

KOBI TOOLKIT FOR AUTOCAD



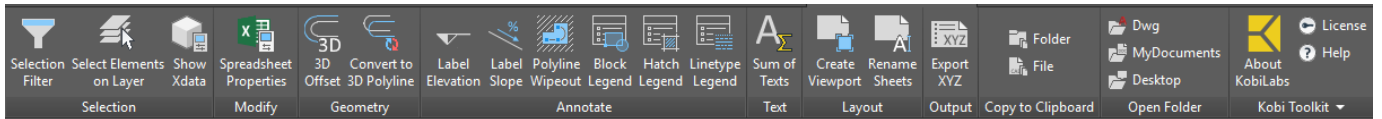
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Kobi Toolkit for AutoCAD Help

Introduction

Kobi Toolkit for AutoCAD is a set of tools that will help you at your work with AutoCAD. After the setup all the tools will be available from Kobi Toolkit tab on the AutoCAD ribbon.



All commands are also accessible through Kobi Toolkit for AutoCAD menus and toolbars.

Supported Platforms

Kobi Toolkit for AutoCAD can be used on following platforms:

- AutoCAD 2015
- AutoCAD 2016
- AutoCAD 2017
- AutoCAD 2018
- AutoCAD 2019

Selection

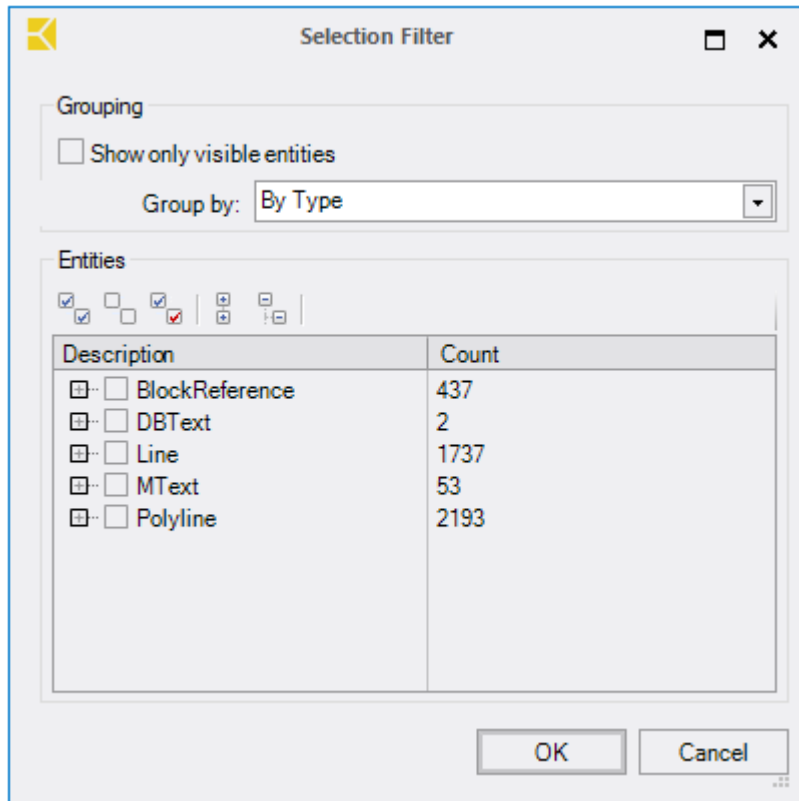
Selection Filter





Command Description


The “Selection Filter” command creates a selection set by using filters. You can access the selection set at a Select Objects prompt with the Previous option.

