



# GstarCAD 2017

Complete Features Guide

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# GstarCAD 2017 The Best-ever is Now!

Design, share and visualize your CAD drawing is better with GstarCAD 2017. Best-ever core performance, best-ever functionalities implementation and best-ever innovations are what this CAD platform offers.

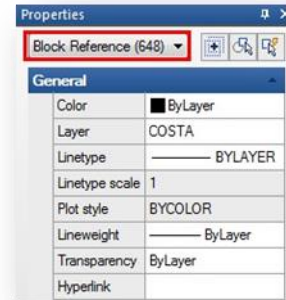
## GstarCAD 2017 Core Performance Improvement

### Block Data Sharing Process

With previous GstarCAD versions, if a drawing contains a lot of block reference objects, the drawing open speed performance was very slow because those objects store their display data individually, thus data processing and memory usage was very big.

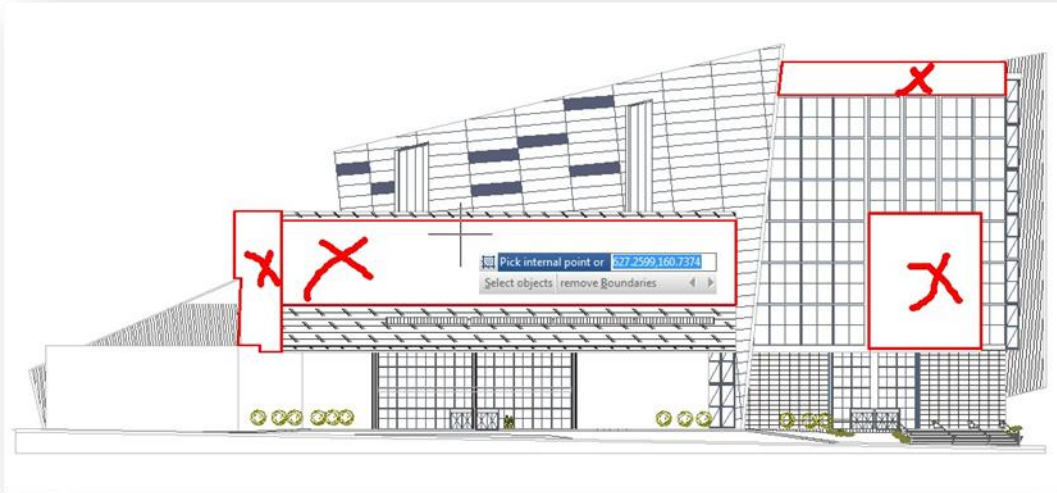
In GstarCAD 2017, Block Data Sharing technology is adopted to drastically reduce data display processing and memory usage.

If a drawing contains a lot of same block references, only 1 copy of display data is needed for each type of block reference. It significantly accelerates the display speed, allowing fast result when opening drawings, thus guarantees better operability of these objects.

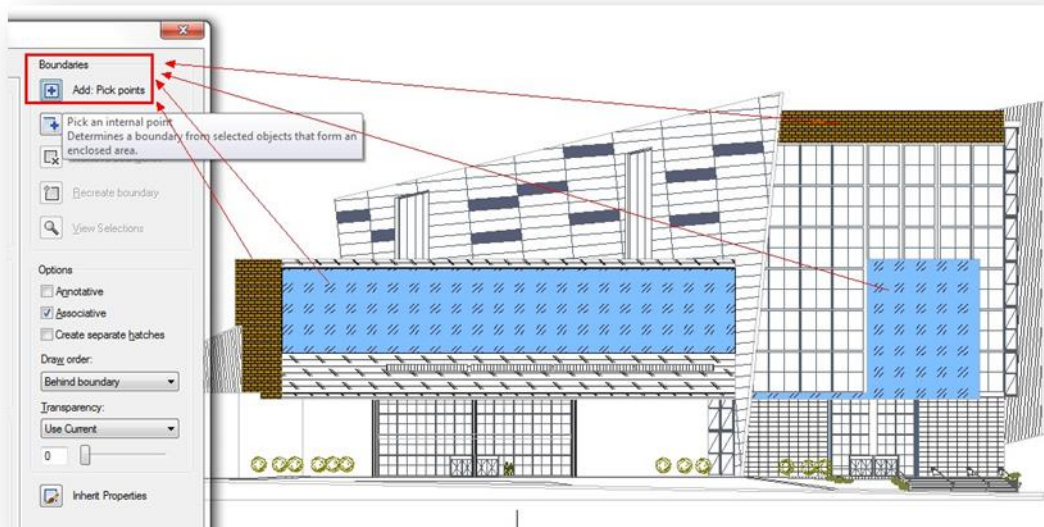


## Hatch Boundary Search Improvement

Another improvement of core performance is related to Hatch. GstarCAD previous version was pretty good already. But for some special hatch drawings or boundaries, the boundary search calculation was still very slow or even could not be handled making the system fall into nonresponse state after picking an internal point of the boundary or area to be hatched.



GstarCAD 2017 further optimized the algorithm of hatch boundary calculation to ensure great accuracy and fast result when hatching a specific area on the drawing.



## New and Enhanced Functionalities

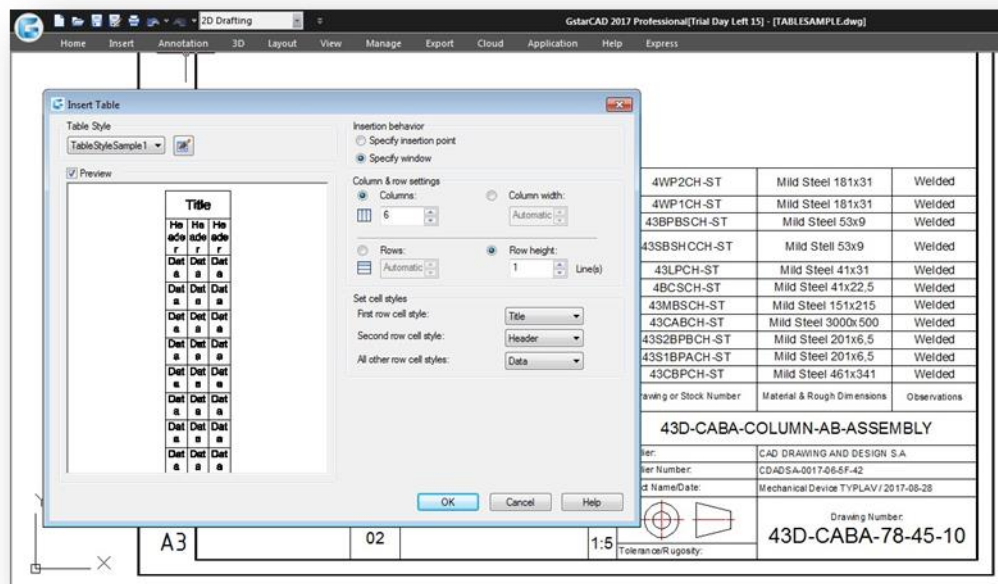
### Table

Table function has been required for a while. Finally it is implemented into GstarCAD 2017 now. Although there was a table function in Express Tool in the old GstarCAD versions and MS EXCEL interactive AutoXisTable as well, these functions were not compatible with AutoCAD.

The new Table function is AutoCAD-like Table function with TABLEDIT\TABLESTYLE\TABLEEXPORT command group. It is possible now to create and modify table as well as to define the format of table. It is possible to export the table to CVS file and open it on Microsoft Excel.

### Insert Table Dialog Box

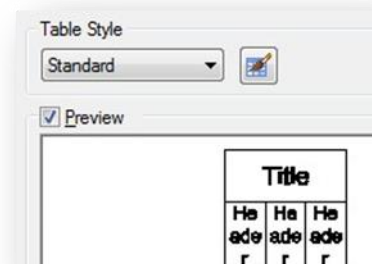
Input TABLE command and press ENTER, and "Insert Table" dialog box will be open.



### Table Style

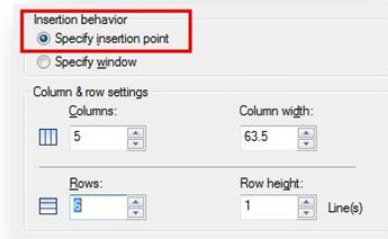
Choose a table style from within the current drawing from which to create a table. You can create a new table style by clicking the button next to the drop-down list.

**Preview:** Controls whether a preview displays. If you start from an empty table, the preview displays an example of the table style.

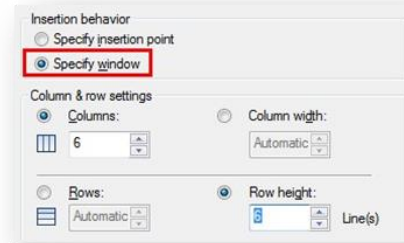


**Insertion Behavior:** Specifies the location of the table.

**Specify Insertion Point:** Specifies the location of the upper-left corner of the table. You can use the pointing device or enter coordinate values at the Command prompt. If the table style sets the direction of the table to read from the bottom up, the insertion point is the lower-left corner of the table.



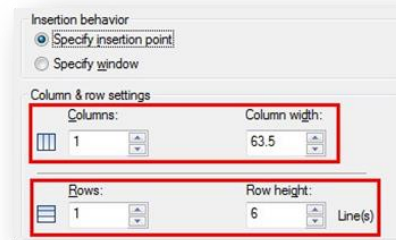
**Specify Window:** Specifies a size and a location for the table. You can use the pointing device or enter coordinate values at the Command prompt. When this option is selected, the number of columns and rows and the column width and row height depend on the size of the window and the column and row settings.



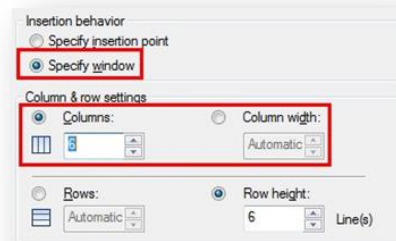
**Column & Row Settings:** Set the number and size of columns and rows.

**Columns Icon:** Indicates columns.

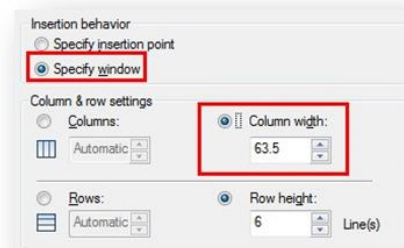
**Rows Icon:** Indicates rows.



**Columns:** Specifies the number of columns. When the Specify Window option is selected and you specify a column width, the Automatic option is selected, and the number of columns is controlled by the width of the table. If a table style containing a starting table has been specified, then you can choose the number of additional columns you would like added to that starting table.



**Column Width:** Specifies the width of the columns. When the Specify Window option is selected and you specify the number of columns, the Auto option is selected, and the column width is controlled by the width of the table. The minimum column width is one character.





**Rows:** Specifies the number of rows. When the Specify Window option is selected and you specify a row height, the Automatic option is selected, and the number of rows is controlled by the height of the table. A table style with a title row and a header row has a minimum of three rows. The minimum row height is one line. If a table style containing a starting table has been specified, then you can choose the number of additional data rows you would like added to that starting table.

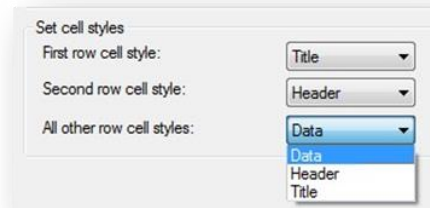
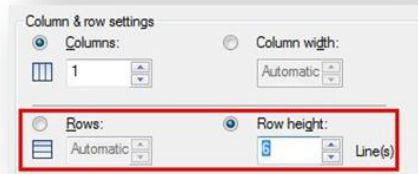
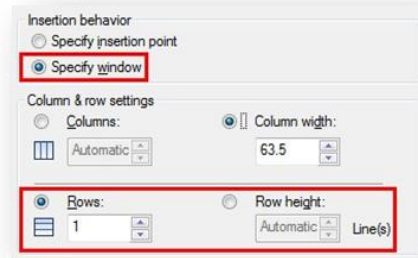
**Row Height:** Specifies the height of the rows in number of lines. The height of a line is based on the text height and the cell margin, which are both set in the table style. When the Specify Window option is selected and you specify the number of rows, the Auto option is selected, and the row height is controlled by the height of the table.

**Set Cell Styles:** For table styles that do not contain a starting table, specifies a cell style for rows in the new table.

**First Row Cell Style:** Specifies a cell style for the first row in the table. The Title cell style is used by default.

**Second Row Cell Style:** Specifies a cell style for the second row in the table. The Header cell style is used by default.

**All Other Row Cell Styles:** Specifies a cell style for all other rows in the table. The Data cell style is used by default.



## Table Style Dialog Box

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**Current Table Style:** Displays the name of the table style that is applied to tables you create.

