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Attributes

Attribute Def to Text

Replaces any exploded attributed blocks that have had their tag value filled out as text to plain text. Good for cleaning up drawings containing unused leftover attribute tags.

Attribute to Current Layer

Gain layer control over where layer pre-defined attributes are going to reside. Select the attributes one at a time and they will be transferred to the current layer.

Change Attribute Width

Alter the width of an attribute by typing in an increment value. Use a negative number to make the attribute narrower, a positive number to make it wider. Small values should be used to obtain more precise width management. Setting the value to -.1 and repeatedly clicking on the attribute will let you narrow it quickly and with control. Same for increasing the width – go with a .1 value.

This only affects the single attribute being modified, no need to worry about globally resizing the other like attributes that may exist in the drawing.

Find Attribute

Although this routine is a little tricky getting used to, once you know how to use it you'll find it a great searching tool for finding attribute tag values within a drawing. Your first option is to set a zoom height. Whatever value you enter here, when the attribute is found it will be centered on the screen at a zoom factor of this magnitude.

Next you are asked to enter how many occurrences of the attribute you wish to find. Do not type in 'all' if that is what you seek, enter a large number instead, such as 200 or 300.

Enter the name of the tag you are searching for. If you don't know what I'm talking about then you need to do a little brush up work on your attribute skills. Access the online AutoCAD help file.

Enter the value for the tag that you want the routine to search for. Be careful, you must enter this data exactly as it exists in the attribute. That includes being case sensitive for any text.

All instances that match your search criteria will now be zoomed to the screen one at a time. Use the 'enter' key to display the next occurrence.

Note – do not have the same attribute values in modelspace and paperspace at the same time. Unreliable results will occur.

Modify Attribute

Quickly and easily change single or multiple attributes thru a dialog box interface. The attribute values that you can manipulate are:

Tag – change the name of the tag callout

Color – change the color by entering a number from 1 to 255 or enter 'bylayer'.

Layer – change the layer the attribute resides on by typing in a layer name; if the layer doesn't exist then a new one with the name you typed will be made on the fly.

Value – the value prompted for when you insert the block.

If multiple attributes exist within the block, use the 'Next' button to cycle thru them. The author also provides a small help file that you can access from the dialog box.

Text to Attribute Def

Quickly define attributes that can be applied to creating a new block. Enter a line or lines of text with the desired text properties – height, width, justification, etc... However the text reads will become the Tag for the attribute, so enter the text with this in mind. Run this routine and select a line of text. Enter the prompt that you want this attribute to ask for when it is inserted into a drawing. Repeat the same steps for any of the other text you want to convert.

Now you can create a block using these new definitions. Draw up the objects you are going to use for a new block. Issue the 'Block' command and create a new block. When selecting the attributes you will use for this block, just make sure you pick on them in the order that you want to be prompted when entering attribute data.

Blocks & Xrefs

Block Colors ByLayer

Changes ALL block color definitions to Bylayer. This is very useful for cleaning up drawings that are received out-of-house and refuse to plot properly. Works great for drawing files that are going to be used as Xrefs to ensure you have control over layer and object color properties. It's also handy to use before using the tool '**Write Blocks to C:**' so you will have clean, predictable acting blocks created. Any Xrefs or Xref dependant blocks will be ignored.

Count Blocks

Displays block names and the number of times they are used in the drawing. This is broken down into two types of reported information... you can use a crossing window to select a portion of the drawing. Block names and number of times used will only apply to that selected area of the drawing. Or you can hit the 'enter' key and go with the default setting which selects the entire drawing.

Find All Insert Points

Locate all the instances of a particular block within a drawing. Lines are drawn from the insertion points of the block to a common reference point, displaying where they appear.

