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 This document does not describe text express tools that are outdated, perform operations that you can accomplish more easily using standard commands, or are beyond the scope of the textbook, including: Rotate Text (TORIENT),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

## 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.

**Figure ET10-1.**
A—Setting up arc-aligned text using the ArcAlignedText Workshop - Create dialog box. B—The resulting text.
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 it concave or convex as necessary. Use the Bold, Italic, and Underline buttons and 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.

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.

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 and vertex 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 right-click or press [Enter] or the space bar to cause the explosion.

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 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 right-click or press [Enter] or the space bar to display the TCASE – change text case dialog box. See Figure ET10-2. Select the appropriate case option and press OK to apply the changes.
Using the TEXTFIT command is similar to changing the justification of single-line text to Fit 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.

You can only apply the TEXTFIT command to single-line text objects.

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.

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. Select the TCOUNT command and pick the objects to number. You can use the order of selection as the numbering sequence.

Right-click or press [Enter] or the space bar 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. Choose the Select-order option to sort according to the order you 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, 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 the value with sequential numbers.

### 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 0.5” high, a distance offset factor of 1 will create a 0.5” offset. Next, choose 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.

### 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** feature.

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 choose 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] or the space bar, or right-click and select **Enter**.

**Figure ET10-3.**
A—Text with no mask. B—Text with a text mask.
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.