**Styles:** Displays a list of table styles. The current style is highlighted.

**List:** Controls the contents of the Styles list.

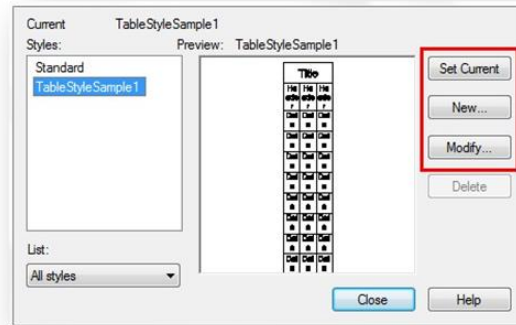
**Preview:** Displays a preview image of the style that is selected in the Styles list.

**Set Current:** Sets the table style selected in the Styles list as the current style. All new tables are created using this table style.

**New:** Displays the Create New Table Style dialog box, in which you can define new table styles.

**Modify:** Displays the Modify Table Style dialog box, in which you can modify table styles.

**Delete:** Deletes the table style selected in the Styles list. A style that is being used in the drawing cannot be deleted.



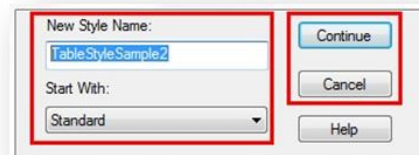
## Create New Table Style Dialog Box

Specifies a name for the new table style and specifies the existing table style on which the new table style will be based.

**New Style Name:** Names the new table style.

**Start With:** Specifies an existing table style whose settings are the default for the new table style.

**Continue:** Displays the New Table Style dialog box, in which you define the new table style.



## New and Modify Table Style Dialog Boxes

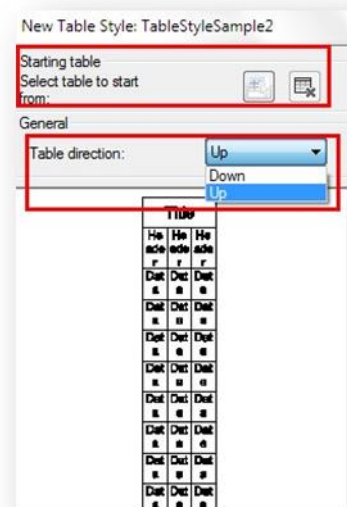
**Starting Table:** Allows you to specify a table in your drawing to use as an example for formatting this table style. Once you select a table, you can specify the structure and contents you want copied from that table to the table style. With the Remove Table icon, you can remove a table from the current specified table style.

### General

**Table Direction:** Defines a new table style or modifies an existing table style. It sets the direction of a table.

**Down:** The title row and the column heads row are at the top of the table.

**Up:** The title row and the column heads row are at the bottom of the table.



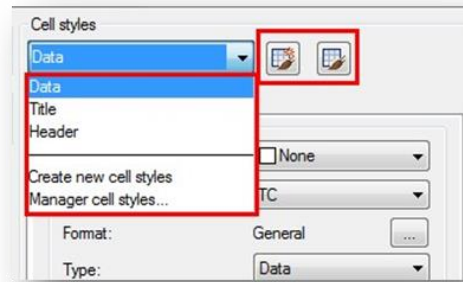


**Preview:** Displays an example of the effect of the current table style settings.

**Cell Styles:** Defines a new cell style or modifies an existing cell style. You can create any number of cell styles.

**Create Cell Styles Button:** Launches the Create New Cell Style dialog box.

**Manage Cell Styles Button:** Launches the Manage Cell Styles dialog box.



## General Tab

### Properties

**Fill Color:** Specifies the background color of the cell.

**Alignment:** Sets justification and alignment for the text in the table cell.

**Format:** Sets data type and formatting for the Data, Column Heading, or Title rows in a table. Clicking this button displays the Table Cell Format dialog box, where you can further define formatting options.

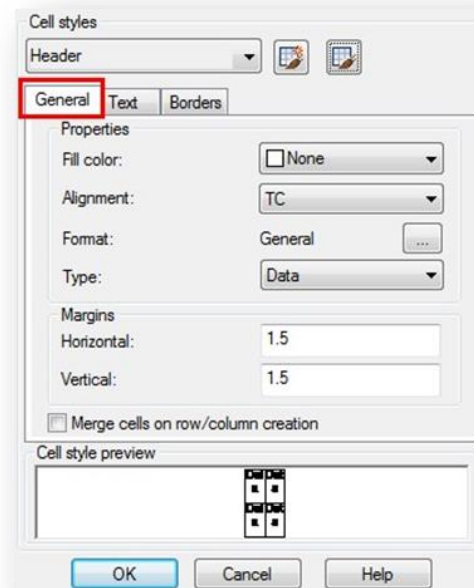
**Type:** Specifies the cell style as either a tag or data.

### Margins

**Horizontal:** Sets the distance between the text or block in the cell and the left and right cell borders.

**Vertical:** Sets the distance between the text or block in the cell and the top and bottom cell borders.

**Merge cells on row/column creation:** Merges any new row or column created with the current cell style into one cell. You can use this option to create a title row at the top of your table.



## Text Tab

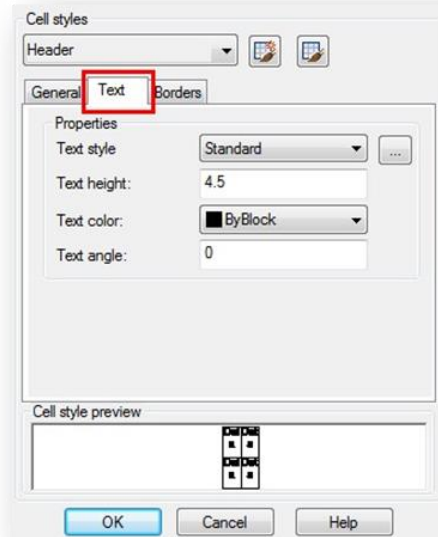
**Text Style:** Lists the available text styles.

**Text Style Button:** Displays the Text Style Dialog Box where you can create or modify text styles.

**Text Height:** Sets the text height.

**Text Color:** Specifies the color of the text. Choose Select Color at the bottom of the list to display the Select Color dialog box.

**Text Angle:** Sets the text angle. The default text angle is 0 degrees. You can enter any angle between -359 and +359 degrees.



## Borders Tab

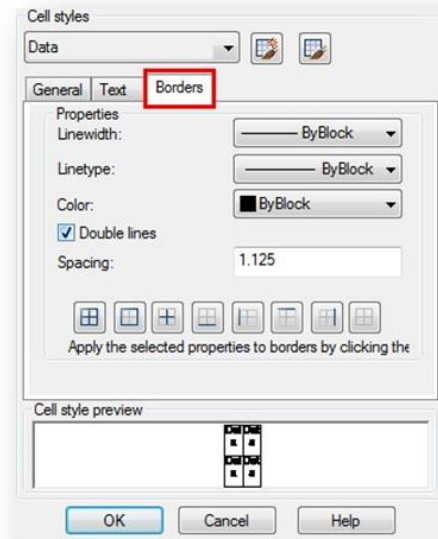
**Lineweight:** Sets the lineweight to be applied to the borders you specify by clicking a border button. If you use a heavy lineweight, you may have to increase the cell margins.

**Linetype:** Sets the linetype to be applied to the borders you specify. Choose Other to load a custom linetype.

**Color:** Sets the color to be applied to the borders you specify by clicking a border button.

**Double Line:** Displays table borders as double lines.

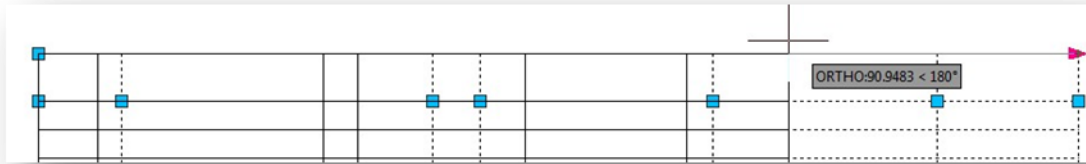
**Spacing:** Determines the spacing for double line borders.



## How to Adjust Size from an Inserted Table?

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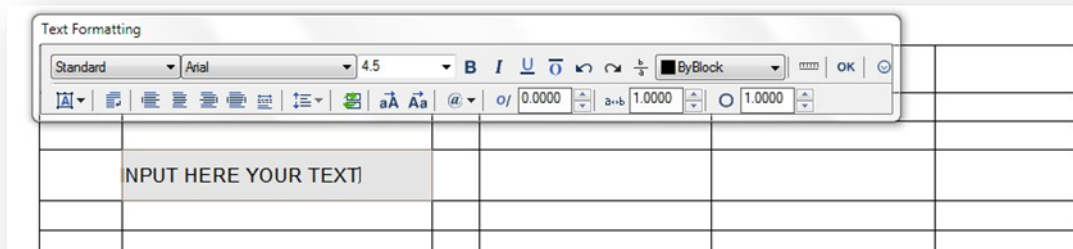
Once you inserted a blank table, click any edge of the table. You'll notice blue grips at the ends of the table and also around it. So you can resize (enlarge) width, height by holding and dragging the blue grips.



## How to Fill up an Inserted Table?

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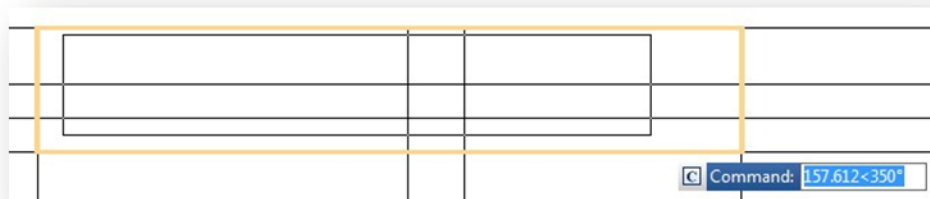
Once you inserted a blank table, click twice the cell you want to fill up. By clicking twice, the Text Formatting window will pop up then you can type into the empty cell. You can take advantage of setting up all text properties within the text formatting windows.



## How to Select a Group of Cells from an Inserted Table?

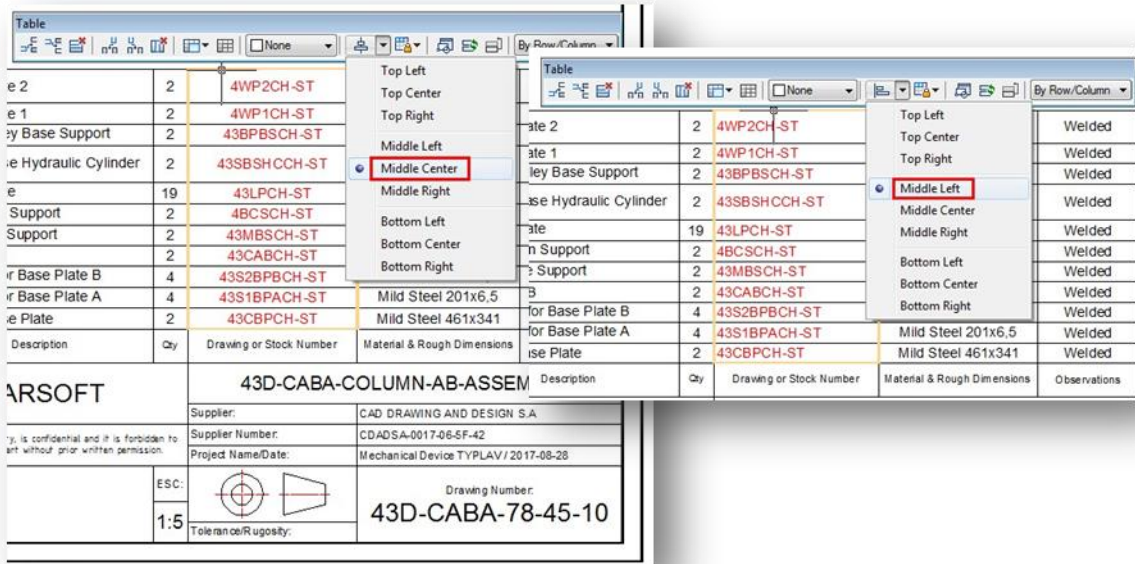
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Once you inserted a blank table, position the mouse cursor in a cell, then by window selection method (from left to right movement) select all the cells you want to apply certain cell properties.



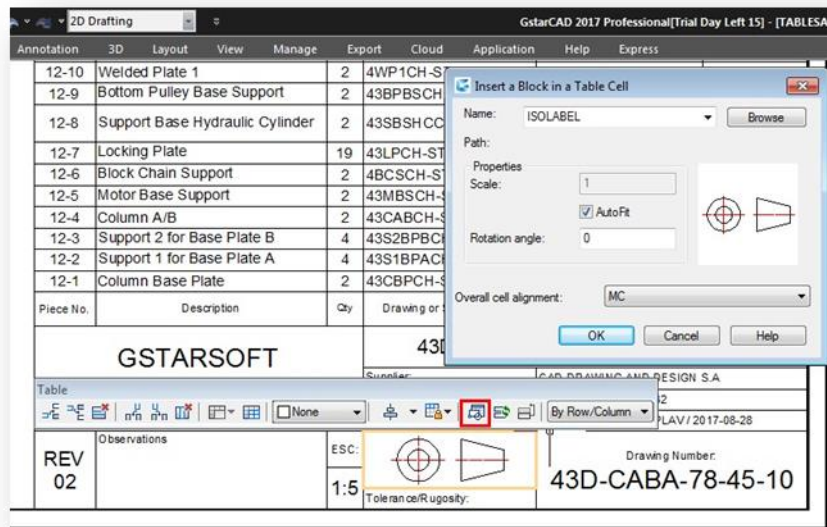
## How to Apply Cell Properties to a Group of Cells from an Inserted Table?

