CADMANAGERTOOLS.COM

BatchInEditor 2023

Automated Batch process tool for AutoCAD and Verticals

Version 4.0[AutoCAD 2015-2017], Version 4.1[AutoCAD 2018] , Version 4.2[AutoCAD 2019], Version 4.3[AutoCAD 2020], Version 4.4 [AutoCAD 2021], Version 2022[AutoCAD 2022] and Version 2023[AutoCAD 2023]

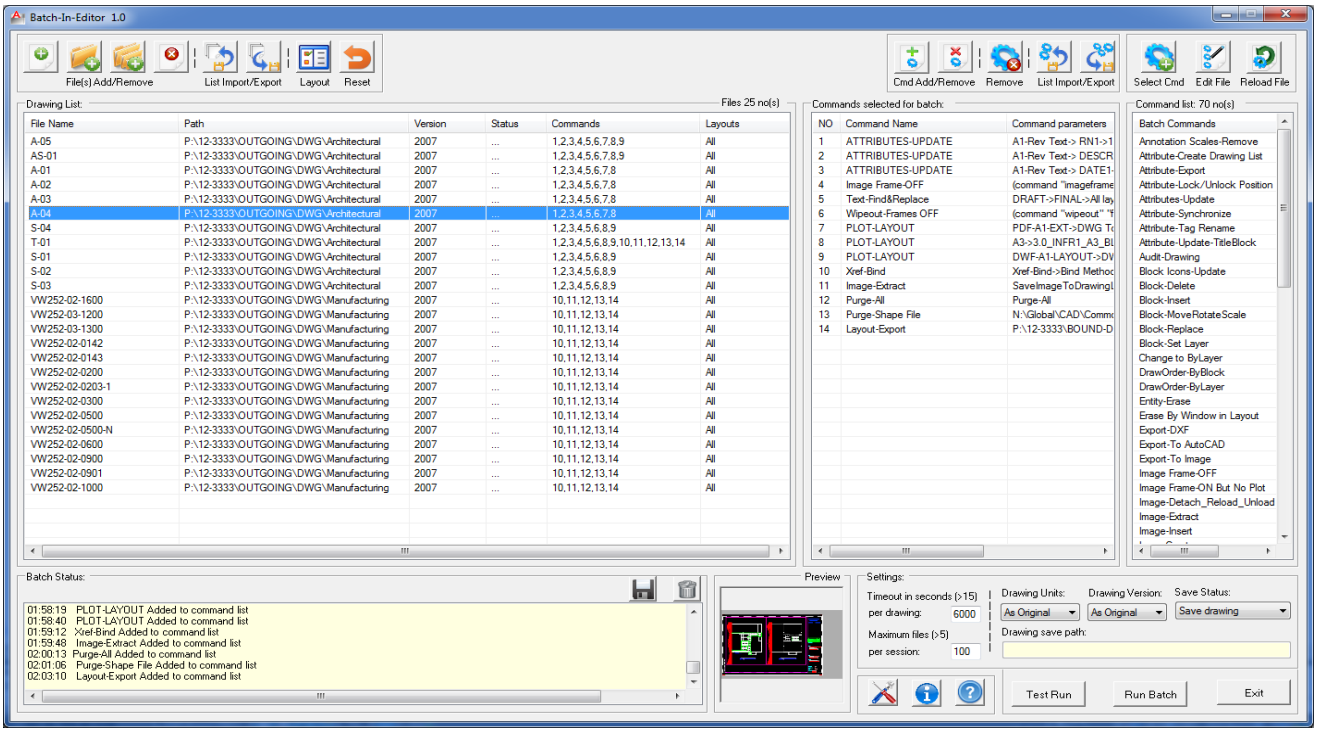
BatchInEditor - Batch process for AutoCAD

Introduction:

The BatchInEditor is a powerful, easy to use batch process tool for AutoCAD. It comes from years of experience in AutoCAD and it is one of the AutoCAD productivity tools developed by CADManagerTools.com.

It lets you effortlessly run multiple in-built and user defined commands on multiple drawings and it is compatible with 32-bit and 64-bit AutoCAD.

Each drawing can be assigned with multiple commands to run and multiple printing tasks are possible by creating and assigning multiple page setups. Custom script (.scr) files and lisp (.lsp, .fas, .vlx) files can be assigned to individual or group of drawings and executed.



Installation:

The installer that ran when you downloaded this plug-in from Autodesk Exchange Apps has already installed the plug-in. You may need to restart AutoCAD to activate the plug-in. The command for command line is “CMT_BIE”.

There is a limitation in unregistered version (Free version); the maximum number of files per session is limited to three (3) files only. But the limitation of three files per session could be continued by removing the processed files first. The registered(Paid) version has no limitation and we need your information for our records only, will not be shared and the registration process is detailed at the end of this help file.

User Interface:

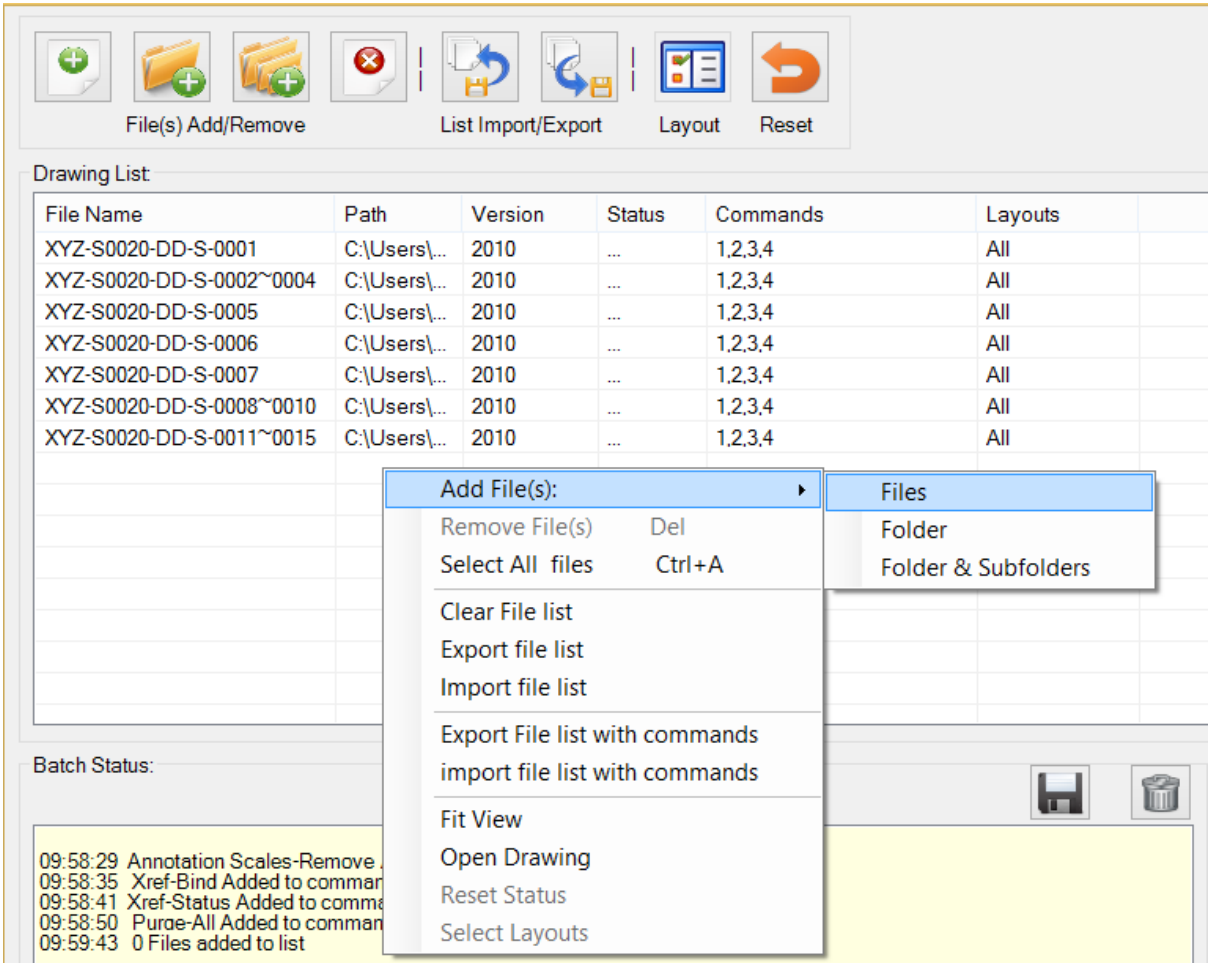
The user interface is disabled and minimized in “No Document Mode”, To enable the disabled user interface, make user at least one drawing (new or existing drawing)is opened in the editor and click on the BatchInEditor icon from the windows tray.