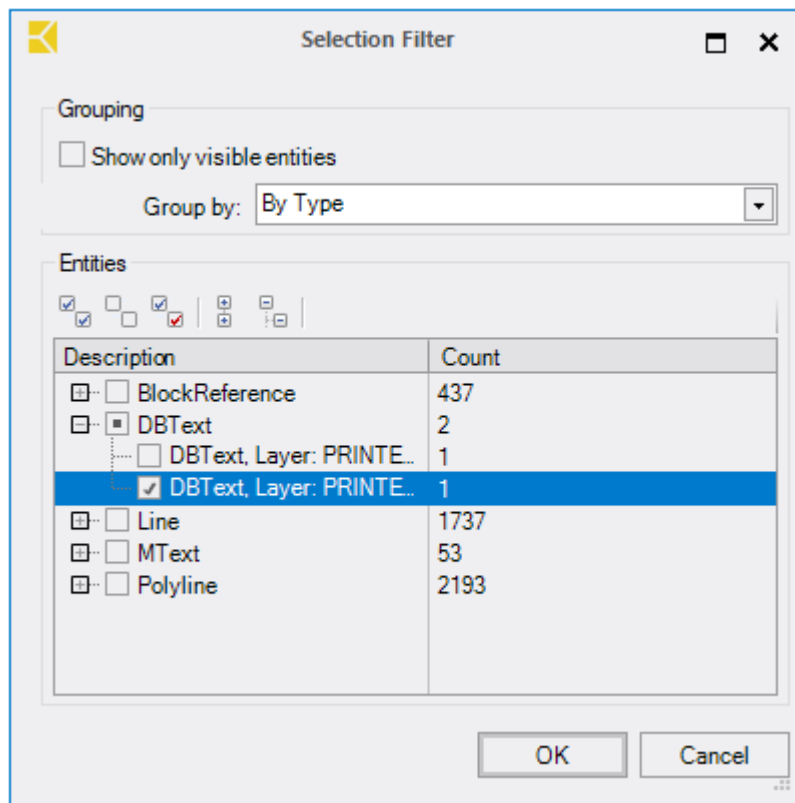
To create selection set

1. Click Kobi Toolkit for AutoCAD tab > Selection > Selection Filter .



2. In “Grouping” section:
 - a. Check “Show only visible entities” to show only visible entities.
 - b. There are three options how to group entities: “By Type”, “By Layer” or “By Type & Layer”.
3. In “Entities” section:
 - a. There are five buttons to help you select groups of entities:
 - i. Click  to check all.
 - ii. Click  to uncheck all.
 - iii. Click  to invert selection.
 - iv. Click  to collapse all.

- v. Click  to expand all.
- b. Or select groups of entities by using check boxes in the tree view.




- 4. Click "OK".

Select Elements on Layer

Command Description

The "Select Elements on Layer" command is used to select elements on layers based on the selected objects in the drawing.

To select elements on layer


1. Click Kobi Toolkit for AutoCAD tab > Selection > Select Elements on Layer .
2. Select one or more objects in the drawing and press "Enter" button.
3. All the elements of the selected object layer are selected.

Show Xdata

Command Description

The "Show Xdata" command is used to display information about the selected entities in the drawing. Information about selected entities is displayed in the command line.

To show Xdata

1. Click Kobi Toolkit for AutoCAD tab > Selection > Show Xdata .
2. Select one or more entities in the drawing and press "Enter" button.
3. Xdata is shown in command line.