After selecting all the cells by window selection method, you can apply certain properties to those selected cells through Table window. This window offers a range of options for cell edition like adding rows, columns, blocks, field data, merge and unmerge cells, etc. For example you can change the text alignment of a group of cells much faster.



## How to Insert a Block Reference in a Cell of a Table?

Select and Right-Click a cell. On Table window select the icon Insert Block. Then select a block from the list of blocks, or click Browse to find a block in another drawing. You can specify the scale, rotation angle, cell alignment or auto fit the block to be inserted.



## Transparency

The new Transparency feature in GstarCAD 2017 allows you specify a transparency value not only for hatch and gradient objects but also for an entire layer. Transparency effects can enhance drawings by reducing the visibility of objects that are intended for reference and is very useful for design like civil engineering drawings, land planning, etc. Besides transparency feature, hatch and gradient objects support multifunctional grips.

### Three New Options on Hatch Edit Dialog Box

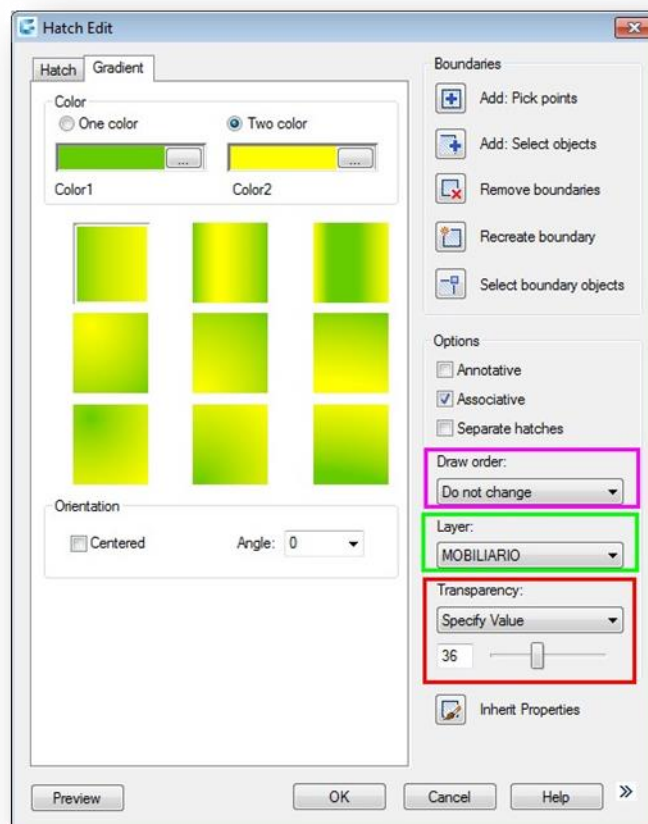
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Execute the HATCH command or Double-Click any hatch or gradient object on your drawing. On Hatch Edit dialog you will find three new options.

**Draw Order:** Assigns a draw order to a hatch or fill. You can place a hatch or fill behind all other objects, in front of all other objects, behind the hatch boundary, or in front of the hatch boundary.

**Layer:** Assigns new hatch objects to the specified layer, overriding the current layer. Select Use Current to use the current layer.

**Transparency:** Sets the transparency level for new hatch or fills, overriding the current object transparency. Select Use Current to use the current object transparency setting.

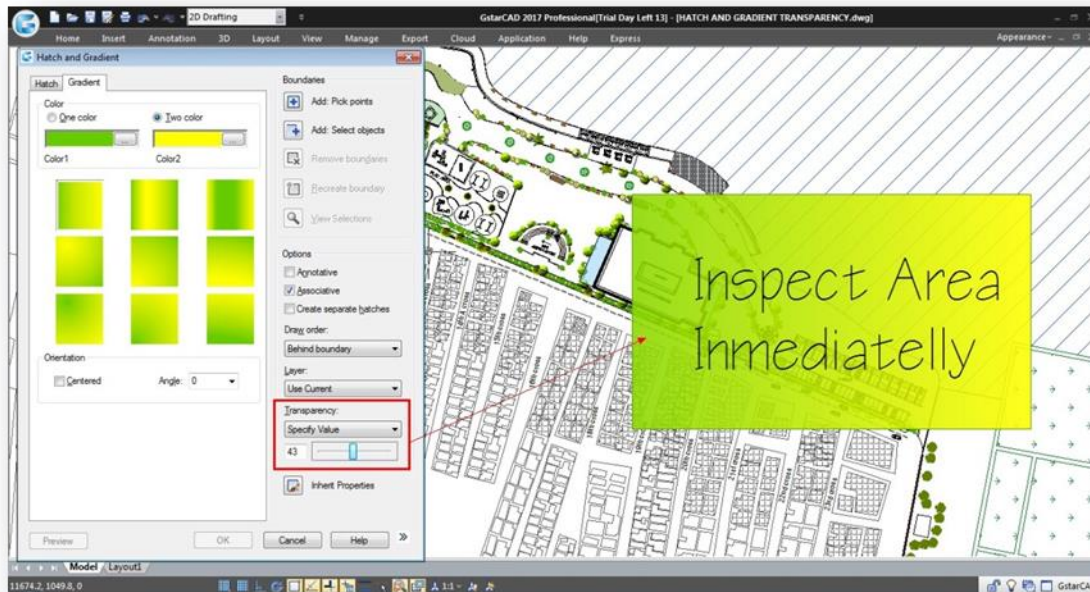


## Apply Transparency from Hatch Edit Dialog Box

-Double-Click any hatch or gradient object on your drawing.

-On Hatch Edit

dialog box, under Transparency title, set a transparency value and press Ok button. -You will notice the hatch or gradient object has changed its transparency.



## Apply Transparency from Layer Properties Manager

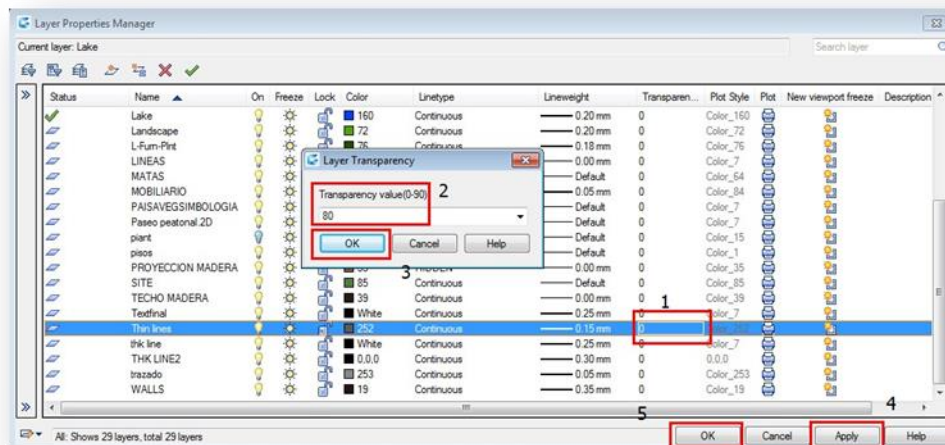
You can apply transparency to any layer. The objects created under the layer will have certain value of transparency.

-Execute LAYER command or select Layer Properties icon on the ribbon.

On Layer Properties Manager, Click on Transparency empty cell of a layer.

-Set the

transparency value, Click OK button to confirm. Then Click the Apply and OK button.





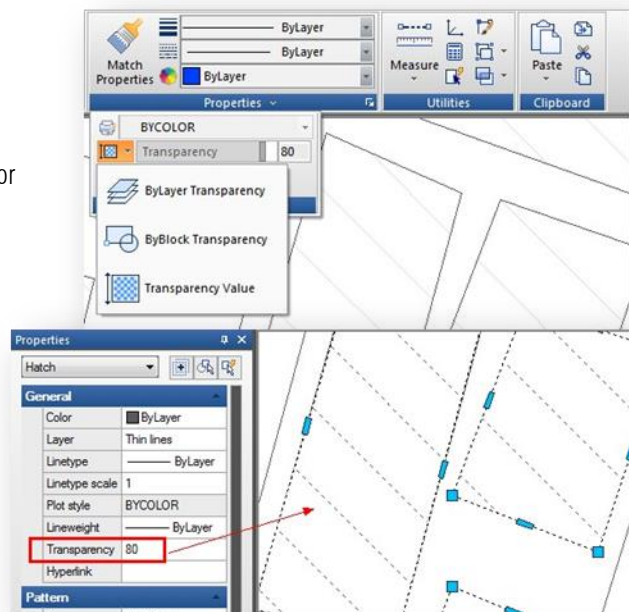
## Apply Transparency from Properties Slideout and Properties Palette

You can apply transparency to any object on the current drawing through the Properties Slideout.

- Click any object on your current drawing.
- On Ribbon>Home Tab>Properties Panel, Click the Properties Slideout.
- You can set transparency value for by layer, by block or just input a transparency value directly.

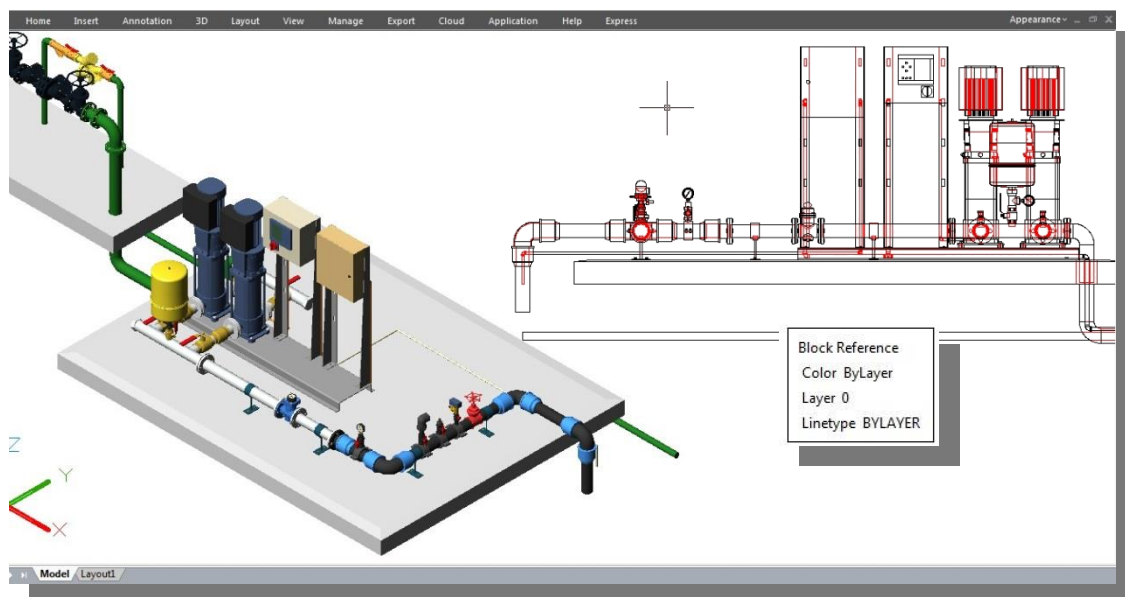
You can also apply transparency to any object on the current drawing through the Properties palette.

- Open the Properties Palette and Click any object on your current drawing.
- You can set transparency value for the selected object.



## Flatshot

With FLATSHOT command you can create a 2D representation of all 3D objects based on the current view. The edges of all 3D solids, surfaces, and meshes are projected line-of-sight onto a plane parallel to the viewing plane. The 2D representations of these edges are inserted as a block on the XY plane of the UCS. This block can be exploded for additional changes.



## Flatshot Dialog Box

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**Destination:** Controls where the flattened representation is created.

**Insert As New Block:** Specifies to insert the flattened representation as a block in the current drawing.

**Replace Existing Block:** Replaces an existing block in the drawing with the newly created block.

**Select Block:** Closes the dialog box temporarily while you select the block you are replacing in the drawing. When you finish selecting the block, press Enter to re-display the Flatshot dialog box.

**Block Selected / No Block Selected:** Indicates whether a block has been selected.

**Export to a File:** Saves the block to an external file.

**Foreground Lines:** Contains controls for setting the color and linetype of lines that are not obscured in the flattened view.