Add Drawings:

There are four methods available to add drawings to batch process and drawings currently opened in AutoCAD will be skipped.

[Video: Add files to Batch process]

[Video: File handling in batch process]

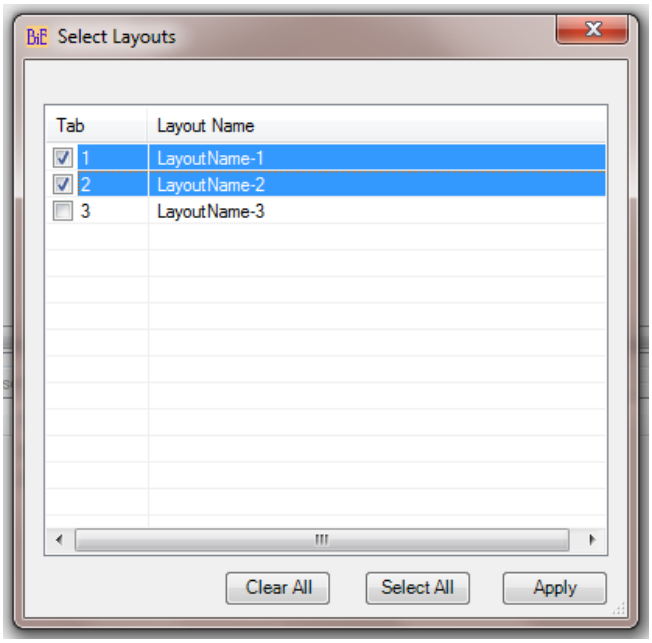


Right Click Menus [Drawing List]:

1. **Add File(s) -> Files:** opens standard file selection dialog box.
2. **Add File(s) -> Folder:** opens standard folder browser dialog box. All drawing files from selected folder will be added to drawing list.
3. **Add File(s) -> Folder & Subfolders**: opens standard folder browser dialog box. All drawing files from selected folder and its subfolders will be added to drawing list.
4. Drag & Drop drawings from windows explorer.

- **Remove File(s):** Removes selected files from list alternatively press “DEL” key
- **Select All files:** Select all files in the list alternatively press “Ctrl” + “A” combination keys

- **Import file list:** Import drawing list from exported drawing list. Drawing validity will be checked while importing. If any drawing in the list does not exist in the specified location or renamed then warning message will pops-up with missing drawing name.
- **Export file list:** Export drawing list to user specified location for future batch use
- **Clear file list:** Clears file list
- **Select Layouts:** Individual layout can be selected for batch process, By default all layouts ("All") option is set and if user wants to run commands on selected layouts then the selected layouts from the dialog box will be added.

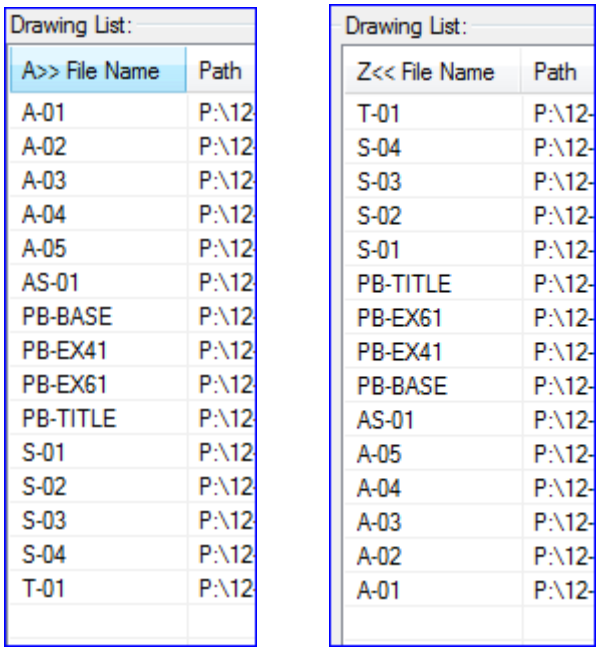


Layout option chosen in individual commands will override this level. That means, if Model only option is chosen in commands, the layout selection is ignored and changes will be made only on model space.

Changes will be done only on selected layouts, if selected layout option is chosen in individual commands.

- **Fit view:** Realign the width of drawing list view headers
- **Reset status:** The batch process will process only files which are in default status ("…") , the default status of the file being processed will be changed during batch process, the succeeded files will be marked as "Done" and Failed will be marked as "Failed". To rerun the processed file, the reset status command will reset the status of selected files to default status.
- **Open Drawing:** Opens a selected drawing
- **Export File list with commands:** Exports file list along with its associated commands
- **Import File list with commands: Import**s file list along with its associated commands
- Double click on a single file will show "select layouts" dialog box

File sorting and moving:



Drawing List:

A>> File Name	Path
A-01	P:\12
A-02	P:\12
A-03	P:\12
A-04	P:\12
A-05	P:\12
AS-01	P:\12
PB-BASE	P:\12
PB-EX41	P:\12
PB-EX61	P:\12
PB-TITLE	P:\12
S-01	P:\12
S-02	P:\12
S-03	P:\12
S-04	P:\12
T-01	P:\12

Drawing List:

Z<< File Name	Path
T-01	P:\12-
S-04	P:\12-
S-03	P:\12-
S-02	P:\12-
S-01	P:\12-
PB-TITLE	P:\12-
PB-EX61	P:\12-
PB-EX41	P:\12-
PB-BASE	P:\12-
AS-01	P:\12-
A-05	P:\12-
A-04	P:\12-
A-03	P:\12-
A-02	P:\12-
A-01	P:\12-

- Sort order - click on the drawing list view headers to sort - Ascending /Descending.
- Move file Up/Down - select files and Drag and Drop to the desired location.
- Status –Shows last saved drawing version.

Drawing version numbers could be quickly checked by adding files to drawing list.

