

CHANGE Command — GstarCAD 2026

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CHANGE Command

[GstarCAD 2026](#) · [Command Reference](#)

Commands > C Command > CHANGE

Function Description:

This command is used to change the properties of existing objects. The properties contain location, size, color, elevation, layer, linetype, scale, line weight, thickness, material, annotative and so on.

Command Access:

Menu: /

Ribbon: /

Toolbar: /

Command: CHANGE

Alias: /

Command Prompts:

Select object:

Specify change point or [Properties]:

Select object

If you select lines and other changeable objects in the same selection set, you get varying results depending on the object selection sequence. The easiest way to use the **CHANGE** command is to select only lines in a selection set or select only objects other than lines in a selection set.

- **Lines:** Moves the endpoints of the selected lines that are closest to the change point to the new point, unless Ortho mode is on. If Ortho mode is on, the selected lines are modified so that they become parallel to either the X or the Y axis; their endpoints are not moved to the specified coordinate.

- **Circles:** Changes the radius of the circle. If you select more than one circle, it prompts you to specify the new circle radius for each circle.

- **Text:** Changes the position and other properties of text.

- **Insertion point of text:**

Defines a new position for the text.

- **Definition of Properties:** Changes the text and text properties except a block.

- **Blocks:** Rotates a block or modifies the position of a block, these operations can relocate objects. If pressing **ENTER**, the block keeps in the original position.

Properties

Changes properties of existing objects.

Enter property to change

[Color/Elev/LAyer/LType/LtScale/LWeight/Thickness/TRansparency/Material/Annotative]:

Note: The Plot style

option can only be displayed in named plot styles.

- **Color:** Changes the object color. For example, changes the color object to red, users can enter “red” or “1”. If entering “Bylayer”, the color of the object is the same as the layer it is located, if entering “Byblock”, the color of the object inherits the color of the block of which it is a component.
- **True color:** Specifies a true color for the selected object, the values range from 0 to 255 separated by commas, for example:255,234,123
- **Color Book:**
Specifies a color from a loaded color book.

- **Elev:** Changes the elevation of 2D objects. Users can change the elevation of an object only on condition that all its points have the same Z value.

- **LAyer:** Changes the layer of the selected object.
- **LType:** Changes the linetype of the selected object. If no new loaded linetype, it attempts to load the linetype from the standard linetype library. If failed to perform it, it loads the linetype by LINETYPE command.

- **ItScale:** Changes the linetype scale of the selected object.
- **LWeight:** Changes the lineweight of the selected object. Usually the lineweight is predefined, if not, the closest predefined lineweight is assigned to the selected line.
- **Thickness:** Changes the thickness on the Z direction for 2D objects. There is no effect to change thickness of 3D polylines, dimensions, or objects in layout viewport.
- **Material:** If a material is attached to the selected object, it can change the kind of the material.
- **Annotative:** Changes the annotation of the selected object.
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Related References[?]

- [Commands about Layers](#)
- [Commands about Property Tools](#)

Related Tasks[?]

- [To Change the Behavior of the Quick Properties Palette](#)

Other versions with matching text

[2023](#) · [2024](#) · [2025](#) · [2027](#)

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