**Color:** Sets the color of lines that are not obscured in the flattened view.

**Linetype:** Sets the linetype of lines that are not obscured in the flattened view.

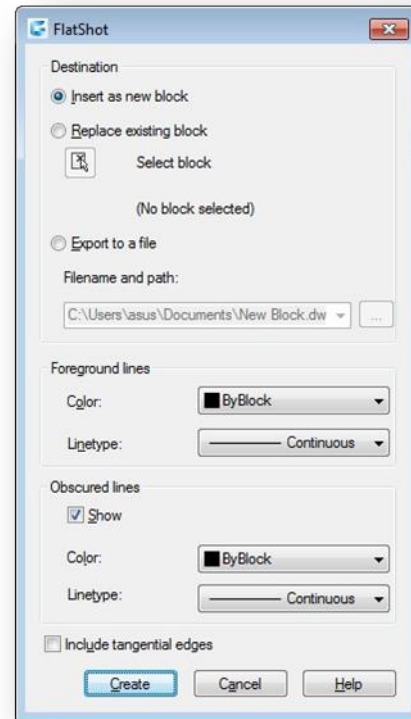
**Obscured Lines:** Controls whether lines that are obscured in drawing are displayed in the flattened view, and sets the these obscured lines.

**Show:** Controls whether obscured lines are shown in the representation. When selected, the 2D flattened representation displays lines hidden by other objects.

**Color:** Sets the color of lines that lie behind geometry in the

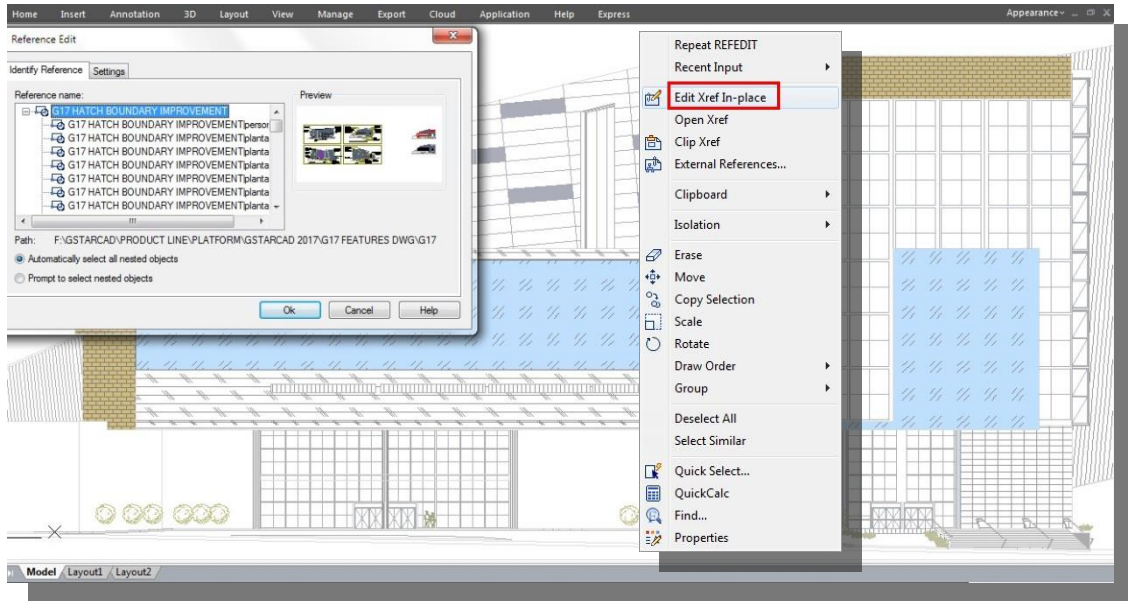
**Linetype:** Sets the linetype of lines that lie behind geometry in flattened view.

**Include Tangential Lines:** Creates silhouette edges for curved surfaces. the flattened view.

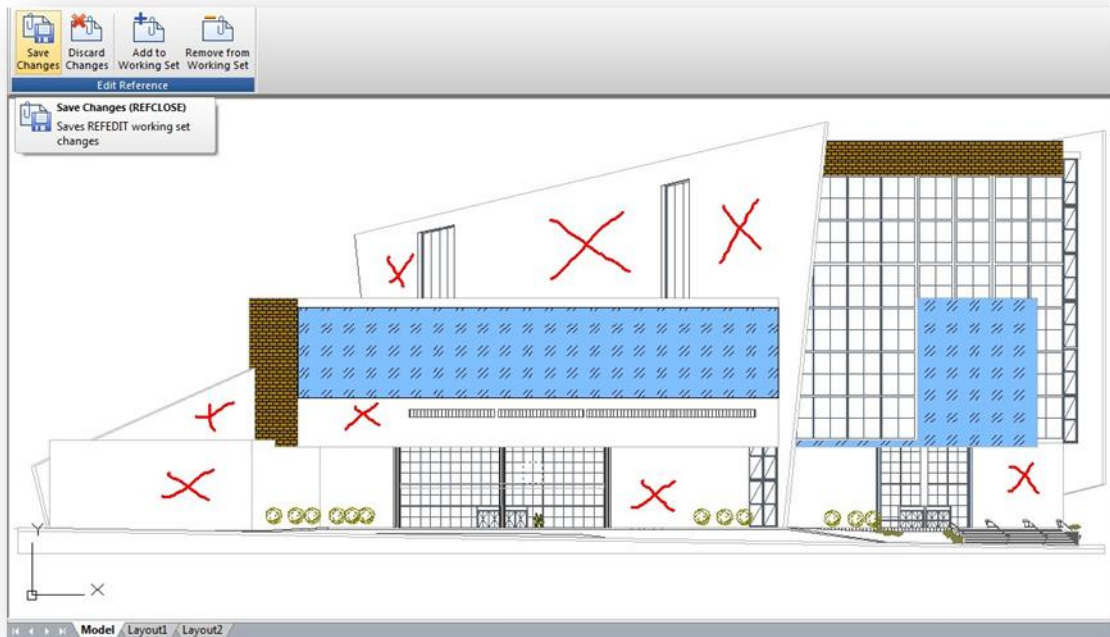


## Refedit Enhancement

Reference edition (REFEDIT) has been enhanced in GstarCAD 2017. Now you can edit an xref or a block definition directly within the current drawing.



The objects that you select from the selected xref or block are temporarily extracted and made available for editing in the current drawing. The set of extracted objects is called the working set, which can be modified and then saved back to update the xref or block definition.



## Reference Edit Dialog Box

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**Identify Reference Tab:** Provides visual aids for identifying what to edit and control how it is selected.

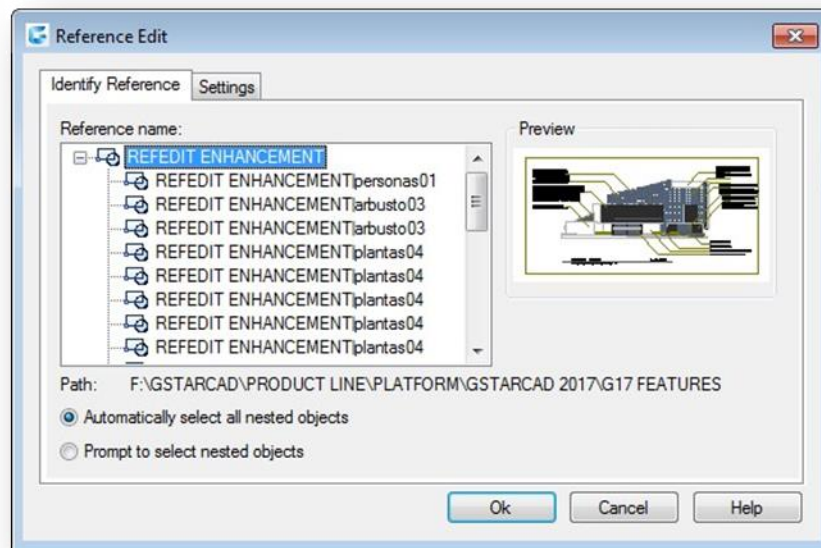
**Reference Name:** Displays the reference selected for in-place editing and any references nested within the selected reference. If multiple references are displayed, choose a specific xref or block to modify. Only one can be edited in place at a time.

**Preview:** Displays a preview image of the currently selected reference as it was saved in the last drawing. The reference preview image is not updated when changes are saved.

**Path:** Displays the file location of the selected reference. If it is a block, no path is displayed.

**Automatically Select All Nested Objects:** Controls whether nested objects are included automatically in the reference editing session.

**Prompt to Select Nested Objects:** Controls whether nested objects must be selected individually in the reference editing session.

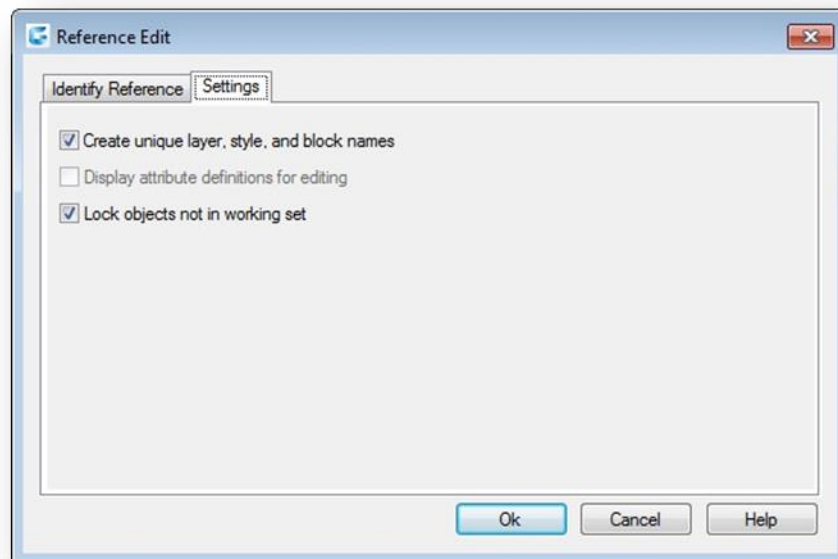


## Settings Tab

**Create Unique Layer, Style, and Block Names:** Controls whether layers and other named objects extracted from the reference are uniquely altered. If selected, named objects in xrefs are altered (names are prefixed with \$#\$), similar to the way they are altered when you bind xrefs. If cleared, the names of layers and other named objects remain the same as in the reference drawing. Named objects that are not altered to make them unique assume the properties of those in the current host drawing that share the same name.

**Display Attribute Definitions for Editing:** Controls whether all variable attribute definitions in block references are extracted and displayed during reference editing. If Display Attribute Definitions for Editing is selected, the attributes (except constant attributes) are made invisible, and the attribute definitions are available for editing along with the selected reference geometry. When changes are saved back to the block reference, the attributes of the original reference remain unchanged. The new or altered attribute definitions affect only subsequent insertions of the block; the attributes in existing block instances are not affected. Xrefs and block references without definitions are not affected by this option.