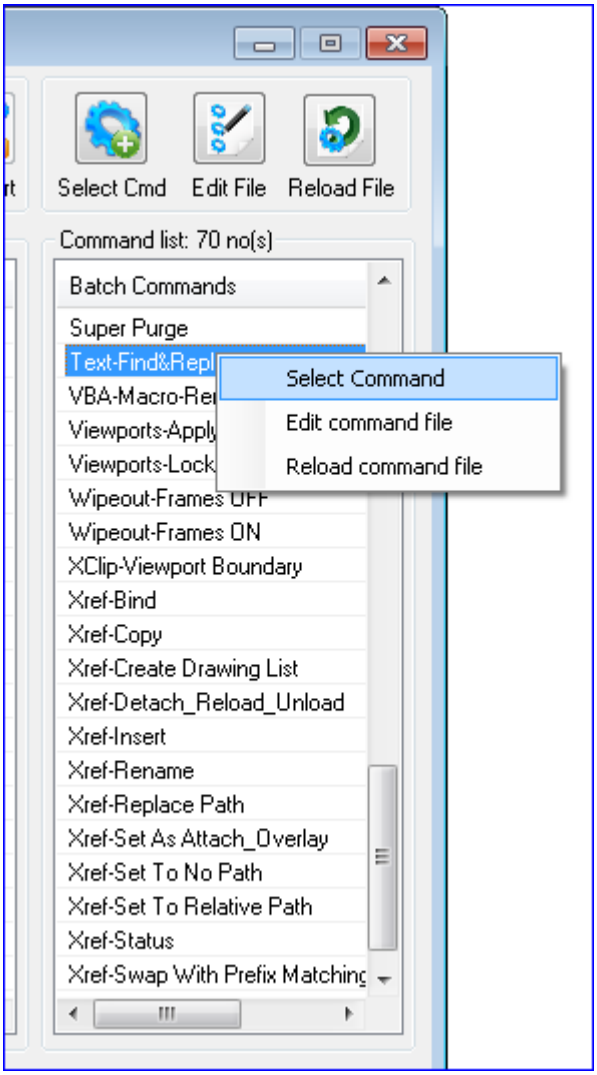
Select Commands for Batch Process:

There are three methods available to select commands for batch

1. Double click on the command to select for batch process

2. Select a command and right click and select “Select Command”

3. Select a command and click “Select Cmd” button



User defined commands can be added/removed to this list. Use “Edit File” button to edit the command list file

The command list file “BIE_Commands.lst” will be loaded when launching batch application and if user adds a command after the batch is launched then click “Reload File” button to update the command list.

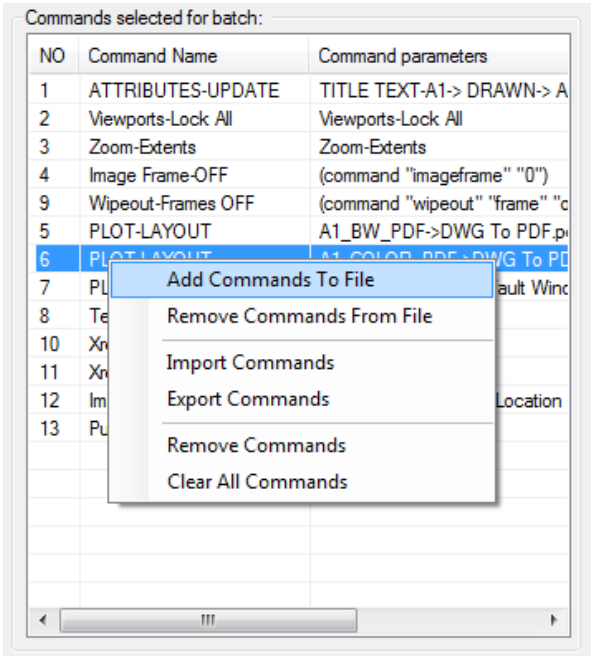
Add Commands to file:

Each command will be assigned a command numbers in the command list view and the command numbers is linked to drawings. Multiple command numbers can be added or removed to a single or group of selected drawings and user can configure the way he/she wants to add commands to drawings in the settings dialog box.

The commands are executed in the order “Top to Bottom” from the commands selected for batch list and do not follow the command number sequence.

Drag and Drop the files within the list to change its order.

Right Click Menus [commands]:



- **Add Commands To File:** Add selected command numbers to selected files, First select the files to which you want to add the command then select single or group of commands and then select “Add Commands to File” from right click menu or click on ”Cmd Add” button.

- **Remove commands From File:** Removes selected command numbers from selected files, First select the files to which you want to remove the command then select single or group of commands and then select “Remove Commands from File” from right click menu or click on ”Cmd Remove” button.

- **Import Commands:** Imports commands from previously saved file, though it saves time by cutting the command selection and setting it’s values every time, there may be changes in command functions in the new version and Updates, So It is recommended to pay attention in using saved command list with new/updated versions.

- **Export Commands:** Exports commands to user specified location

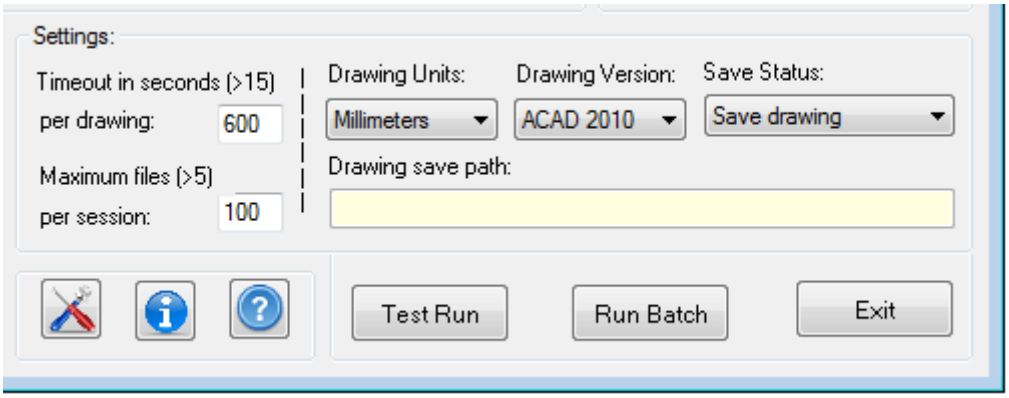
- **Remove Commands:** Delete selected commands from commands selected for batch list and this operation will remove the selected commands from file, if already added to files.

- **Clear All Commands**: Clears all commands from command list and clears commands from files.

- Double click on a single command to add that command to all selected files.

Settings:

There are five settings that need to be set it up before proceeding with current batch process and the settings can be saved or reverted to default settings.



The batch process is monitored with an external application "BatchInEditorMonitor.exe" for time out and the status of AutoCAD; if AutoCAD crashes or Batch process takes more time to process a drawing than the set timeout per drawing then the batch process will close AutoCAD and restart AutoCAD and Batch process without user intervention. The batch process monitor can be closed, if a user chooses to monitor the batch process.

1. **Timeout in seconds per drawing:** Set timeout in seconds that should be greater than 15 seconds, the default is set to 600 seconds which would be sufficient enough for most of the files but it is recommended to increase the timeout based on the speed of the system, drawing size and drawings with more layouts to print. Setting timeout to higher value will not affect the speed of batch process.

2. **Maximum files per session:** Restarts batch operation after maximum no. of files processed per session is reached. The default is set to 100 files but should be greater than 5 files. Set to higher values, if your files are not heavy and the AutoCAD performance is not dropping after processing the specified no. of files.

