of attribute text. The attribute text will be compressed when inputting a value smaller than 1.0, on the contrary, the attribute text will be magnified.

Oblique Angle:

Specify attribute text oblique angle from the vertical axis line.

Properties Tab:In "Properties" dialog box, users could define attribute layer, color, linetype, and linewidth.

If there is a plot style applied on the drawing, users could specify plot style to attribute by this option.

Layer: Specify layer for attribute.

Linetype:Specify linetype for attribute text.

Color:

Specify color for attribute text.

Plot style:

Specify plot style for attribute. If there is not a plot style applied on the drawing, this option is disabled.

Lineweight:

Specify lineweight for attribute text. If LWDISPLAY system variable is on off mode, it will not display changes of this option.

Other versions with matching text

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

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