Modify

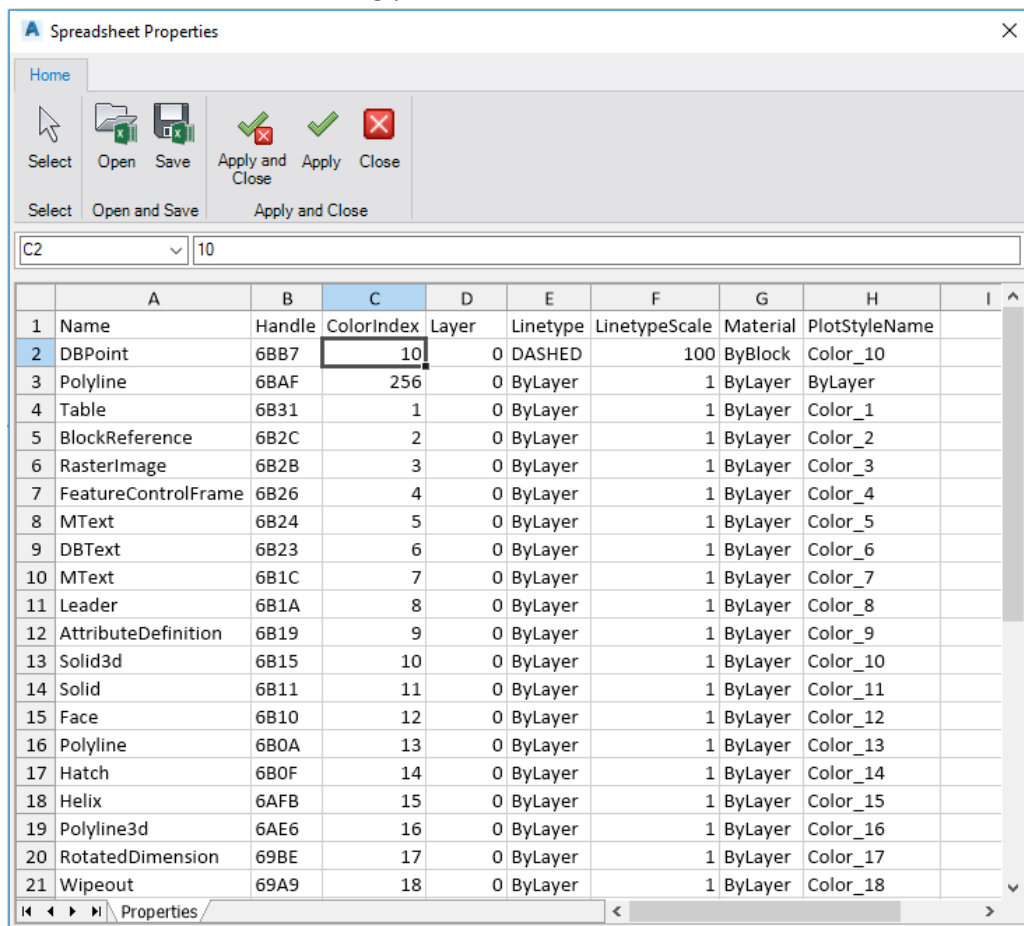
Spreadsheet Properties

Command Description







The "Spreadsheet Properties" tool enables editing properties of all AutoCAD entities in spreadsheet form. The spreadsheet is completely compatible with MS Excel which enables saving and opening MS Excel files.

To edit entities properties in spreadsheet

1. Click Kobi Toolkit for AutoCAD tab > Modify > Spreadsheet Properties .
2. Select one or more entities in the drawing you would like to edit.



3. In the Spreadsheet Properties ribbon there are six buttons:

- a. Click  to select entities in the drawing.
 - b. Click  to open XLSX file.
 - c. Click  to save XLSX file.
 - d. Click  to apply all the changes and close dialog box.
 - e. Click  to apply all the changes and keep dialog box open.
 - f. Click  to discard changes and close dialog box.
4. To edit entity properties in the dialog box, almost all the methods used in MS Excel can be used.
 5. After you have made changes to entity properties click “Apply” or “Apply and Close” to commit changes to entity.


Geometry

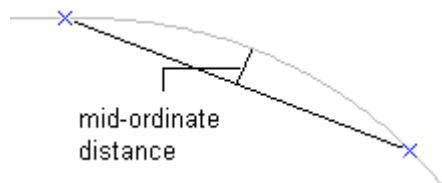
3D Offset

Command Description

The “3D Offset” command creates a 3D Polyline that represents a 3D offset of selected object. 3D offset is defined with horizontal distance, vertical distance and offset side. When selected entity is an arc, circle or polyline with arcs, then specified mid-ordinate distance is used to tessellate the arcs. The following entities are supported: Line, Polyline, 2D Polyline, Arc, Circle.

To draw 3D offset

1. Click Kobi Toolkit for AutoCAD tab > Geometry > 3D Offset .
2. Specify horizontal offset distance
3. Specify vertical offset distance
4. Select object or enter an option. There are three options available:
 - a. Mid-ordinate – specify mid-ordinate distance which is used to tessellate arcs, circles or polyline with arcs




- b. Erase – specify if selected object is erased after conversion
- c. Exit – exit the command

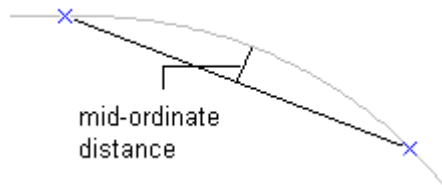
Convert to 3D Polyline

Command Description

The “Convert to 3D Polyline” converts selected entities to 3D polyline. When selected entity is an arc, circle or polyline with arcs, then specified mid-ordinate distance is used to tessellate the arcs. The following entities are supported: Line, Polyline, 2D Polyline, Arc, Circle.

To convert selected objects to 3D Polyline

1. Click Kobi Toolkit for AutoCAD tab > Modify > Convert to 3D Polyline 
2. You have two options to specify object conversion:
 - a. Mid-ordinate – used to tessellate arcs, circles or polyline with arcs



- b. Erase – specify if selected entities are erased after conversion


Annotate

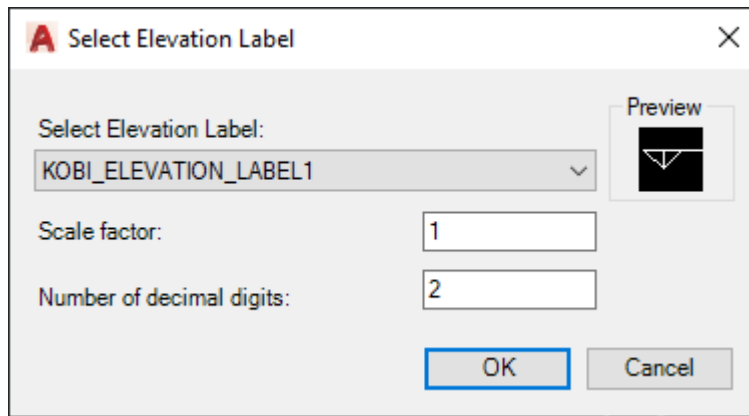
Label Elevation

Command Description

The “Label Elevation” command allows you to add elevation label to a selected point in drawing according to specified base elevation.