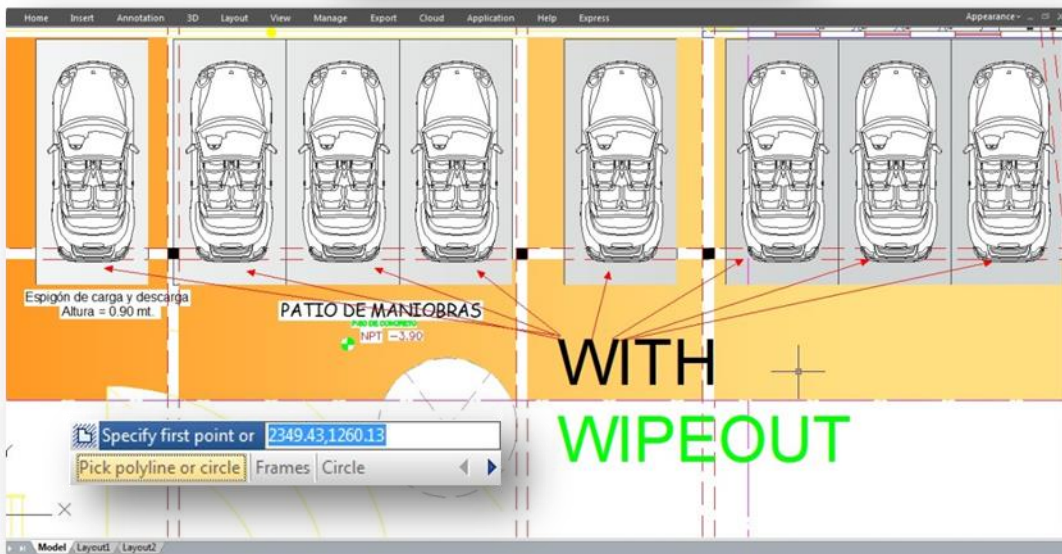
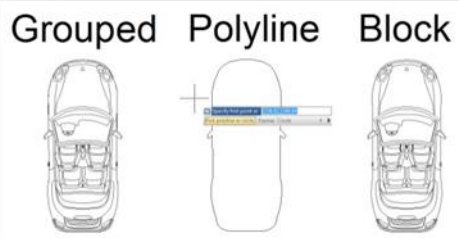
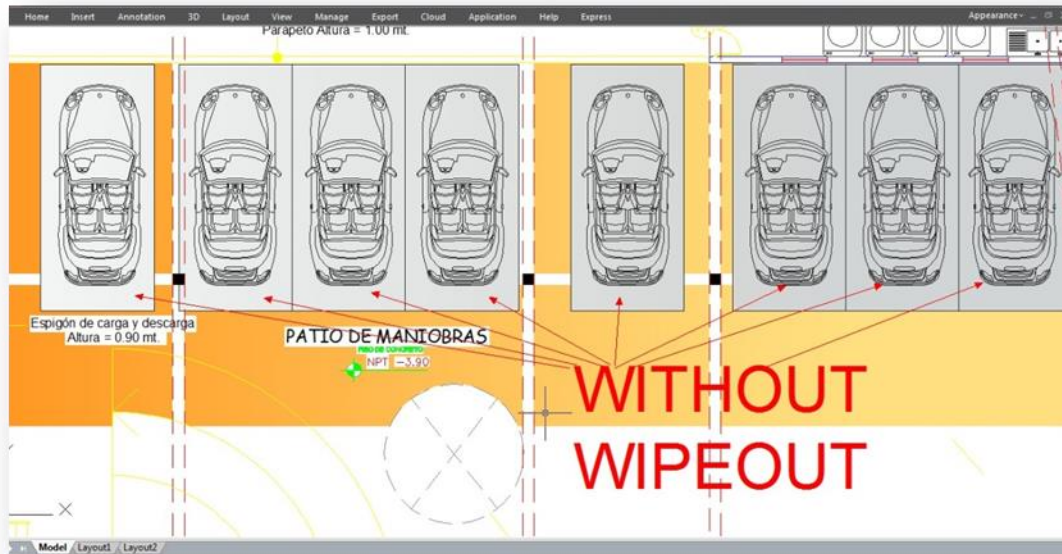
**Lock Objects Not in Working Set:** Locks all objects not in the working set. This prevents you from accidentally selecting and editing objects in the host drawing while in a reference editing state. The behavior of locked objects is similar to objects on a locked layer. If you try to edit locked objects, they are filtered from the selection set.





## Wipeout Enhancement

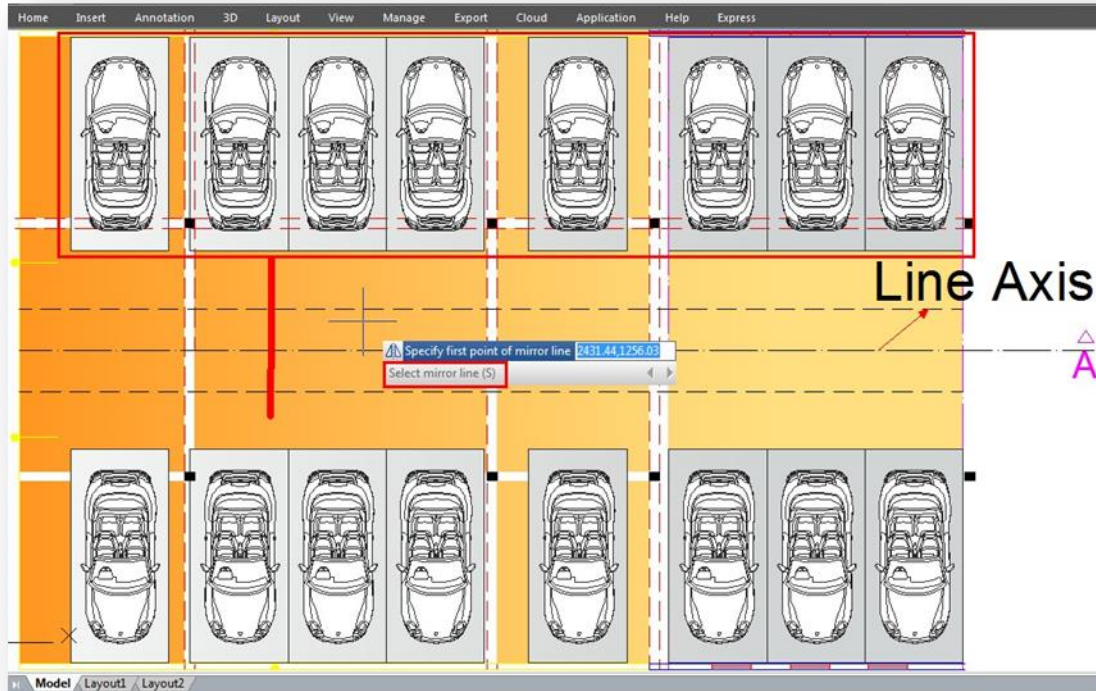
GstarCAD 2017 brings you the WIPEOUT command enhanced with more options. Now this command could use a circle object to be wipeout or even you can pick up a closed polyline object containing arcs. For example, you can explode and outline a block definition shape (car) then join it as polyline then wipeout this polyline and group it with the block definition and place it on your drawing as showing below.





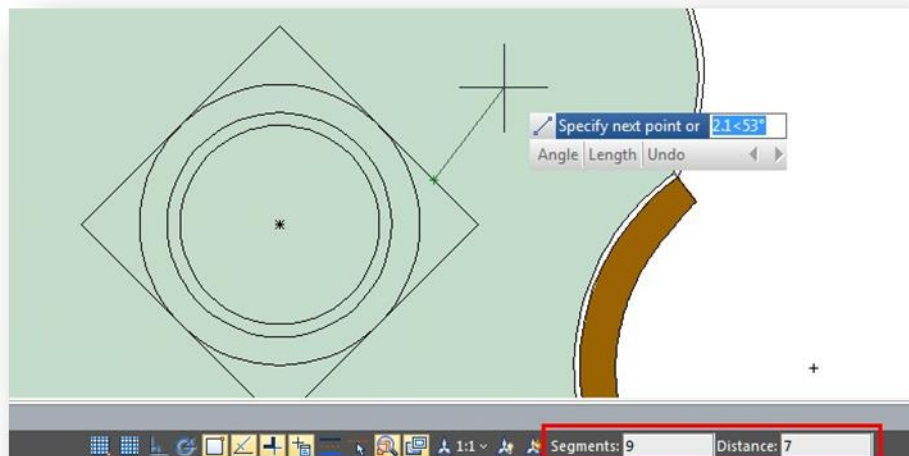
## Mirror Enhancement

In GstarCAD2017 we enhance the MIRROR command adding a new option. Besides picking start and end point to define mirror axis, you can also directly select objects as mirror axis like a line, polyline, a line of block, or an external reference drawing.



## Object Snap Enhancement

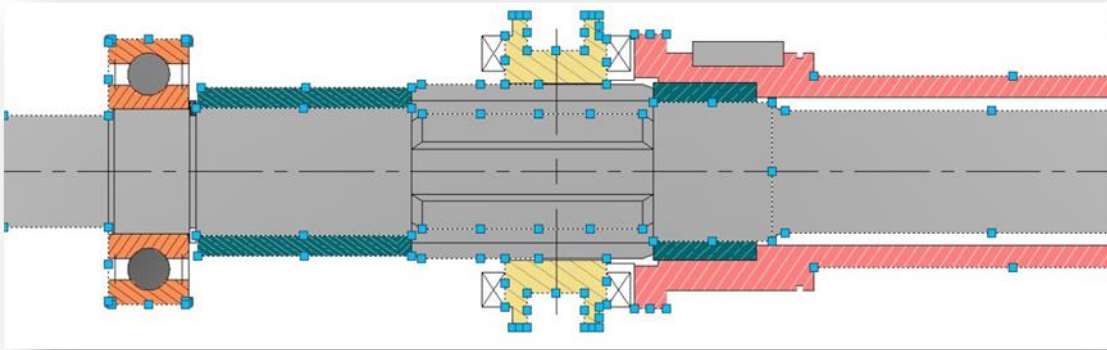
GstarCAD 2017 brings you a new visual enhancement for two object snap options. On Drafting Settings window, under Object Snap tab, when you select both Distance from Endpoint and Divide Segments options, and you draw an object on the current drawing, you will see at status bar the respective snap options you selected before. So you can easily entry new values for both options.



## More Innovative Tools

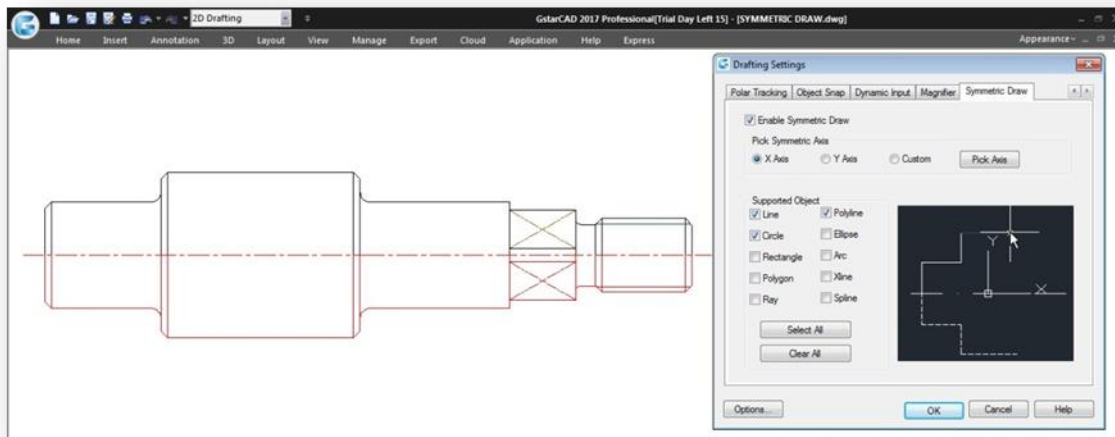
### [Symmetric Draw](#)

No matter it is AEC or MFG industry, there are many symmetric drawing shapes. The usual way to make a symmetric shape is to draw the first half of the shape and then get another symmetric half by copy or mirror.



Now with GstarCAD 2017, it is possible to directly draw symmetrical shapes with Symmetric Draw tool. When drawing the first half you get another half automatically.

The default symmetry axis is X-axis, but user can specify Y-axis or any line in the drawing as symmetry axis reference.



Users can easily switch on/off this tool by clicking the Symmetric Draw button on the status bar. By the way, Symmetric Draw tool supports all the drawing commands of GstarCAD.



## Exploring Symmetric Draw Properties

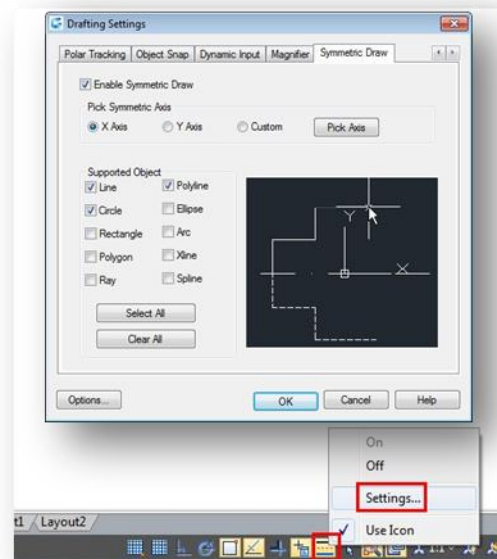
Right-Click the Symmetric Draw button at status bar and select Settings option. The Drafting Settings dialog box will pop up. Now let's explore the properties under Symmetric Drawing tab.

**Enable Symmetric Draw:** Enables the symmetric draw tool if it is checked.

**Pick Symmetric Axis:** You can pick X, Y, or a custom axis to start working with.

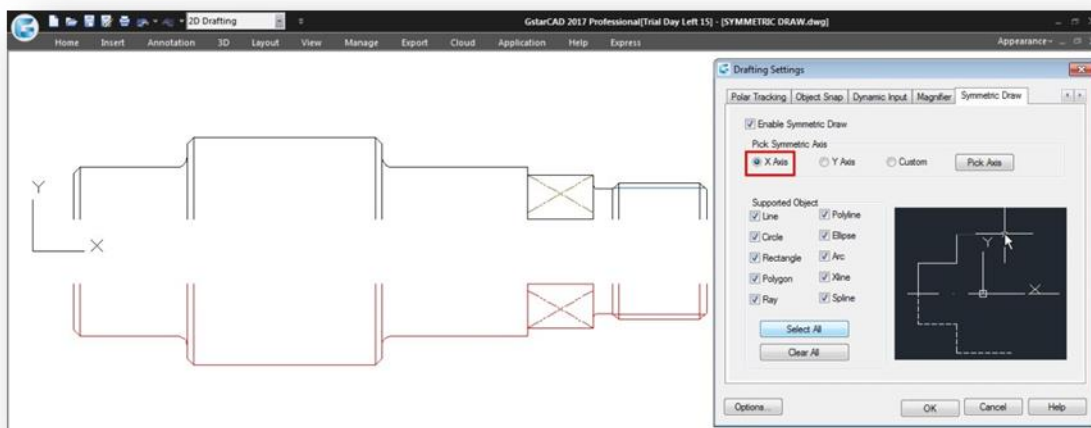
**Supported Objects:** Symmetric draw tool supports line, circle, rectangle, polygon, ray, polyline, ellipse, arc, xline and spline objects to be drawn as symmetrical shape.