The first option is a redraw function – which erases any previous reference lines if this routine has been used earlier. Next you are asked to choose a block. The text screen comes up showing you all the blocks by name that are used in the drawing. You can type in the block name or hit the 'enter' key and select a block from the display screen. Once you select a block, you are prompted to click to a point on the screen. Lines from all the insertion points of your selected block are then connected to that point you supplied. This makes visually locating all the occurrences of these blocks quick and easy.

Note – I have experienced some strange results when the block resides on both modelspace and paperspace so keep this in mind.

Insert Block Name

Put the name of a block on the drawing by picking on the block. Very useful for cataloging symbol libraries.

Redefine Block

Globally redefines the block or blocks picked to all entities defined on layer 0 and color set to Byblock. This includes all attributes that are associated with the block. Doesn't update the existing blocks already displayed on the drawing, only new inserts show up with the changes.

Reinsert Block

Select a block from the display screen to insert another instance of it. The new insertion will default to the true scale of the block – one to one – but you have the full options of a normal block insertion... X, Y and Z scale, rotation and attribute editing.

Rescale Block

Pick on a block from the display screen and set a new scale for any of its X, Y or Z parameters. This only affects the block chosen and will not globally alter any other instance of it on the drawing. Neither will the internal block definition of the original symbol.

Note – any attribute data that has been entered with a selected block will be cleared out. The data must be re-entered once the routine has finished.

Write Blocks to C:

Writes all the blocks in a drawing to the root of the C: drive. After running this command, open the Windows Explorer and go to the C: root directory. Click on the 'Modified' option of the Explorer file-listing pane to sort all files by date. Now all the blocks that were written are displayed first in the file order. Move them to another directory so you don't have your root directory cluttered with these newly created drawings.

Note – this routine works pretty well but certain problems can be encountered. For best results I suggest you detach any Xrefs that might be in the drawing. Then you should run the 'audit' command to correct any internal block errors that might be occurring within the drawing. After doing this then run the routine.

Change Xref Layer

Select an Xref and it will be put on a new layer; the new layer will have the same name as the drawing name of the Xref. This is very useful as it provides the ability to manipulate the Xref without affecting other objects that share the same layer... such as freezing, locking and not plotting the layer.

Note – make sure that the original layer the Xref resides on is not locked before running this routine. Safest bet is just to unlock all layers.

Reload All Xrefs

Automatically reloads all Xrefs.

Xref Access

Pick on an Xref in the drawing and this routine provides you with a wealth of information. The parameters reported are:

Xref name	Insertion point
Type – Attached or Overlaid	Layer it is on
Path	Scale
Handle	

You are also given command options... open the Xref in a new session of AutoCAD, reload, unload or detach the Xref. All this happens on one easy to use dialog box.

Xrefs to Text File

Generates a text file that lists all the Xrefs that are used by the drawing. This text file is given the same name as the drawing name and is written to the same directory where the drawing is located.

Dimensions

Add Dimension Note

Add a predefined note to any associative dimension – some of the options are CLEAR, MIN, MAX, REF, TYP and Verify In Field. Or add any note that you can type in. You are given the choice to add the note next to the dimension or below the dimension.

Adjust Dimension Text

Text, arrowheads and leader appearance are controlled thru a dialog box that manages the AutoCAD 'Dimfit' variable. This is primarily used when the text and arrowhead combinations are too long to fit properly in a small dimensioned area. This routine can quickly show you the combinations that are available to make your dimension appear and read at its best. The options are Text and Arrows, Text Only, Best Fit, Leader and No Leader.

Adjust Dimension Text Width

Select on screen the dimensions that you want to change the text width of. After hitting the 'enter' key, you get two options on how to set the width – Total and Delta. Using Total, enter a number for the absolute text width... 1 equals a width factor of 1, .5 equals a width factor of .5

The Delta option changes text width as a relative factor, enter a positive or negative number. The Delta doesn't seem to work correctly 100 percent of the time, so I normally use the Total option.

Break Dimension Line

Allows you to break either the dimension and/or extension lines without losing associative properties. Simply pick at the point where you want the break to start and end. Note that if you stretch the dimension, the breaks will disappear and have to be applied again.