To label elevation of selected point

1. Click Kobi Toolkit for AutoCAD tab > Annotation > Label Elevation 
2. Pick base point in the drawing and define base elevation.
3. Pick point to add elevation label.
4. In the command line are three another options:
 - a. “Base” to change base elevation
 - b. “Settings” to set next parameters:



- i. Select Elevation Label from drop-down menu
 - ii. Scale factor: enter label elevation scale factor
 - iii. Number of decimal digits: enter the number of decimal digits
- c. "Exit" to end the command.


Please note that elevation labels are dynamically updated whenever labels are moved or copied.

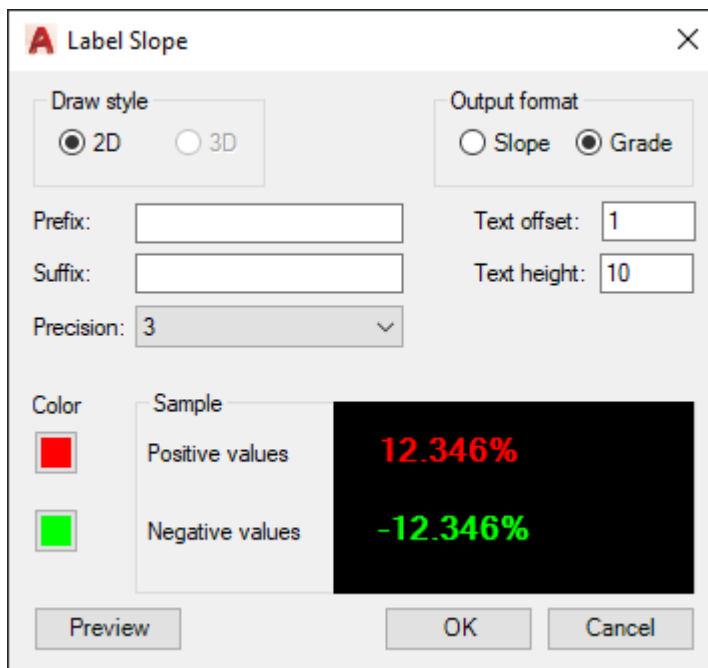
Label Slope

Command Description

The "Label Slope" command allows you to label slope of Lines, 2D Polylines, Polylines, 3D Polylines...

To label slope of elements

1. Click Kobi Toolkit for AutoCAD tab > Annotation > Label Slope 
2. Select one or more Polylines in the drawing and press "Enter" button.



3. Draw style
 - a. 2D: slope will be labeled and calculated in 2D
 - b. 3D: slope will be labeled and calculated in 3D. The elevation of the 3D Polyline points will be also taken into consideration.
4. Output format:
 - a. Slope: specifies the slope value [%]
 - b. Grade: specifies the grade value [1:n]
5. Add Prefix/Suffix to text in the label
6. Specify text offset to element
7. Specify text height
8. Precision: specify the number of decimal digits
9. Preview: shows how label will look like


Note that the slope is marked in red if it is negative.

Polyline Wipeout

Command Description

The “Polyline Wipeout” command is used to create Wipeout around selected polyline.

To create polyline Wipeout

1. Click Kobi Toolkit for AutoCAD tab > Annotation > Polyline Wipeout 
2. In the command line are two options:
 - a. Enter offset value: specify an offset of polyline where the wipeout will be plotted.
 - b. Change Frame settings: determines whether the edges of all wipeout objects are displayed or hidden. Available Frames modes:
 - i. ON - frames are displayed and plotted.
 - ii. OFF - frames are not displayed or plotted.
 - iii. Display but not plot - frames are displayed but are not plotted.
3. Select polyline
4. Select wipeout region by selecting start and end points along the polyline or press “Enter” button to create wipeout along the entire length of the polyline.

