

AutoCAD and Its Applications **BASICS**

Express Tools—Chapter 10

Text Express Tools

The **Text** panel of the **Express Tools** ribbon tab includes additional text commands. This document explains the most useful express tools for specific text applications. This document does not describe text express tools that are outdated, operations that you can accomplish more easily using standard commands, or operations that are beyond the scope of the textbook, including the **Rotate Text** (TORIENT), **Justify Text** (TJUST), and **Remote Text** (RTEXT) commands.

Arc-Aligned Text

The **ARCTEXT** command provides the ability to align text with an existing arc object. Access the **ARCTEXT** command and pick an arc object to display the **ArcAlignedText Workshop - Create** dialog box. See [Figure ET10-1](#).

Several of the buttons across the top of the **ArcAlignedText Workshop - Create** dialog box control the location and orientation of the text relative to the arc. Use the appropriate buttons to reverse, align, or offset text, or make text concave or convex as necessary. Use the **Bold**, **Italic**, and **Underline** buttons and the **Color** drop-down list to adjust character format. Use the default ByLayer color setting unless you have a specific need to override the color assigned to the current layer.

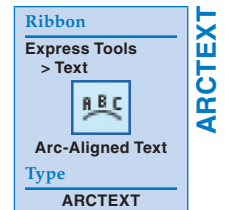
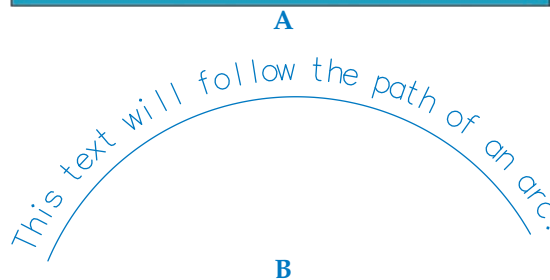
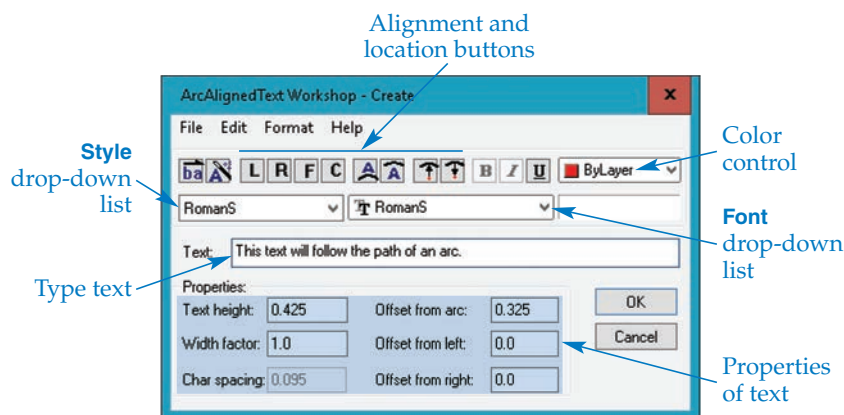


Figure ET10-1.

A—Setting up arc-aligned text using the **ArcAlignedText Workshop - Create** dialog box.
B—The resulting text.



Use the **Style** drop-down list to change the text style applied to the arc-aligned text. You can also override the font assigned to the text style using the **Font** drop-down list. The **Text:** text box is where you type the arc-aligned text. Use the **Properties:** area to specify values such as text height, character width and spacing, and the distance to offset the text from the arc and alignment point.

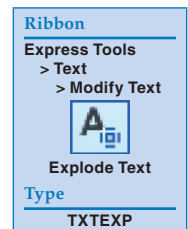
Pick the **OK** button to add the text to the drawing. To edit arc-aligned text, access the **ARCTEXT** command again and select the text. You can use the arc as construction geometry only. Erase the arc, or freeze the layer assigned to the arc, to display only the text.

NOTE

You can only align text with an arc object.

Explode Text

The **TXTEXP** command allows you to change an mtext or text object into a series of individual polyline objects. The need to explode text is rare. Exploding text is only appropriate if no other command or option can produce the desired effect. Examples of exploded text include constructing a special symbol from text geometry and similar graphic design applications. Access the **TXTEXP** command, pick the text to explode, and then press [Enter] to cause the explosion.



TXTEXP

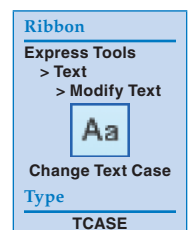
NOTE

AutoCAD includes an **EXPLODE** command that you can use to convert an mtext object to single-line text objects. The **EXPLODE** command does not produce the same result as the **TXTEXP** command. You can use the **EXPLODE** command to convert arc-aligned text to individual text objects.

Change Text Case

The **TCASE** command is similar to the **Change Case** option in the shortcut menu of the multiline and single-line text editors. However, you can use the **TCASE** command to change the case of mtext, text, attributes, and dimension text, all at the same time. The **TCASE** command also provides additional case options.