Check Dimensions

Graphically displays all dimensions that have had any text overrides applied to them. Very handy for checking the accuracy of your drawing. The Display option points out which dimensions have been modified or not; the Clear option erases the information put on the screen from using the Display option.

Dimension Length of Arc

Puts the length of the arc as a dimension on the drawing. Pretty straightforward, just remember that the length data will not update if you modify the arc, you must reuse the command.

Extension Lines Off

Pick a dimension line nearest to the extension line you want turned off. The extension line turns off.

Extension Lines On

Pick a dimension line nearest to the extension line that is turned off. The extension line turns on.

Flip Dimension Text

If dimension text is too long to fit between the extension lines, this routine lets you flip the text from one side of the dimension to the other. Only works on associative dimensions.

Lock Dimension

Select a dimension on screen and it converts into a block. No modifications can be made to the dimension while it is in this state. Explode the dimension and it will change back to normal, including its associative properties. Handy for keeping less knowledgeable Acad users from manipulating drawing data.

Modify Dimension Text

Dialog box driven text editor for dimensions. Available options are...

Add to or modify existing dimension text.

Instantly add underscoring, a diameter, degree, plus/minus or percent symbol.

Instantly add suffixes MIN, MAX, DIA and RAD.

Bring the text back to its default status.

The return to 'default' option is especially useful if other modifications have previously been made to the text of a dimension.

Set Dimension Style

Quickly change the current dimension style you are using by picking on an existing one in the drawing.

Squiggly Leader

Creates a fast, professional looking leader that can be located easily on different areas of the drawing. The text position, style, height and justification are just as easily controlled. Uses regular text, not Mtext, and you can enter as many lines of text as you desire.

Update Dimension Spacing

Line up all vertical or horizontal dimension line spacing to be the same height relative to each other. The first dimension picked sets the starting reference point. The rest of the dimensions will update in the order they are picked.

If you don't like the spacing distance that is being used, you can modify this by adjusting an AutoCAD dimension variable. Type in '**dimdli**' at the command line. Set the number to a different value and then run this routine again.

Drawing Aids

Active Mspace Viewport

Use this to quickly cycle thru modelspace viewports to set them active. You must have a layout tab current and be in modelspace mode. This works especially nice when you have modelspace viewports that are entirely covered by another viewport.

Audit and Purge Dwg

Audits the drawing to fix and cleanup any potential drawing problem, does a real fast purge of all unused items in the drawing and then saves the drawing.

Change Isoplane

Much faster way to toggle thru the various isometric planes when you are drawing in isometric mode. Can be used transparently.

How Far

Use instead of the 'Distance' command, you get instant info in multiple formats on one dialog box... decimal, fractional, engineering, architectural and metric simultaneously. Another great feature is that you can control the unit accuracy in real-time, from 0 decimal places up to 8 decimal places – individually. Also reports the angle (with user controlled accuracy) from left to right or from right to left.

Lock Block

Secure your drawing by changing blocks into minserts that are not editable. For better security you could block your entire drawing and then use this routine. Password protected, the tool '**Unlock Block**' restores things back to normal.

Open Explorer at Dwg Dir

Open Explorer at the same directory where the open drawing is located. May sound like not a big deal, but you'll be surprised at how handy this becomes.

Open Next Drawing

Opens the next drawing in the same directory you are working in.

Set Snap Angle

Set the Snap Angle by selecting a line, even a line that is part of a block or an xref. The Snap Angle will become the angle of the line selected. This is a great routine for stretching lines with grips, drawing perpendiculars, working with parallel properties, etc...

Show Viewport Scale

Pick on the edge of a viewport and the scale factor (Paperspace to Modelspace) of the viewport is reported.

Snap-Iso

Quickly changes the Snap Style from Standard to Isometric. Can be used transparently.