3. **Drawing version:** Set drawing save version

   There are five options available

   a. As Original – No conversion on drawing version will be made

   b. ACAD 2013

   c. ACAD 2010

   d. ACAD 2007

   e. ACAD 2004

   f. ACAD 2000

4. **Drawing Units:** Set drawing units

   There are seven options available

   a. As Original– No conversion on drawing units will be made

   b. Unitless

   c. Inches

   d. Feet

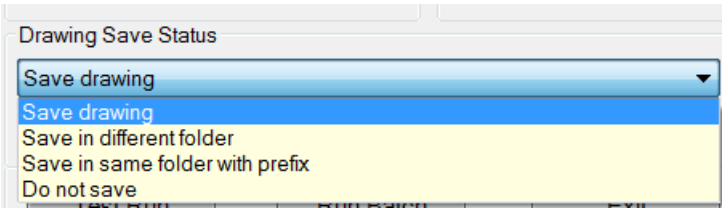
e. Millimeters

f. Centimeters

g. Meters

5. **Drawing Save Status:** Set save options

   There are four options available



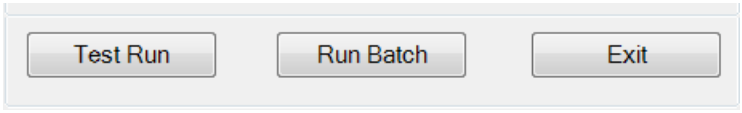
   a. Save drawing: Saves drawing with selected drawing version and selected drawing units

   b. Save in different folder: Saves drawing to the specified location with selected drawing version and selected drawing units

   c. Save with prefix: Saves drawing with prefix (“BIE-FILENAME”) in the same location from where it is currently opened with selected drawing version and selected drawing units

   d. Do not save

Run Batch:



Test Run: It is recommended to check the batch process with “Test Run” before running on hundreds of files and this will process only the first file in the drawing list.

Run Batch: Start batch process

Warning message will be shown, if no command is added to file.

Drawing version only can be changed with no command added to command list with “Drawing version” set to another version and save status set to any save option.

Exit: Exit batch dialog box

During the batch process, if timeout or maximum number of files per session reached then AutoCAD will be closed and reopened, so it is recommended to save and close all open files and at least one drawing (New/Existing) should be active during the batch process.

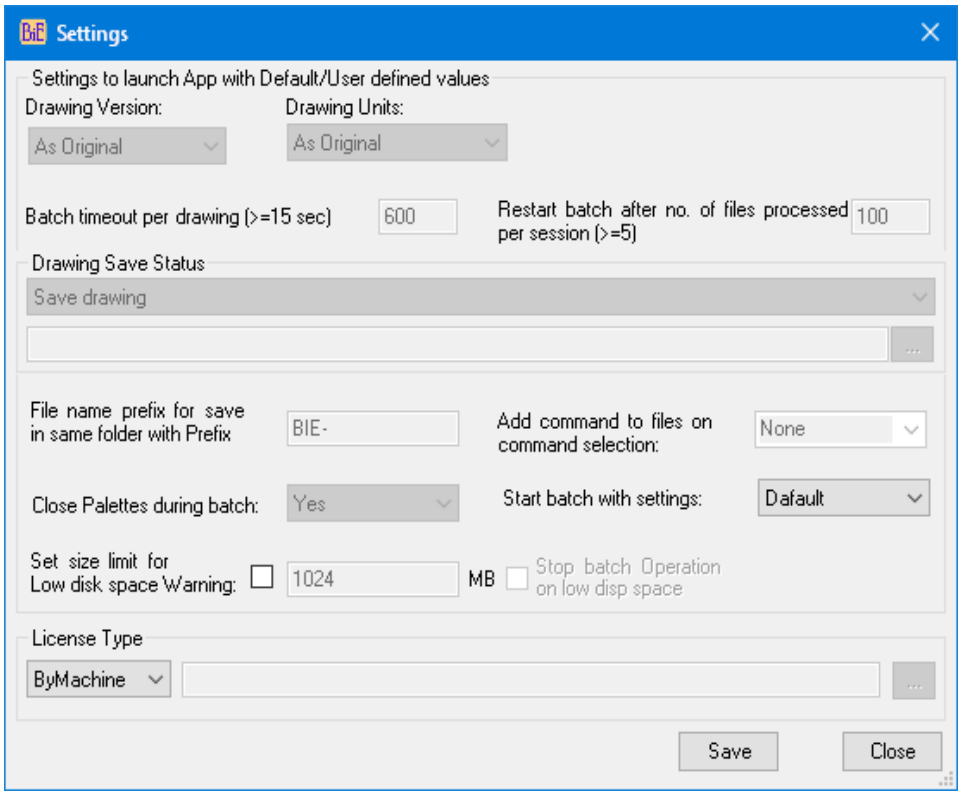
In situation where the batch operation did not restart automatically after AutoCAD crash or for some other reason, users will have no information of the current batch status .to restart the batch process manually from where it was terminated, run the command “CMT_RBIE” to resume the batch process.

Each drawing layout selection (All layouts / selected layouts) will be set to variable “USERS4” for the use of user defined commands and the typical usage with lisp file is shown on “Erase By Window in layout” command

It is strongly recommended to disable all company specific AutoCAD startup settings , Events like document created, activated, closed and saving during the batch process or any other lisp running during file opening; At the start of each batch process a temporary file named “BatchInProgress.tmp” will be created under Documents folder and the same will be deleted at the end of batch process. If there are custom events setup in your environment to do some kind task during file opening process, disabling them by checking the presence of temporary file will avoid unexpected result.

General Settings:

There are two types of settings available, Default and User



1. **Default :** Default settings are disabled for modifications

2. **User:** User settings enable to modify the default settings and launch batch process with user settings

α. **Drawing version:** Set drawing save version

β. **Drawing units:** Set drawing units

χ. **Batch timeout per drawing:** Set batch timeout per drawing and should be greater than 15 seconds

δ. **Restart batch after no. of files processed:** Set maximum no. of files per session

ε. **Drawing Save Status**: Set save type

φ. **File name prefix:** Set file name prefix for the save option ” Save with prefix”

γ. **Add command to files on command selection:** There are three settings available.

- **None:** no action will be performed, means commands selected for batch process will not be added to file straight away. This is a default option.
- **Selected:** commands selected for batch process will be added to selected files.

  First select the files from file list and then add command to batch
- **All:** commands selected for batch process will be added to all files in the file list

η. **Close Palettes during batch:** Closes the palettes to speed up batch process. It closes the following Palettes

1. Layer properties dialog box
2. Tool Palettes
3. External reference
4. Material browser
5. Quick calculator
6. Sun properties
7. Visual Styles
8. Markup dialog

ι. **Set size limit for Low disk space warning:** Enable this to displays Low disk space warning message of file save location, set the size limit in Megabytes (MB) and enabling the option “Stop batch process on low disk space” will halt the batch process.