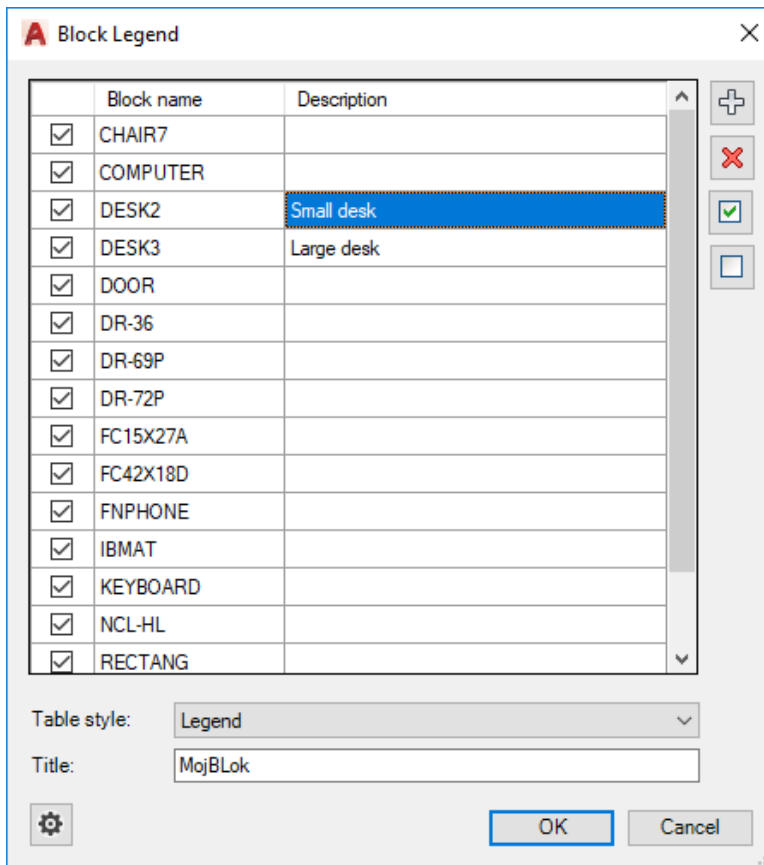
Block Legend






Command Description




The “Block Legend” command is used to create a legend of blocks from the drawing.

To create block legend

1. Click Kobi Toolkit for AutoCAD tab > Annotation > Block Legend 



2. Select blocks manually using checkbox.
 - a. Click  to select blocks from drawing
 - b. Click  to deselect blocks from drawing
 - c. Click  to select all blocks
 - d. Click  to deselect all blocks
 - e. Click  to open settings.
3. In a drop-down menu select predefined table style
4. Specify the title of the block legend
5. Select the location for the upper-left corner of the table in the drawing.


Legend	
	CHAIR7
	COMPUTER
	DESK2

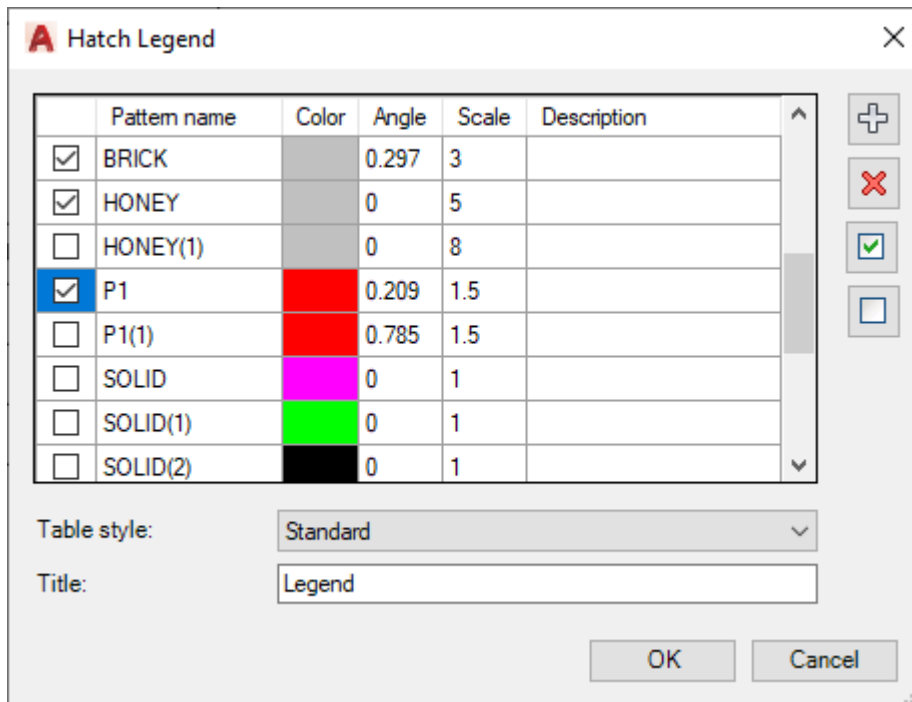
Hatch Legend



Command Description




The “Hatch Legend” command is used to create a legend of hatches from the drawing.




To create hatch legend

1. Click Kobi Toolkit for AutoCAD tab > Annotation > Hatch Legend .



2. Select hatches manually using checkbox.
 - a. Click  to select hatches from drawing
 - b. Click  to deselect hatches from drawing

- c. Click  to select all hatches
 - d. Click  to deselect all hatches
 - e. Click  to open settings.
3. In a drop-down menu select predefined table style
 4. Specify the title of the hatch legend
 5. Select the location for the upper-left corner of the table in the drawing.


