

Scale Action — GstarCAD 2027

5979 kbadmin September 26, 2026 [Command Reference](#) 0 7

Scale Action

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

Scale Action can be matched with the Linear, Polar and XY Parameter to achieve various Dynamic effects.

Linear Scale

1.Draw

Finish drawing an access hole in a model space and define it as a block, as shown in the following picture.

2.Add Linear Parameter

Enter into the Block Editor to add a linear parameter. The start point of the Linear Parameter is the center of the circle, and choose the number of grip as "1" as shown in the following picture.

3.Add Action

Click the Scale icon on the Action Panel, appoint parameter for Action and box the whole access hole as Action Object, as shown in the following picture.

4. Test Dynamic Block

Exit from the Block Editor and insert the dynamic block, after pitching up the Dynamic Block, drag the triangle grip, the access hole will scale with it.

6. Accurate Scale

Adding a value list for the Linear Parameter can achieve Accurate Scale. Of course, you can also appoint increment and direction according to the previous way for the Linear Parameter.

Polar Scale

When we move the Scale Grip of the Access Hole on the left of circle centre, namely move the base

point of the Linear Parameter to the left of the circle center, we will find that the block does not have a corresponding Scale, as shown in the following picture.

The reason for this is that the Endpoint of the Linear Parameter can not cross its base point, so we change the Linear Parameter to be a Polar Parameter, we do not change any other operations, as shown in the following picture.

Exit from the Block Editor, drag the grips of the Access hole Block again, you can see, that after the change from the Linear Parameter to the Polar Parameter, we can drag the grip to scale the dynamic block in any direction.

Other versions with matching text

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

Online URL: <https://www.kb2.gstarcad.com.my/article.php?id=5979>