Object Selection Methods within AutoCAD

Various methods of object selection in AutoCAD and AutoCAD related products.

AutoCAD users

SELECTING OBJECTS WITH IN AUTOCAD

Objects within the drawing may be either selected prior to the command in which case grips (blue boxes located at the object snap points), are displayed when the objects are selected or after the command has been initiated when the user is prompted to select objects.

There are a number different ways of selection objects.

PICK TO SELECT, – most edit functions allow you to simply select as many items as required by moving the cursor or pick box over the object and left clicking to select.

TYPE IN "W" (WINDOW), by typing in the letter "W" during selection mode and picking the first window corner by a left mouse click, moving the cross hairs diagonally will display a box with a blue back ground and a solid border. Only objects that are completely with in the window will be selected.

TYPE IN "C" (CROSSING WINDOW), by typing in the letter "C" during selection mode and picking the first window corner by a left mouse click, moving the cross hairs diagonally, will display a box with a green back ground and a dotted border. Any objects that are either inside or over lapped by the window boundary will be selected.

NOTE: - Once either "W" or "C" has been entered it does not matter whether the mouse is moved to the left or right the selecting method has been fixed by the entering of the initial letter.

"IMPLIED WINDOW", - using this method, by selecting a point in the drawing area and moving the cross hairs diagonally to the right will, again display a box with a blue back ground and a solid boundary, this method will only select objects within the window as in the "window" method above but does rely on the user moving the mouse to the right to create a selection window.

"IMPLIED CROSSING WINDOW", - using this method, by selecting a point in the drawing area and moving the cross hairs diagonally to the left, will again display a box with a green back ground and a dotted boundary, this

method will select objects within the window or the crossing window boundary overlaps as in the "crossing" method above, but does rely on the user moving the mouse to the left to create a selection crossing window.

TYPE IN "WP" (WINDOW POLYGON), - this method will allow the user to create a shape with as many sides as required, after the second point has been picked the shape will display the blue background with the solid boundary, again as with other window type selection methods, only objects that are completely within the window polygon boundary will be selected, to close or complete the window polygon either right mouse click or press enter.

TYPE IN "CP" (CROSSING WINDOW POLYGON), - this method will also allow the user to create a shape with as many sides as required, after the second point has been picked the shape will display the green background with a dotted boundary, again as with other crossing selection methods, objects that are either inside or crossed by the crossing window boundary will be selected, to close or complete the crossing window polygon either right mouse click or press enter.

Both "Window Polygon and Crossing Window Polygon" are not affected by the "PICKADD" system variable.

In AutoCAD 2012 if the user is not in a command, once a point has been selected the system will default to implied windowing but 2012 now has another set of options these are [Fence/WPolygon/CPolygon] and can be accessed by tying in the capital letters of the relevant sub command.

TYPE IN "B" (BOX), this option works in the same way as implied windowing but you have to type in the letter "B" to initialize, it could have well been the for runner of the implied window option.

The above selection methods all create boundaries with either a solid boundary line and a blue background for a window selection or dotted boundary line and a green background for a crossing window selection. The blue and green background colours and also the colour opacity may be changed to suit the user's requirements via the "Visual Effect Settings" within the "Selection" tab of the "Options" dialogue box. The appearance of selected objects may also be changed; the default setting is to show the selected object as thickened and dashed, so there is very little chance of mistaking whether or not the object has been selected. The user however can change this via the "Selection Preview Effects" again in the "Visual Effect Setting" dialogue box to either "Dashed" or "Thickened".

TYPE IN "G" (GROUP), will prompt for a group name to be selected.

TYPE IN "M" (MULTIPLE), this function allows objects to be selected individually without being highlighting during the selection process. This may speed up object selection for complex selection sets but may also be confusing since the selected objects are not displayed as being selected.

TYPE IN "P" (PREVIOUS), - this will select the previously selected objects without recreating the selection window.

NOTE: - The previous selection method is cancelled if the working space is changed.

TYPE IN "L" (LAST), - this will select the most recently drawn visible object, providing it's in the current space whether it be model or paper space.

TYPE IN "F" (FENCE), - this option will allow the creation of a fence line to select objects; any object with in the drawing area that the fence line crosses will be selected. This function can be very useful when used in conjunction with the trim or extend commands once the cutting or boundary edges have been selected to select multiple objects to trim or extend one or more edges where the window selection cannot be used.

TYPE IN "R" (REMOVE), - and press enter to confirm, while in the selection mode will allow the user to remove selected objects from the selection set.

TYPE IN "A" (ADD), - and press enter to confirm, while in the selection mode will allow the user to reverse the remove selected of objects and add them to the selection set.

SHIFT KEY, - holding down the shift key while in the selection mode will also allow the user to remove objects from the selection set, releasing the shift key will allow the user to add objects back into the selection set, this method is easier and less time consuming than the "R" enter and "A" enter methods above.

TYPE IN "ALL", - by typing in the word "ALL" while in the selection mode all objects in the drawing are selected, with the exception of any objects that may be on locked or frozen layers.