Legend	
	BRICK
	HONEY
	P1

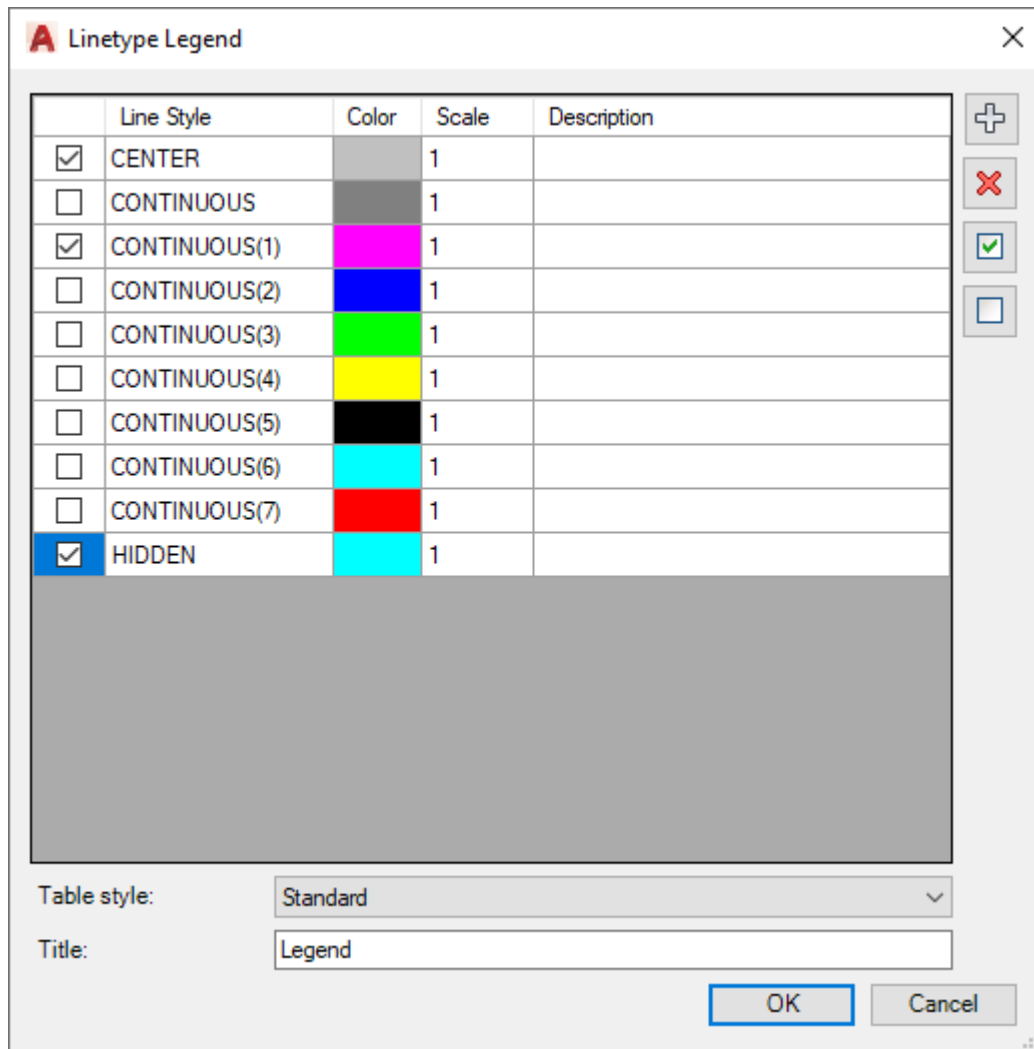
Linetype Legend






Command Description

The “Linetype Legend” command creates a legend of linetypes used in the drawing.

To create linetype legend

1. Click Kobi Toolkit for AutoCAD tab > Annotation > Linetype Legend 



2. Select lines manually using checkbox.
 - a. Click  to select lines from drawing
 - b. Click  to deselect lines from drawing
 - c. Click  to select all lines
 - d. Click  to deselect all lines
 - e. Click  to open settings.
3. In a drop-down menu select predefined table style
4. Specify the title of the linetype legend
5. Select the location for the upper-left corner of the table in the drawing.

Legend	
---	CENTER
—	CONTINUOUS(1)
---	HIDDEN


Text

Sum of Texts

Command Description

The “Sum of Text” command is used to sum the numbers among the selected texts and print them in the drawing.

To sum numbers from text

1. Click Kobi Toolkit for AutoCAD tab > Text > Sum of Text 
2. Select one or more objects and press “Enter” button.
3. Select the point in the drawing to print the sum of texts.