φ. **Start batch with settings:** Set the startup setting option “Default” or “User”

κ. **License Type:** There are two types of licensing “ByMachine” and “ByDomain” ; The license type “ByMachine” is a hardware locked license and “ByDomain” is a Windows Network domain locked license, refer to “Product Registration process” at end of this help file

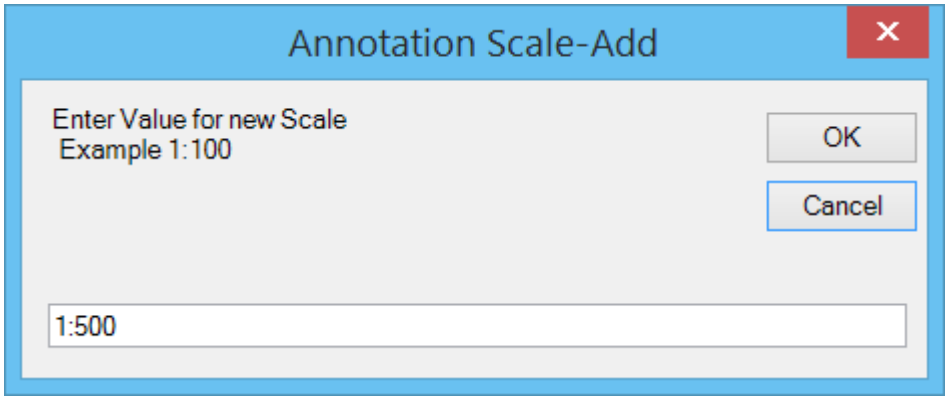
λ. **Save:** Click save to save the changes made to settings

- **Close**: Close the dialog box

Built-in commands:

Annotation Scale-Add:

Adds new annotation scales to drawing



Annotation Scales Remove:

Removes all unused annotation scales

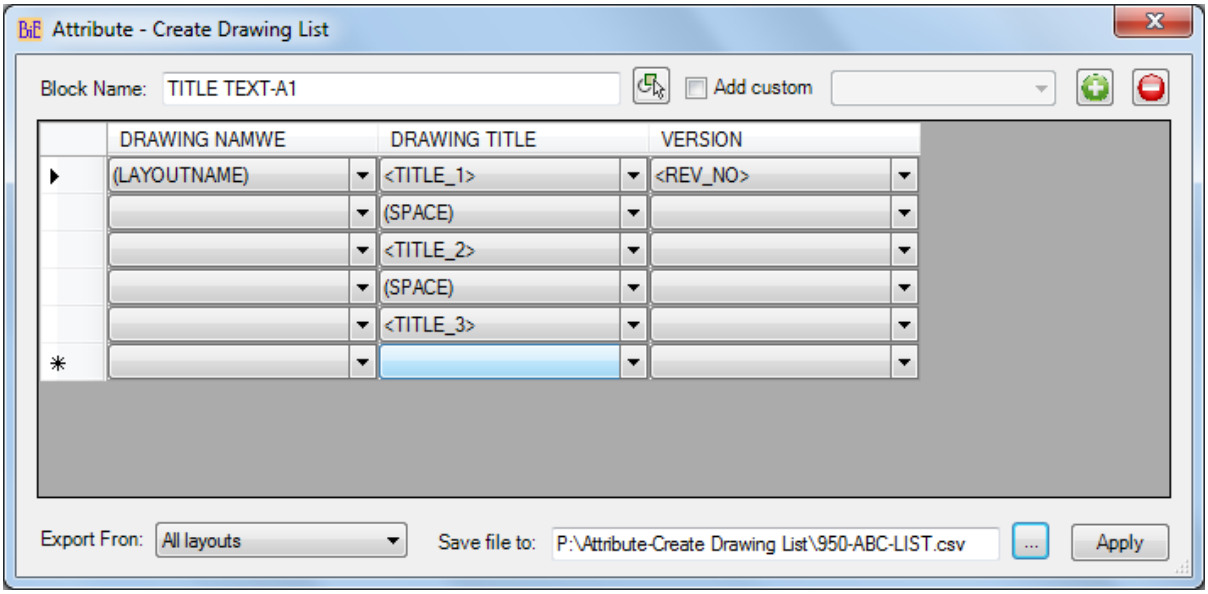
Annotation All Visible-ON/OFF:

Show/hide annotative objects for all scales in all layouts

Attribute - Create Drawing List:

Creates drawing list from selected attribute tags from all or selected layouts and Attribute block information from model space also can be exported to external text/CSV file

Video: *http://www.youtube.com/watch?v=_9o7pox2vOw*



- **Block Name**: Select block from drawing

- **Add custom**: Enable this option and choose custom value to add user specific values, file name prefix with speficied number of charactors from left of the file name and system variables

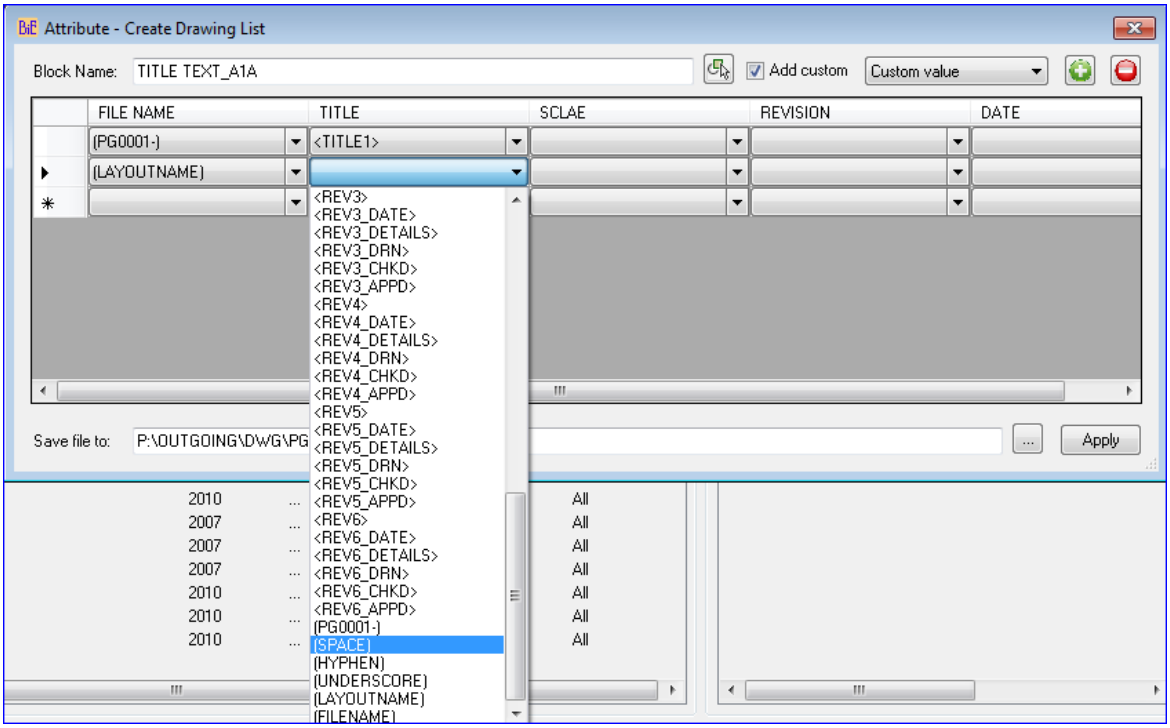
- **Add field**: Click to add field

- **Remove field:** Click to remove selected field

Double click on the header field to rename and combine the values in each coloumn , drag and drop the coloumns to new position.

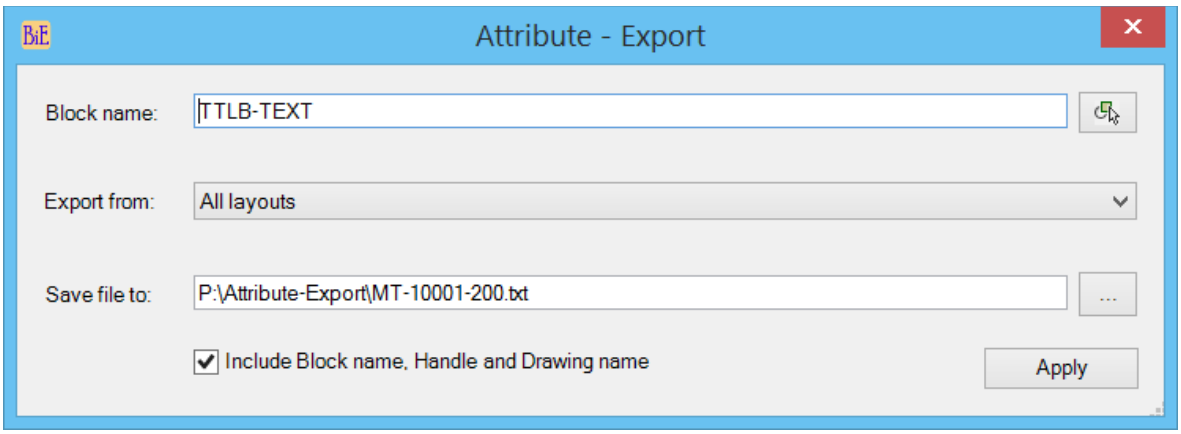
- **Export From**: specify option (All layouts, Selected layouts, Model)

- **Save file to**: specify location to save the drawing list in csv format.