**Select All/ Erase All:** You can select or unselect all supported objects at once.

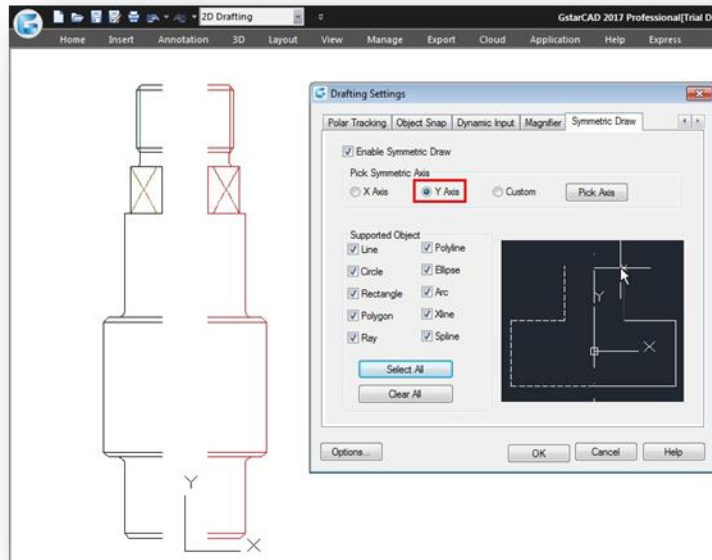


## Symmetric Axis Effect

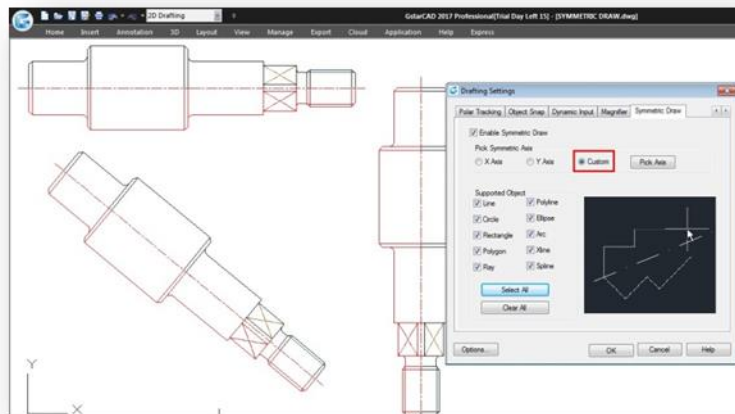
**X Axis option:** The objects drawn will take the X coordinate system as invisible axis line. The effect of X Axis is mirroring the drawn objects up or down according to X coordinate system origin location.



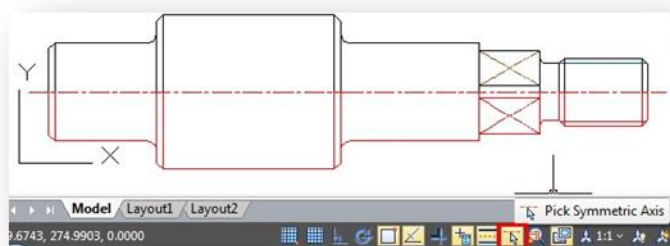
**Y Axis option:** The objects drawn will take the Y coordinate system as invisible axis line. The effect of Y Axis is mirroring the drawn objects right or left side according to Y coordinate system origin location.



**Custom/Pick Axis option:** The objects drawn will take the vector orientation of a selected object as visible axis line. The effect of Custom/Pick Axis is mirroring the drawn objects according to a selected object vector orientation whether inclined, vertical or horizontal.



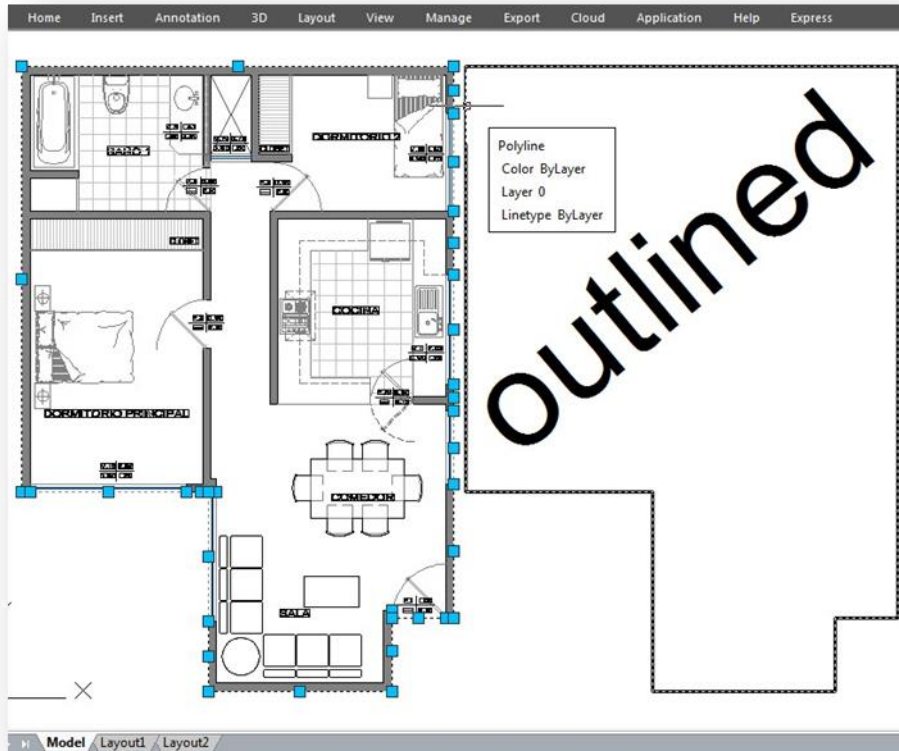
**Pick Symmetric Axis:** At status bar, besides Symmetric Draw button is located another button called Pick Symmetric Axis. The functionality of this button is as same as Custom and Pick Axis options.



## Outline Objects

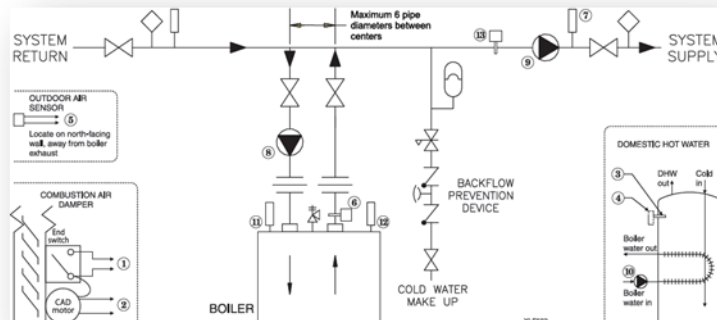
OUTLINE command is another innovative tool of GstarCAD 2017. This tool allows extract the outline shape of selected closed objects in a window selection method. This outlined shape is in fact a polyline object created on the current layer that you are working with.

For example, use this tool extract the outline shape of a floor plant house to later calculate its total area or to reference draw the roof of it.



## Break Object

In some industrial application design, sometimes we need to break pipes or cable lines in our schematic drawing to indicate their spatial relationship. Sometimes we also need to break lines at crossing point to make it convenient for the later edit. Break Object tool came from this kind of needs.



## Exploring Break Object Dialog Box

This tool provides four breaking modes with gap distance to visualize the differences between breaking options.

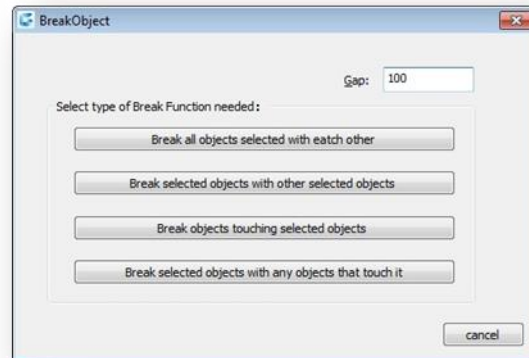
**Gap:** Indicates the gap value between broken objects.

**Break all objects selected with each other:** This option breaks all intersected objects each other. You can select objects by window selection or picking each object.

**Break selected objects with other selected objects:** This option breaks all intersected objects by two selection sets (A and B). The objects selected under the first set (A) will be broken meanwhile the objects selected under the second set (B) will be not broken.

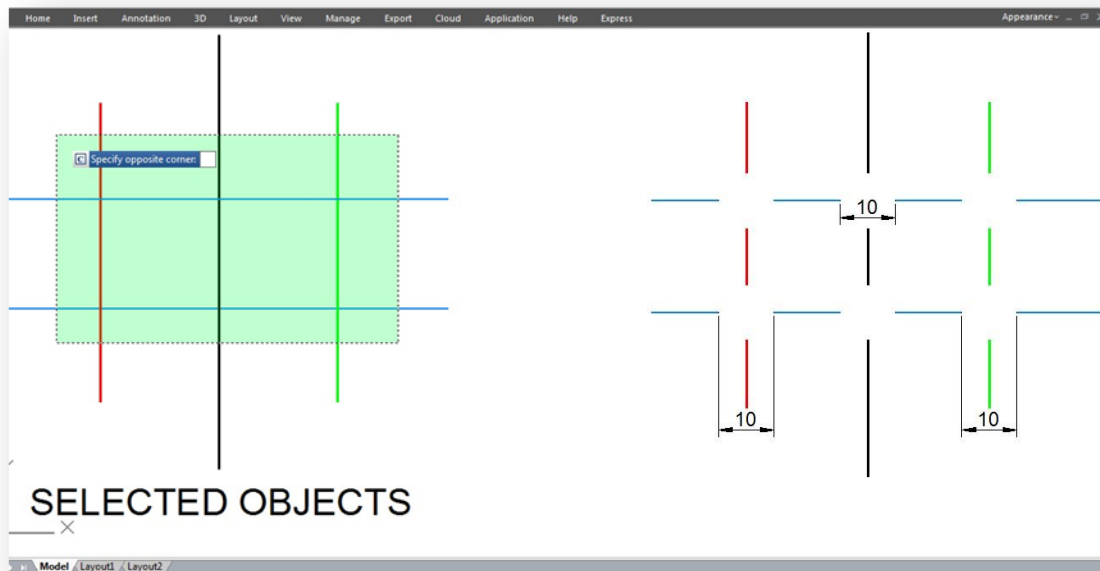
**Break objects touching selected objects:** This option breaks all intersected objects that touch at first instance selected object.

**Break selected objects with any objects that touch it:** This option breaks the first instance selected object with all intersected objects to it.