Output

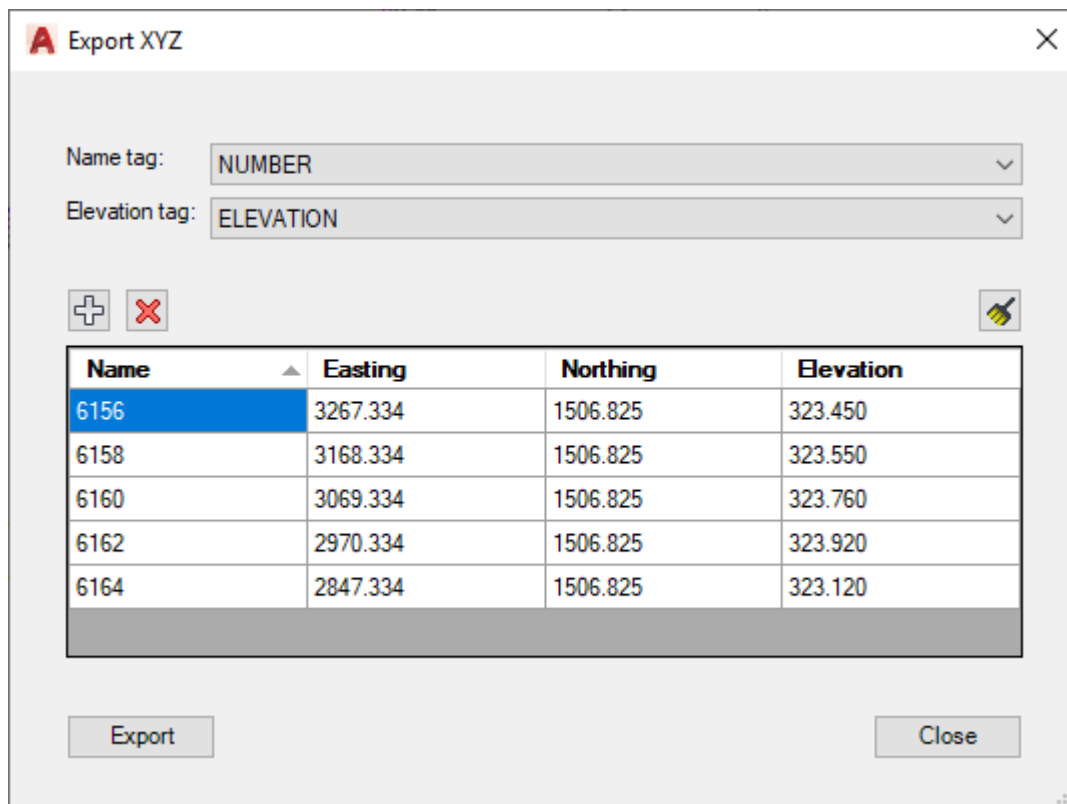
Export XYZ




Command Description

The “Export XYZ” command is used to export XYZ coordinates and names from selected blocks or points. Command allows you to extract block elevation and name from block attributes.

To export blocks or points XYZ coordinates to file

1. Click Kobi Toolkit for AutoCAD tab > Output > Export XYZ 
2. In the command line there are two options:
 - a. Select blocks manually from the drawing or
 - b. click “POints” to pick point in the drawing and enter name and elevation for picked point.



3. Name tag: select tag for block name.
4. Elevation tag: select tag for block elevation.
5. Click  button to add new item to the list.
6. Click  button to delete row from list.
7. Click  button to clean whole list.
8. Click on the column heading to sort data in the list.
9. Change the data in the table
10. Click “Export” to save the data to file.

Layout

Create Viewport

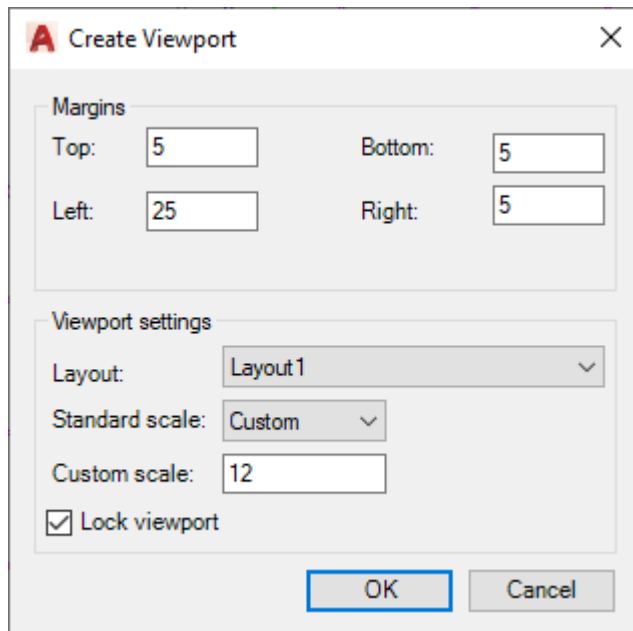
Command Description

The “Create Viewport” command allows you to create layout viewport. Please note that you should first create Layout and specify paper size before using this tool.