Attribute - Export:

Export attribute values to external text file from entire drawing/ selected layouts/ All layouts and Model space.



Block name : Enter valid block name or pick a block from the current drawing

Export From : Select layout option to extract attributes from

Save file to : Click browse button and select destination location and enter file name to save attribute data

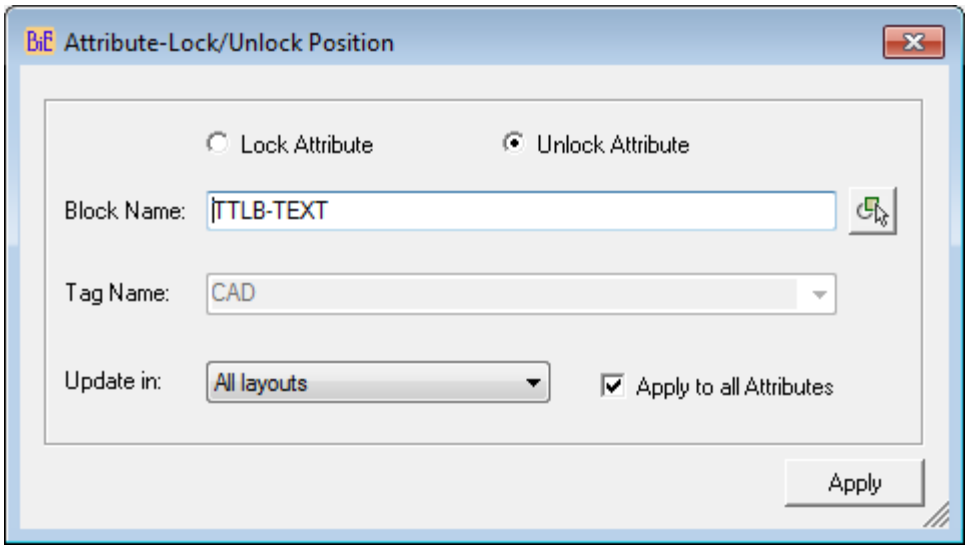
Include Block name, Handle and Drawing name : Enable this option to include the Block name, Handle and Drawing name to export data which is needed for "Attribute-Import" operation (similar functionality of Express commands "ATTOUT")

Attribute-Import:

Imports attribute values from external text file and this command works like express command “ATTIN” and make changes only to modified values.

Attribute Lock/Unlock Position:

Lock/Unlock single or multiple attribute values in model and layouts.



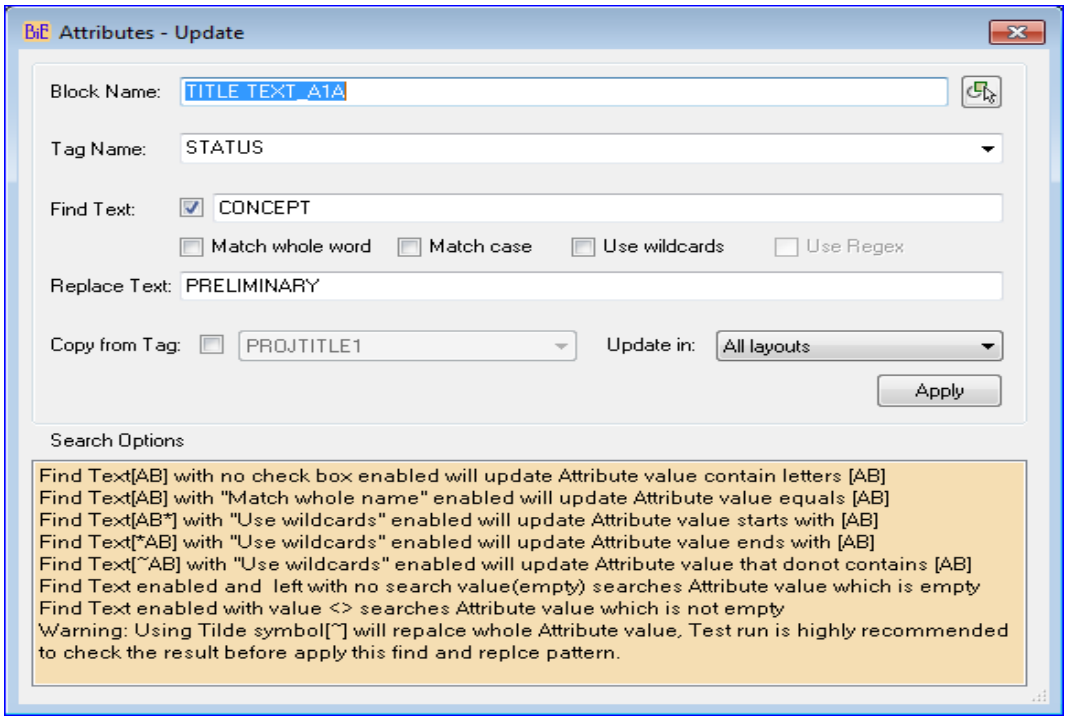
- **Lock Attribute**: Sets lock Attribute as current option
- **Unlock Attribute**: Sets Unlock Attribute as current option
- **Block Name**: Enter block name or pick from screen
- **Tag Name**: Block contains Attributes Tags will be added to Tag name or enter Tag name.
- **Entire drawing**: Updated in all layouts and Model.
- **All layouts:** Updated in all layouts.
- **Selected layouts:** Updated in selected layouts only.
- **Model:** Updated in Model only.
- **Apply to all Attributes:** Selected Lock/Unlock action will be carried out on all attribute definitions in a block.

Attribute Update:

Update single or multiple attribute values in model and layouts.

Video: Update Attribute - single http://www.youtube.com/watch?v=e7qxF0q0waI

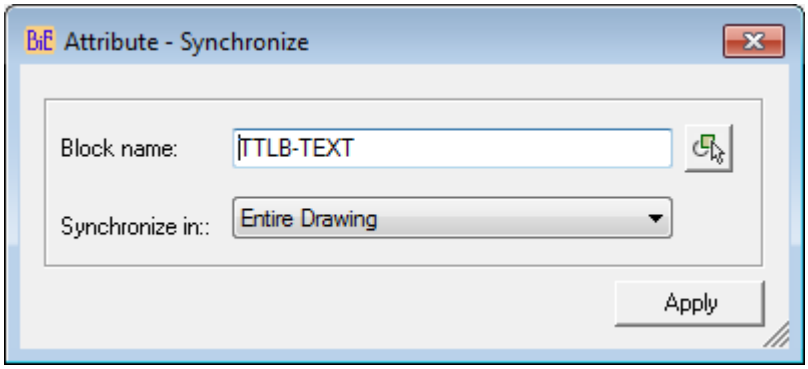
Video: *Update Attribute - searching empty value* http://www.youtube.com/watch?v=-kPmHlwwyFo



- **Block Name**: Specify block name or pick from screen
- **Tag Name**: Specify Attribute Tag name to find matching Tag name from specified block.
- **Find Text**: This enables to update the attribute value which matches the find value.
- **Match whole word**: updates attribute which matches the whole find value.
- **Match case**: updates attribute which matches the find text case.
- **Use wildcards**: updates attribute which matches the wildcards search pattern.
- **New Value/Replace Text**: New value to replace existing value, if left empty that will clear the value.
- **Entire drawing**: All matching block will be updated in all layouts and Model.
- **All layouts:** All matching block will be updated in all layouts.
- **Selected layouts:** All matching block will be updated in selected layouts only.
- **Model:** All matching block will be updated in Model only.
- **Copy from Tag**: Copy value from another Attribute Tag.