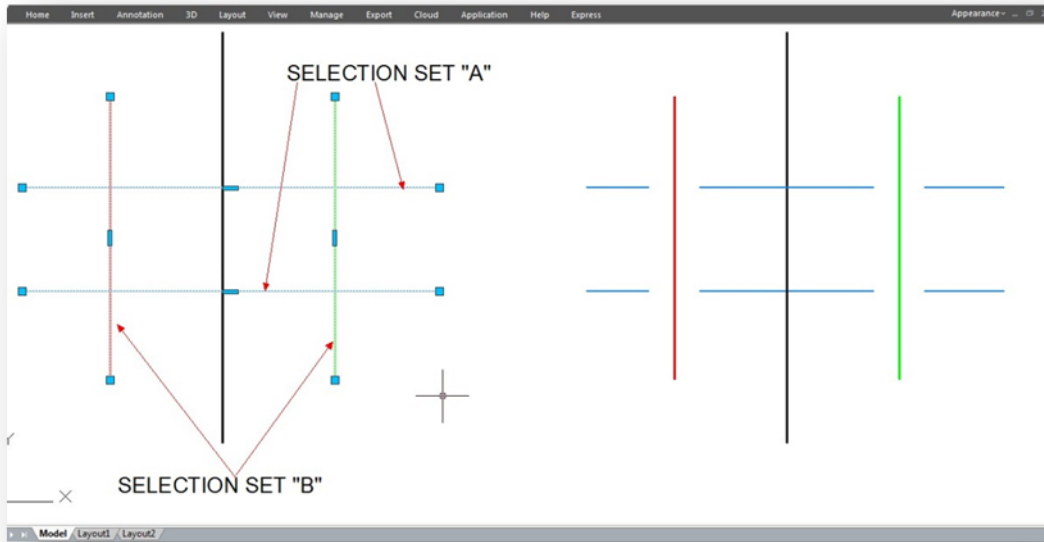
## Break Object Options Illustration

**Break all objects selected with each other:** With gap value of 10 for each break point.

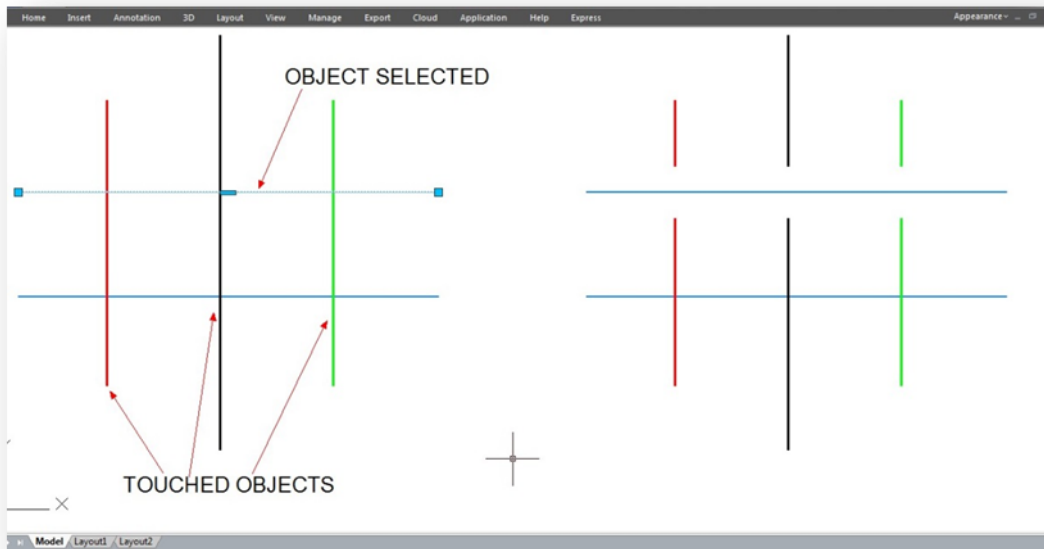




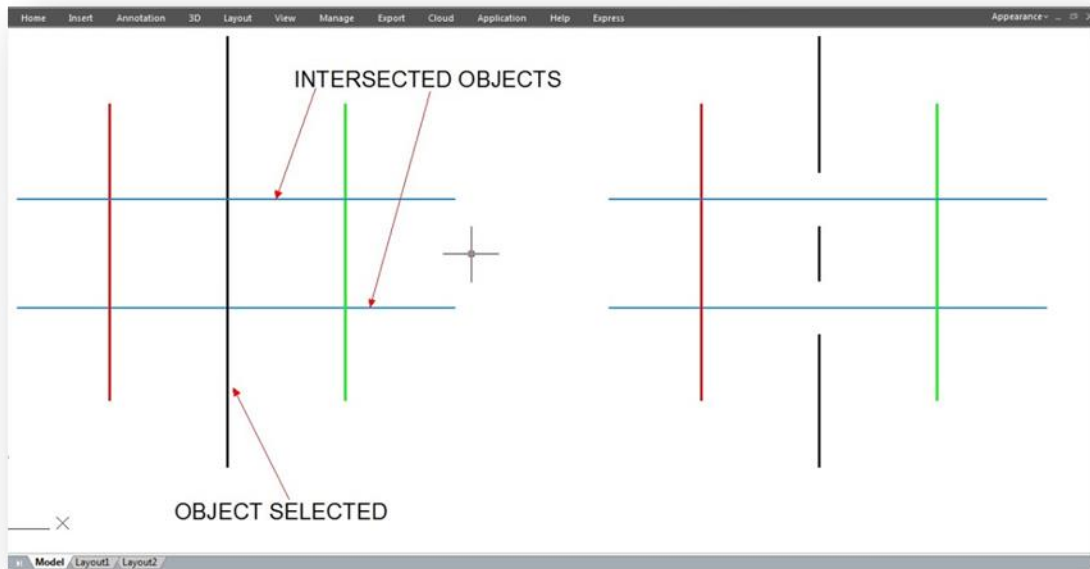
Break selected objects with other selected objects: With gap value of 10 for each break point.



Break objects touching selected objects: With gap value of 10 for each break point.



Break selected objects with any objects that touch it: With gap value of 10 for each break point.



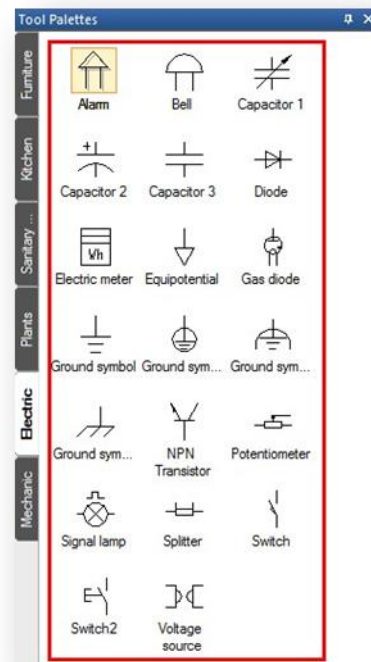
## Block Break

Working with block references that represent symbols are essential in some industrial application drawings like electrical schematics, piping, etc.

But a headache comes when try to place these blocks accurately overlapping or even breaking other objects on your drawing.

Now get rid of this headache with BLOCKBREAK command. This innovative tool is able to wipeout or breaks an object that is overlapped by a reference block.

For example, in some cases we may need to insert block symbols into a cable line in electrical schematic. And normally the cable line is required to be broken by the symbols at where the symbols are inserted. Similar request are also exists in other application designs.



## Exploring Block Break Dialog Box

**Name:** List all available blocks created in the drawing.

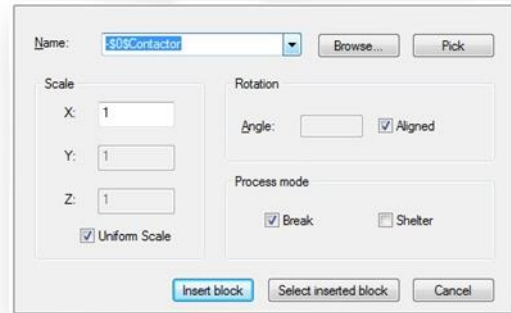
**Browse:** Browse to open specific drawing file.

**Pick:** You can pick an existing block reference in the current drawing.

**Scale** Scales the block reference size according to X, Y and Z coordinates. Uniform Scale option keeps the original size of block reference.

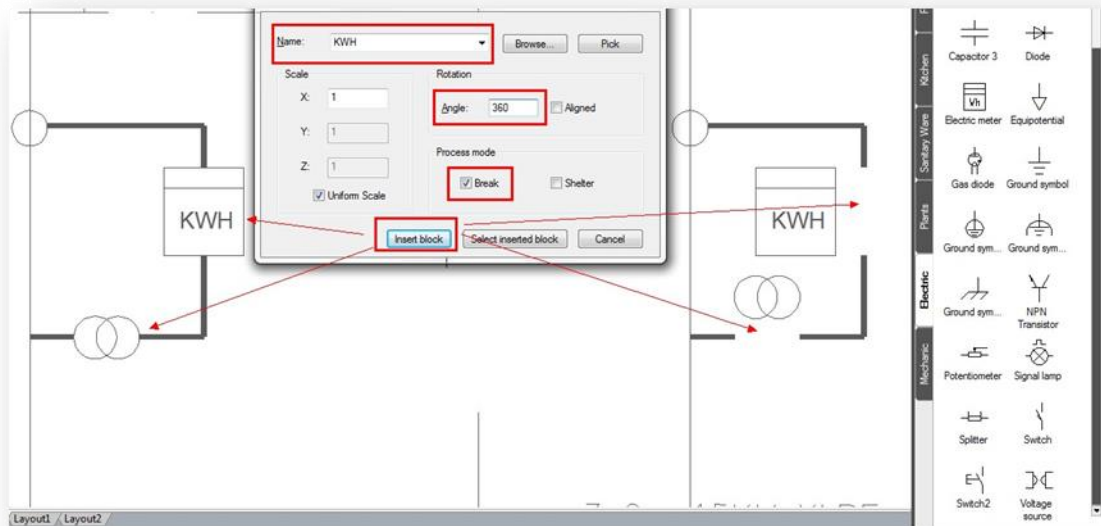
**Rotation:** You can rotate a block reference by inputting an angle value or keep aligned.

**Process Mode:** You can use a block reference to break or wipeout objects when overlapping.

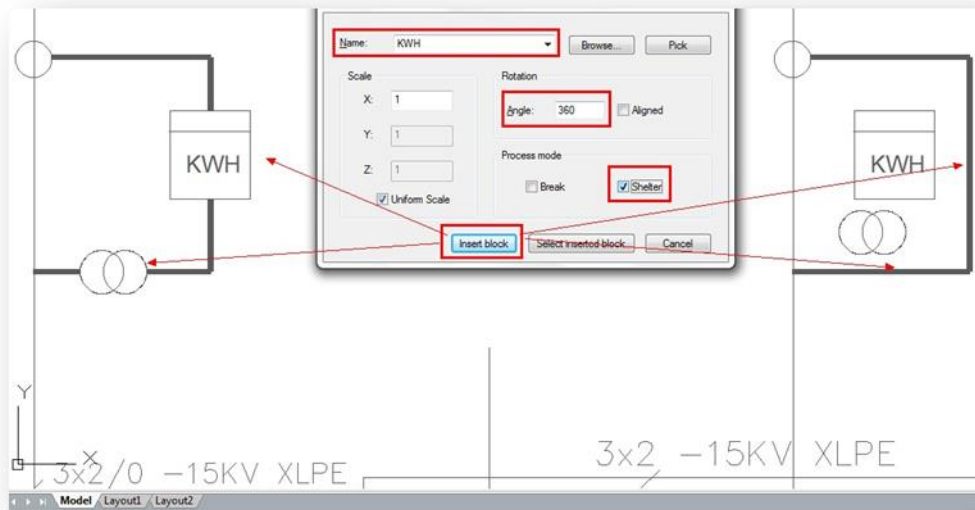


## Block Break Process Mode Illustration

**Break:** Breaks background object(s) when a block reference is overlapped.

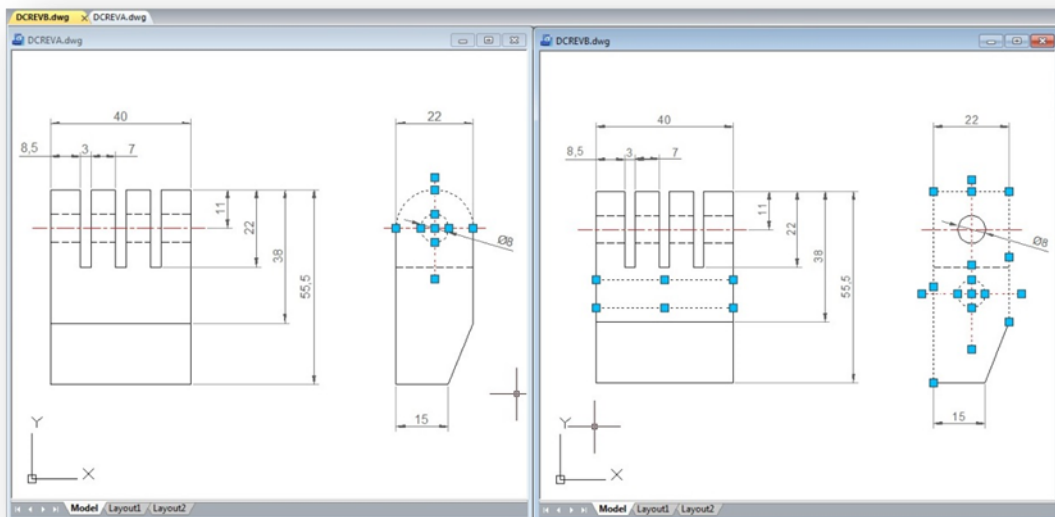


**Wipeout:** Wipeout background object(s) when a block reference is overlapped.



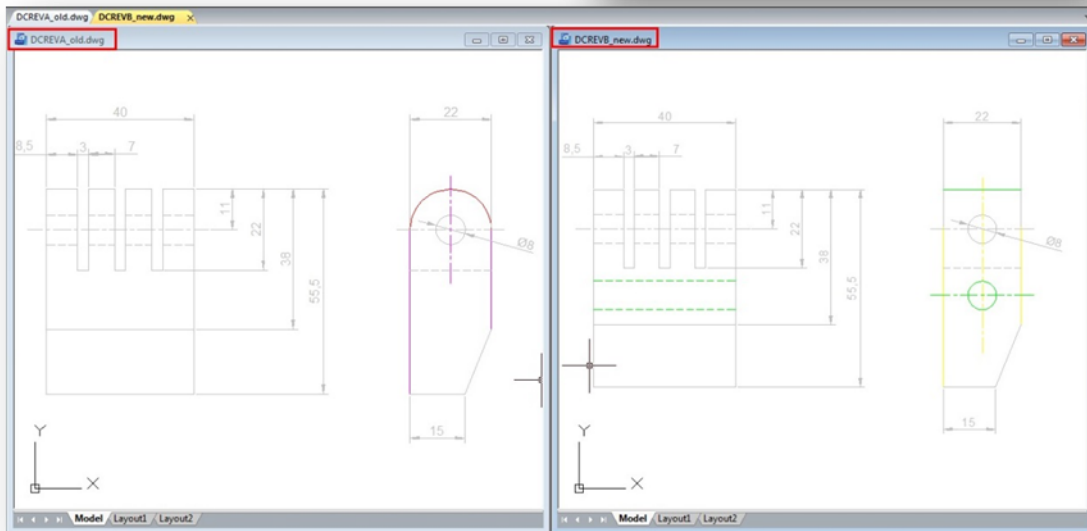
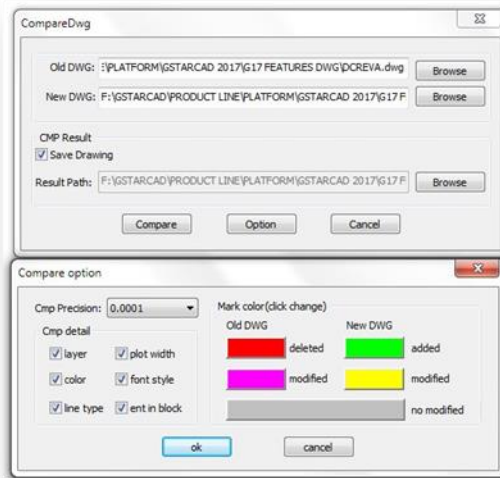
## Graphic Compare

As we know the drawing compare function in GstarCAD can be used to compare similar drawings containing nearly number of drawn objects to each other, especially to compare different versions of revision drawings.