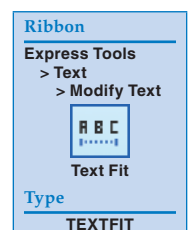
Access the **TCASE** command, pick the text to change, and press [Enter] to display the **TCASE – change text case** dialog box. See [Figure ET10-2](#). Select the appropriate case option and pick **OK** to apply the changes.



TCASE

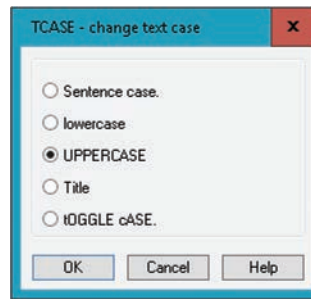
Text Fit

Using the **TEXTFIT** command is similar to changing the justification of single-line text with the **Fit** option and picking a start point and endpoint of the line of text. AutoCAD adjusts the character width to fit between the specified points, while keeping text height constant. Access the **TEXTFIT** command and select the text object to fit. Then use the default justification point as the start point, or activate the **Start point** option and pick a new start point. Select a new endpoint to complete the fit operation and exit the **TEXTFIT** command.



TEXTFIT

Figure ET10-2.
The **TCASE – change text case** dialog box allows you to change the case of selected text.



NOTE

You can only use the **TEXTFIT** command with single-line text objects.

Convert Text to Mtext

Use the **TXT2MTXT** command to convert selected single-line text objects to a multi-line text object. You can convert a single line of text to a single line of mtext or convert several lines of text to one mtext object. The **TXT2MTXT** command is useful whenever you want to apply the advanced formatting and control of mtext to text, such as when updating an older drawing that contains only single-line text.

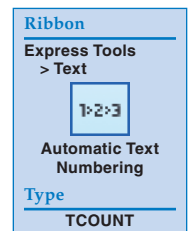


TWT2MTXT

Automatic Text Numbering

The **TCOUNT** command allows you to add sequential numbers to selected mtext, text, and attribute objects. You also have the option of replacing selected text objects or specific characters with sequential numbers. Access the **TCOUNT** command and pick the objects to number. You can use the order of selection as the numbering sequence.

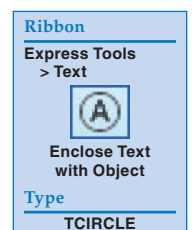
Press [Enter] to access sort options. Pick the **X** option to sort objects according to their location from left to right and up to down, along the X axis. Pick the **Y** option to sort objects according to their location from up to down and left to right, along the Y axis. Select the **Select-order** option to sort according to the order in which you select the objects. Then enter the starting number, a comma [,], and the increment. The default 1,1 setting begins numbering at 1 and uses all numbers until each object has a number. Next, select the appropriate option to add the number as the **Prefix** or **Suffix**, or completely **Overwrite** the text with the sequential numbers. Another option is to use the **Find&replace..** option to enter a value to replace all instances of that value with sequential numbers.



TCOUNT

Enclose Text with Object

Access the **TCIRCLE** command to place a circle, slot, or rectangle around one or more mtext, text, or attribute objects. Pick the text objects to enclose and then enter the distance offset factor, which defines the amount of space from the text to the enclosure based on text height. For example, if text is .5" high, a distance offset factor of 1 will create a .5" offset. Next, select the appropriate option to draw a circle, slot, or rectangle around the text. Select the **Variable** option for most applications to create the enclosure and exit the command.



TCIRCLE

NOTE

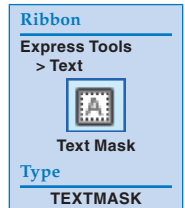
Adjusting the **Text frame** mtext property, described in Chapter 13, is usually a better option for framing an mtext object with a rectangle than using the **TCIRCLE** command.

Text Mask

The **TEXTMASK** command creates a masking object behind selected mtext or text objects so that any objects behind the text do not display through the text. See [Figure ET10-3](#). You can apply the **TEXTMASK** command to mtext objects, but it is more relevant for single-line text, because the multiline text editor provides an easy-to-use **Background Mask** option.

Access the **TEXTMASK** command and select the text objects to mask. Activate the **Masktype** option at the Select text objects to mask or [Masktype/Offset]: prompt to select a masking option. The **Wipeout** option applies a mask with a rectangular frame displayed with the screen background color. The **3dface** option places a 3D face behind the text. The **Solid** option creates a mask with a 2D solid in a specified color.

AutoCAD offsets the mask a specified distance from the edges of the text. To change the offset distance, activate the **Offset** option at the Select text objects to mask or [Masktype/Offset]: prompt. AutoCAD prompts you to enter the offset factor relative to text height. Enter the distance from the edge of the text that you want the mask to cover. To finish, press [Enter].



NOTE

You may need to adjust the draw order to display masked mtext or text in front of or above other objects correctly.

Unmask Text

The **TEXTUNMASK** command removes a mask from text masked with the **TEXTMASK** command. Enter the **TEXTUNMASK** command and then select the text to be unmasked.

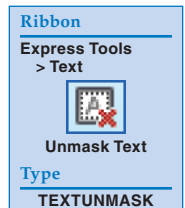


Figure ET10-3.

A—Text with no mask. B—Text with a text mask.