Attribute Synchronize:

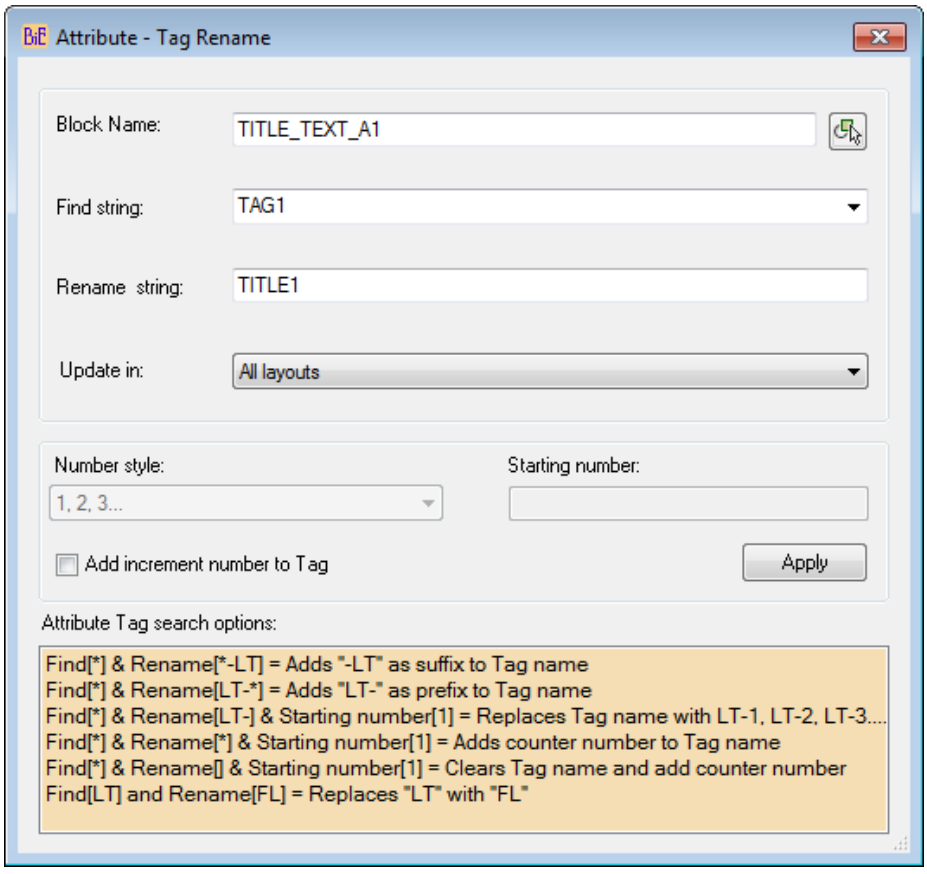
Synchronize attributes in entire drawing/model and layouts.



- **Block Name**: Enter block name or pick from screen
- **Entire drawing**: Attributes will be synchronized in all layouts and Model.
- **All layouts:** Attributes will be synchronized in all layouts.
- **Selected layouts:** Attributes will be synchronized in selected layouts only.
- **Model:** Attributes will be synchronized in Model only.

Attribute Tag Rename:

Renames single or multiple attribute definitions in model and layouts.

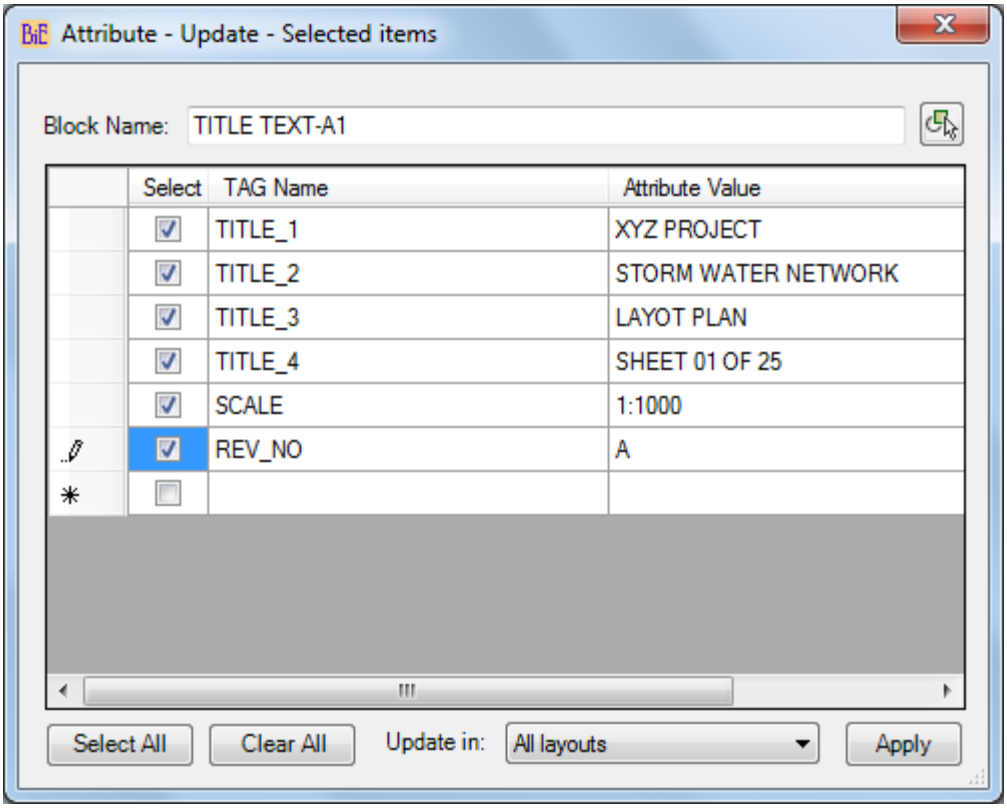


- **Block Name**: Specify block name or pick from screen
- **Find string**: Specify Attribute Tag name to find matching Tag name from specified block.
- **Rename string**: Specify rename value.
- **Entire drawing**: All matching block will be updated in all layouts and Model.
- **All layouts:** All matching block will be updated in all layouts.
- **Selected layouts:** All matching block will be updated in selected layouts only.
- **Model:** All matching block will be updated in Model only.
- **Number style:** Select number style.
- **Starting number:** Specify starting number.
- **Add increment number to Tag:** Specify increment number to all attribute Tag names.

Attribute - Update - Selected:

Update single or multiple attribute values in All/Selected layouts/Model. User can choose selected Attribute to be changed from the list.

