

Create and Use Blocks — GstarCAD 2027

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Create and Use Blocks

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User Guide > Create and Modify Objects > Create and Use Blocks

A block is one or more objects combined to create a single object. You can reuse blocks in the same drawing or in other drawings.

[Create Blocks](#)

You associate objects and give them a name to create blocks and you can also attach attributes (text information) to a block.

[Store Blocks](#)

In order to save disc space, you can save many objects as one block.

[Control the Color and Linetype Properties in Blocks](#)

You can choose if the objects in an inserted block retain their original properties, inherit properties from the layer on which they are inserted, or if they inherit the current properties set of the drawing.

[Insert Blocks](#)

Once a block is inserted into a drawing, a block reference is created and you can specify its location, scale and rotation.

[Define Attributes](#)

An Attribute is text information which can be a part of the block definition.

[Modify](#)

[a Block Definition and Attribute](#)

Once a block has been inserted into a drawing, the block definition and block reference can be modified.

[Explode Block Definitions](#)

Blocks that have been inserted into a drawing can be exploded and be turned into the original composed objects.

[Dynamic blocks](#)

Defining, editing, modifying the dynamic blocks by Block Editor

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Other versions with matching text

[2022](#) · [2023](#) · [2024](#) · [2025](#) · [2026](#)

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