To create viewport

1. Click Kobi Toolkit for AutoCAD tab > Layout > Create Viewport






2. In “Margins” section specify top, bottom, left and right offset from the edge of the paper in Layout
3. In “Viewport settings””:
 - a. Layout: select layout on which you would like to create new viewport.
 - b. Standard scale: select scale from drop-down.
 - c. Custom scale: specify custom scale.
 - d. Check “Lock viewport” to lock the display and scale of layout viewport.
4. Click “OK” to create viewport.

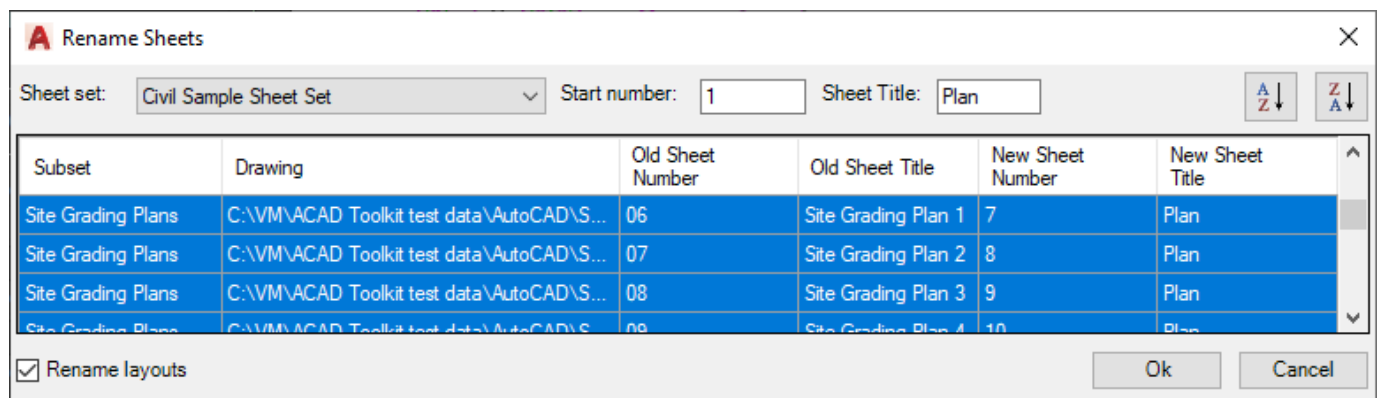
Rename Sheets

Command Description



The “Rename Sheets” command allows you to rename Sheet title and renumber Sheet number.

To rename Sheets

1. Click Kobi Toolkit for AutoCAD tab > Layout > Rename Sheets 



2. Select Sheet set.

3. There are two options to rename Sheets:
 - a. You can enter the new Sheet title and new Sheet number in the field or
 - b. You can specify “Start number” and “Sheet Title” for automatic renaming and renumbering. For ascending or descending numbering click on  or  button.
4. Check “Rename layouts” to rename layouts to match new Sheet titles.
5. Click “OK” to confirm the renaming.


Copy Clipboard

Folder

Command Description

The “Folder” command is used to copy the folder path of current drawing to clipboard.

To copy the folder path to clipboard


1. Click Kobi Toolkit for AutoCAD tab > Copy Clipboard > Folder .
2. The folder path is stored in the clipboard.

File

Command Description

The “File” command is used to copy the file path of current drawing to clipboard.

To copy the file path to clipboard

1. Click Kobi Toolkit for AutoCAD tab > Copy Clipboard > File .
2. The file path is stored in the clipboard.


Open Folder

Dwg

Command Description

The “Dwg” command allows you to open windows folder of current drawing with one click.

To open folder of current drawing


1. Click Kobi Toolkit for AutoCAD tab > Open Folder > Dwg .
2. The folder of current drawing appears.

MyDocuments

Command Description

The “MyDocuments” command allows you to open windows folder of My Documents with one click.

To open folder of My Documents


1. Click Kobi Toolkit for AutoCAD tab > Open Folder > MyDocuments  .
2. The folder of My Documents appears.

Desktop

Command Description

The “Desktop” command allows you to open windows folder of Desktop with one click.

To open folder of Desktop

1. Click Kobi Toolkit for AutoCAD tab > Open Folder > Desktop  .
2. The folder of Desktop appears.