Snap-Standard

Quickly changes the Snap Style from Isometric to Standard. Can be used transparently.

Unlock Block

Used to counter the '**Lock Block**' tool function, this routine converts your blocks or drawing back into a state where entities and objects can be modified again. If a password was used to 'lock' the blocks or drawing, that password will be required for the 'unlock' procedure to take effect.

Entity Editing

Add Center Lines

This routine draws center lines and a center mark in circles. You must pick the circle and verify or change the current *Its*cale. The *Its*cale controls the size of the center mark. The center mark is drawn using two lines instead of a point, to prevent a conflict if you decide to redefine points in the drawing.

Arc to Circle

Pick an arc and it will be replaced with a circle of the same radius and layer.

Array at an Angle

Easily array an object at any angle. Pick the object or objects you want to array. Select a base point in the drawing for the array to use as a reference point. Enter the angle you want to array at, then the distance between arrayed objects. Enter the total number of objects to create and hit the 'enter' key. Extremely easy and fast.

Auto Break Hor or Vert

Automatically break lines that intersect by moving the cursor over intersections. Select if you want the break horizontal or vertical. Type in the distance you desire the break to be. That distance will be used from the intersection to the first plane of the line being broken. In other words, if you want the total break from endpoint to endpoint to be half inch, enter quarter inch for the break distance. Simply slide the cursor with the mouse over all intersections you would like to break. Hit the 'enter' key to end the routine.

Note – this only works on lines that are drawn in a true ortho mode... the lines must be drawn at 0 degrees and 90 degrees respectively relative to the UCS. This function works really well for rapid clean up of plan views, flow diagrams or P&ID drawings.

Break Line at Intersection

Break a line, arc or polyline at the intersection of another object. This creates a clean break, with no distance between the endpoints of the line that is broken. Select the entity to be broken, the Osnap sets to intersection, select the intersection where you want the break to occur, the break takes place and your original Osnap settings are reset to their previous state.

Circle to Ellipse

Pick on a circle and it will be converted into an ellipse.

Note – the ellipse is moved to the current layer when it created. Something to keep in mind when using this routine.

Color, Linetype ByLayer

Change the color and linetype properties of your drawing to 'bylayer' quickly. Either make individual object selections, use a window for a selection set or type 'all' to convert the whole drawing.

Note – if you are working in a Modelspace/Paperspace drawing, run this routine twice... once in Modelspace, again in Paperspace. Also, as you would expect, any blocks that have been defined other than color and linetype bylayer need to be corrected by a different means. The tool '**Block Colors ByLayer**' can remedy the block color problem.

Convert to Isometric

Converts many plan view objects into isometric form, facing in either the left or right direction. Pick the object or objects you want to convert then choose the plane you want to convert to, left or right. Next you have to pick a reference point where the new objects will be created from. I find midpoints, intersections and insertion points of an object provide excellent results.

Note – blocks, ellipses, dimensions and polylines must be exploded first. Mtext will not convert properly and text may yield unexpected results. But overall, this routine does a great job for converting graphical objects.

Fillet with Zero Radius

Pick on two lines and fillet them with a zero radius without losing your original fillet radius settings.

Isometric Offset

The Offset command works just fine, unless you're working in the Isometric Snap mode. This routine lets you obtain true distance offsets of lines, circles, ellipses and more while working in the isometric plane. Make sure the Ortho remains on, type in the distance you desire the offset to be, then pick the object you want to offset. Next point the cursor towards the isometric angle that you wish to offset to. You will get a true distance offset of the object. Measure the distance from endpoint to endpoint or center to center. It will be the distance you supplied. Even works with text.

Note – be advised that not all objects are compatible here, but some adjustments can be made to compensate for this. Explode blocks and dimensions before offsetting. Experiment with other object types to get the desired results.