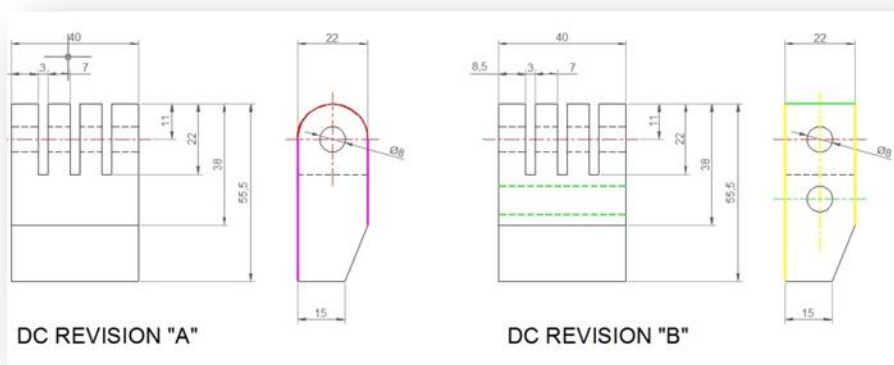


Drawing compare can make comparisons between two similar drawings (old DWG and New DWG) and generate them as separate files. After pressing COMPARE button within CompareDwg dialog box, the program will generate and open \_old and \_new.dwg files, where you can see the differences between drawings.

Drawing Compare can find out differences (drawn objects) and show the result with different colors, e.g. if a line is modified, removed or newly drawn, it will be displayed in different colors.



But there is something else that drawing compare could not accomplish so accurately. Drawing compare can't insert and show the compared objects on the current drawing working space that you are working at real time. Besides, drawing compare can't show the details of how the objects were located before they were modified.



So the details are very important when comparing objects. Now the new and innovative Graphic Compare tool can do more! It does not only compare two drawings with similar objects geometry and find out the differences but also display the details of any change at the current workspace of your drawing in real time, e.g. if a line is modified, only the changed part of the line is displayed in different color. The unchanged part remains unchanged.

## Exploring Object Compare Dialog Box

You can invoke the Graphic Compare dialog box by typing OCMP command at command line or by dynamic input.

**Specify Drawing:** Offers two options of drawing comparison between select objects on your current drawing or specify files.

**Select Objects:** Offers two options of objects selection including their base points to be compared.

**Select base objects and base point:** This option allows select all objects, including a basis point as a first selection set to be compared.

**Select compare objects and base point:** This option allows select all objects, including a basis point as a second selection set to be compared with the first selection set.

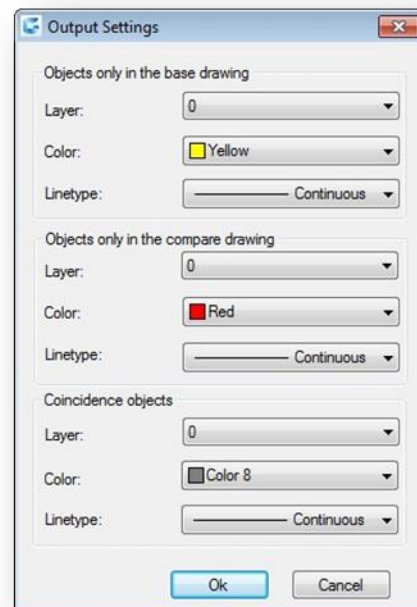
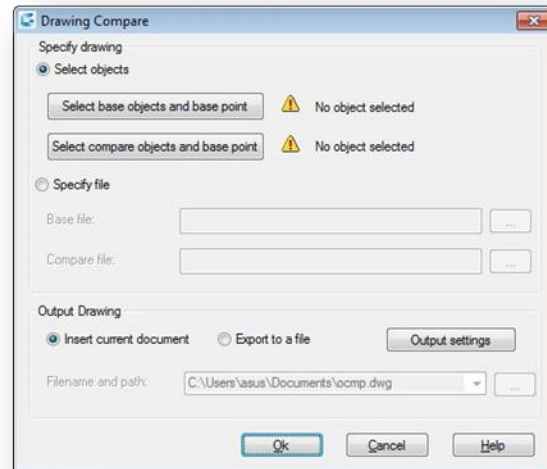
**Specify File:** Checking this option allows browse two drawing file to be compared known as base and compare file.

**Output Drawing:** Offers two options of drawing compared output.

**Insert current document:** This option allows insert the compared set of selected objects on the current workspace.

**Export to a file:** This option allows output the compared set of selected objects to a drawing file.

**Output settings:** You can setup properties like layer, color and linetype for all selected objects to be compared to enhance visual differences between them.

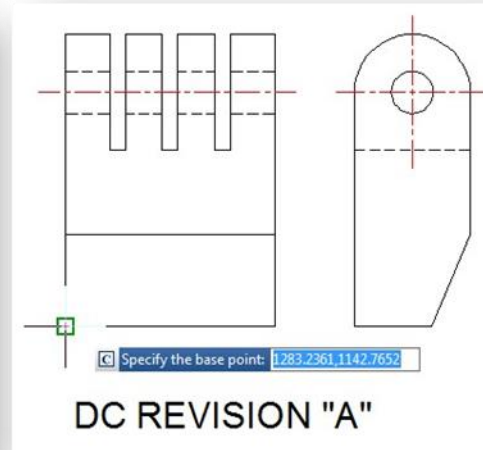
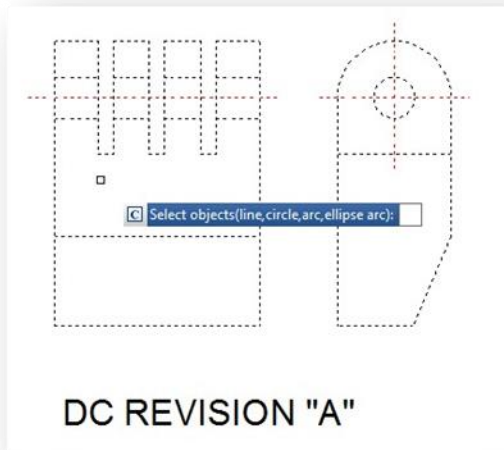
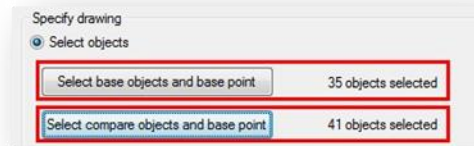




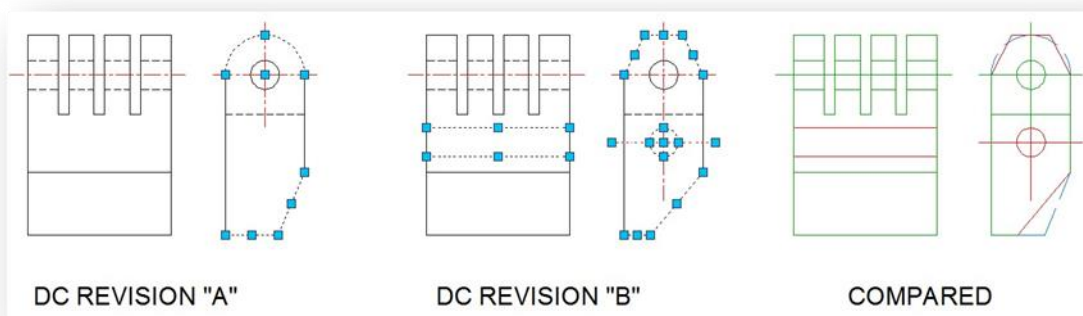
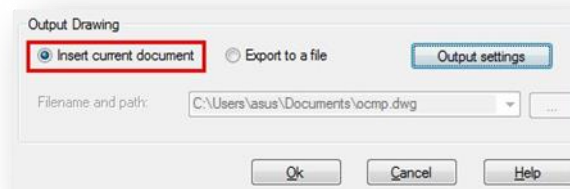
## Inserting Compared Objects Set into Current Drawing

To insert compared objects set into current drawing, first select the button **Select base objects and base point**.

Then select all objects as first selection set called base objects and specify a base point for the base objects. Then select the button **Select compare objects and base point** and repeat all previous process mentioned above.



Under Output Drawing, check the option **Insert current document**. If you want setup visual properties for the compared objects, click Output settings button. After that you can place the compared objects set in a convenient point according your need.



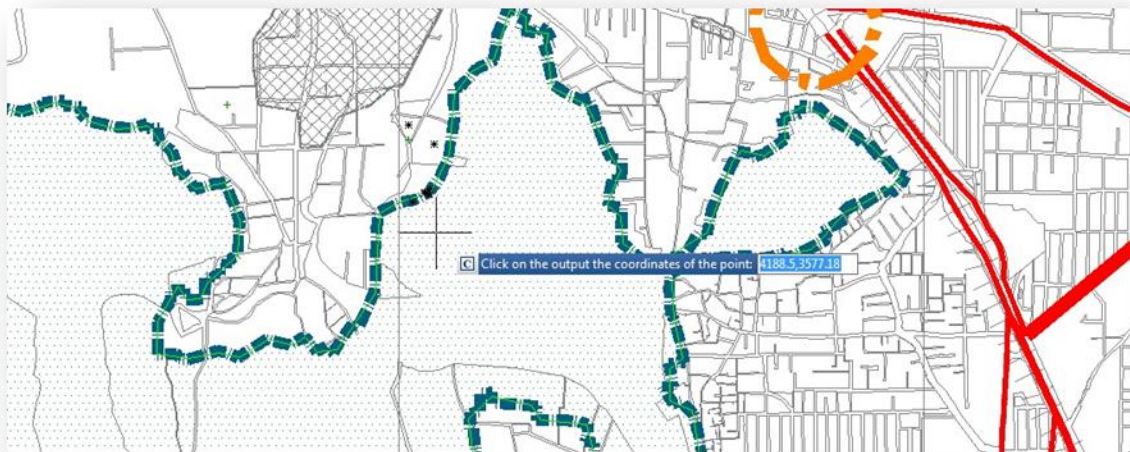
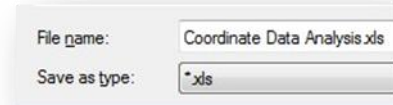
## [Coordinate Export](#)

GstarCAD 2017 makes easier extracting coordinate data with COEXPORT innovative tool. Now you can pick as many points as you need from your drawing and export all the coordinate data to .txt or .xls file. This tool could be applied conveniently on planning, surveying, mapping, and construction drawings.

## Extracting Coordinate Data from Drawing

Execute COEXPORT command and select what format (.txt/.xls) you want to save the file.

Then pick all the coordinate points on your current drawing. Each time you pick a point, its data will be automatically storage in the file you selected. To finish the process, press Enter.



You can open the saved file and check out all coordinate data (X,Y,Z) extracted.

	A1	f X	X
	A	B	C
1	X	Y	Z
2	4166.793	3581.064	0
3	4176.993	3596.544	0
4	4196.193	3632.784	0
5	4221.512	3620.664	0
6	4216.473	3611.184	0
7	4241.552	3562.824	0
8	4244.793	3552.624	0
9	4100.673	3519.264	0
10	4067.073	3553.104	0
11	4033.953	3540.264	0
12	4018.713	3551.304	0
13	4111.473	3699.864	0
14	4129.713	3689.784	0