Match Fillet

Fillet two lines with the same radius as an arc or a circle picked from the display screen. Pick a circle or arc to define the radius, then pick the two lines you want to fillet. Doesn't overwrite your existing fillet radius settings.

Mend Two Lines

Automatically replaces two separate lines with one line. The outside endpoints of each line segment become the new construction points. Pick on the lines that you want to convert to one. The properties of the line will be the same as the first line segment you pick, and that includes layer, color and linetype.

Offset and Delete

Offsets entities and objects at the distance you specify, then deletes the original object. Enter the distance, select the object and choose the side to offset toward. Works on multiple objects like lines, arcs, circles and others.

Layers

Copy to Layer

Select objects from the display screen to copy them onto another layer. You can choose to pick the destination layer from the screen or type it in at the command line. If you type in a layer name that doesn't exist, this routine will create a layer with the name you typed and copy the selected objects to it.

Erase Layer

Delete all items on a particular layer or layers. A dialog box appears, giving you the choice of picking one or more layer names from a pull down listing or selecting the layer(s) from the display screen. Another option is the ability to include or filter out all layers that are locked.

Freeze All but Current

Freeze all layers except the current layer.

Freeze Layer in Viewport

Freeze layers of individual viewports by picking on an object in an active viewport. You can select which viewport is active while the routine is running.

Freeze Layers

Pick objects on the display screen to freeze the layers they reside on. If the object you pick is on the current layer, the freeze command will not be allowed.

Frozen to Off

Automatically converts all layers that are frozen into layers that are turned off.

Isolate Layer

Display a single layer only by picking an entity that is on that layer. After the object has been picked, the layer it resides on is made current and the rest of the layers are frozen.

Lock All Except Selection

All layers will become locked except for the layers that you pick that objects reside one.

Lock Layer

Pick on an object or entity and the layer it resides on will become locked.

Make New Layer

Command prompt to give the Name, Color and Linetype for a new layer. Sets the new layer current.

Make Objects Layer Current

Pick an object on screen to set the layer it resides on current.

Move Objects to Current Layer

Select one or multiple objects to move them to the current layer.

Off to Frozen

Automatically converts all layers that are turned off into frozen layers.

On All

Automatically converts all layers that are turned off into layers that are turned on.

Rename Layer

Select an object on screen to rename the layer it resides on. If the new name already exists, the command aborts and you have to repeat the routine.

Thaw All

Automatically thaws all layers.

Turn Layer Off

Pick on an object or entity and the layer it resides on will be turned off. If the object you pick is on the current layer, the off command will not be allowed.

Unlock All

Automatically unlocks all locked layers.

Unlock Layer

Pick on an object or entity that is on a locked layer and that layer will become unlocked.

Text

Align Text

Align any text on the screen at the same angle as any line drawn on the screen; just pick the text and then pick the line. You also have the option to rotate the text 180 degrees so it will read correctly after it has been aligned.

Append Text

Continue to add text to an existing line of text. The next text string starts directly below the text chosen from the screen. Proper line spacing happens automatically. Matches all text properties such as Style, Height, Rotation, Justification, Layer, Color, etc...

Automatic Numbering

Number existing text lines automatically and in various ways. Through a dialog box, you can control the increment of the numbers, the starting number, if you want to use the numbers as a prefix or suffix for existing text or replace the text with the numbers, and start the numbering from top to bottom or bottom to top. I noticed a few things not working correctly – Number from Left to Right or Right to Left, and the Help button doesn't activate. But for the ease and speed of the other commands this routine offers, it's a great automatic numbering routine.

The author provides a more in-depth help file. If you installed this routine at C:\Ipsite\ then you can find the word document or adobe acrobat help file at the same location. They are titled 'autonumb.doc' and 'autonumb.pdf' respectively.

Bracket Text

Quickly create brackets around either text or Mtext on the same layer the text is on. A dialog box pops up at the start explaining the bracket orientation; pick above the text first then below the text next – creates a bracket pointing to the left. Below the text first then above the text next – creates a bracket pointing to the right. I find it easiest to create one bracket, then with Ortho turned on, Mirror the existing bracket. Move it to the desired location.

Break a String of Text

Select a line of text and you will be prompted for the word in the text string where you want the sentence to be broken at. You are then asked to pick a point where you would like the trailing text that was broken to be placed. If the original text picked has more than one occurrence of the word where you would like the break to happen, the first occurrence of the word is where the break will take place.

Change Text Case

Select whatever text strings you desire to modify the case for and then choose from the display options available... Upper, Lower, Opposite, Sentence or Title.

Change Text Justification

Modifies the text justification property of the text selected without changing the physical location of the modified text. Justification options are...

Left	Bottom left	Middle left	Top left
Center	Bottom center	Middle center	Top center
Right	Bottom right	Middle right	Top right

Copy Text Same Spacing

Copies a line of text either above or below the text selected at the correct line spacing for the height of the text. Immediately following the copy routine, an annotation routine starts so you can select any of the text for editing.

Make All Text Same Height

Converts ALL text on the drawing to the height of your specification. Just type in the height you desire.

Note that the correct line spacing is not accounted for in this conversion. What I do is use the '[Respace Text Strings](#)' tool to correct this. Here are the steps I take...

Type in two lines of text at the same height used for all the text that was converted. With the Units set to decimal at an accuracy of at least 4 decimal places, use the Distance command to measure the distance between the insertion points of the two lines of text you just typed in. Activate the '[Respace Text Strings](#)' tool and enter the number that you received from the previous Distance command. Select the converted text and the line spacing is set correctly.

Match Text

Select a line of existing text from the screen to record its height and style characteristics. Now select all other text from the screen that you want converted to these same characteristics.

Merge Mtext

To combine 2 separate Mtext entities, pick on the first one for the beginning then pick on the next one for the ending. Both will be combined into one in the order picked.

Merge Text

Combine separate lines of text into one continuous text string. Pick a text string for the beginning of the sentence, and then pick another text string to add onto the end of the first.

Place Text Along Polyline

Create a line of text to follow along the path of a polyline. First choose if you want the text to fit the entire length of the polyline, or if you want to begin at the start of the polyline. Next select the polyline, enter the text height, then the style, now type in the text.

Respace Text Strings

Make the line spacing between separate lines of text consistent in height, giving your drawing a professional appearance. Type in the distance you want text to adjusted to then select the text you want to be modified. For best results choose one text entity at a time, in the order that you want them to appear on the drawing.

One note - this routine works really well with the ['Make All Text Same Height'](#) tool. Read the help I wrote for that tool for additional information.

Rotate Text

Enter the angle that you want the text rotated. Now select the text to rotate. This works best on a single instance of text. Line spacing and text alignment will not be correct if you select text that is two lines or more. Creative use of the ['Respace Text Strings'](#) tool will correct the spacing and alignment condition.

Temp Text Style

This routine copies properties of existing text - text style, layer, height, angle and a text type - and uses them to start a new text or Mtext command. All that is needed is to choose an existing text entity and a starting point of new text. New text will have all the settings of the old text but justification, which is always Left for text and TopLeft for Mtext (AutoCAD's defaults). When the text command is finished, the routine resets current layer and textstyle settings to the settings before the command was issued.

Text

Quick way to start the Text command. Mtext has a button, why not Text.

Text 2 Mtext

Convert multiple lines of text into an Mtext entity. This is very dependent on the order that the text is selected. Make sure you pick the text in the same order that you want it to appear in the Mtext paragraph. The first selection will be the first part, second selection the second part and so on.

Text Properties

Very fast method for altering multiple properties of any text chosen. A dialog box pops up letting you change the options for...

Uppercase	Spacing	Justify
Lowercase	Angle	Layer
Style	Width	Color
Height	Rotation	

Underscore Text

Select any text onscreen and it will underline it.