Video: *Update Attributes- group by selection* http://www.youtube.com/watch?v=hah4EqWc3Yg



- **Block Name**: Specify block name or pick from screen

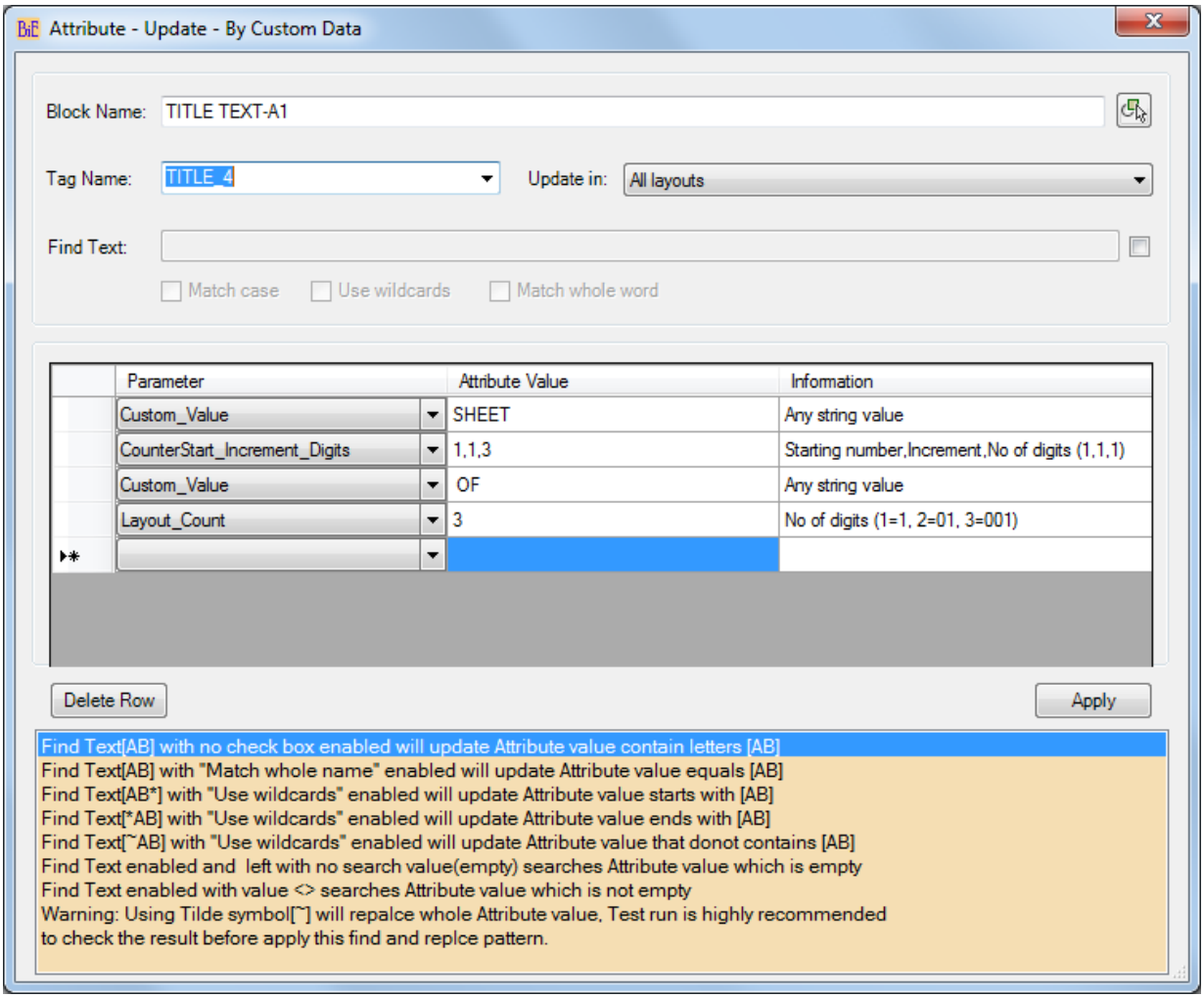
- **Tag Name**: Select Attribute Tag name to be updated
- **Select All**: Selects all Attributes.
- **Update in**: Select an option from the list.

Attribute - Update – By Custom Data:

Create Attribute value by combining values from available custom data options to Update attribute in All/Selected layouts/Model space.

Video: Update Attribute - by custom values http://www.youtube.com/watch?v=Y4gVc_zkfpE

Video: Update Attribute - by custom values in ModelSpace http://www.youtube.com/watch?v=8LDA3XHF89I



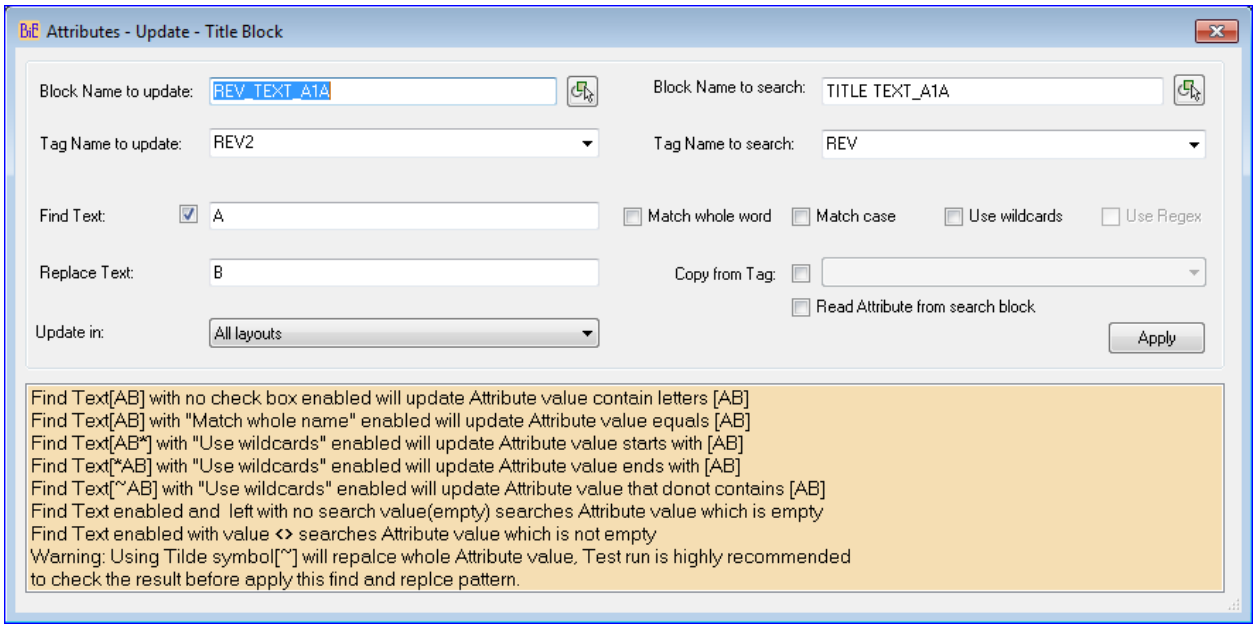
- **Block Name**: Specify block name or pick from screen
- **Tag Name**: Select Attribute Tag name to be updated
- **Update in**: Select an option to update in All/Selected/Model space from the list.
- **Find Text**: Enable this option to search and replace matched values

- **Delete Row**: Deletes the selected row

Attribute - Update - Title Block:

Update single or multiple attribute values in All/Selected layouts. User can check value in one block and update another block if condition meets or check the value of one item and update the other in the same block

Video: *Update Attribute - based on another Attribute value* http://www.youtube.com/watch?v=vtbRwEZiFP8



- **Block Name to update**: Specify block name to be updated or pick from screen
- **Tag Name to update:** Specify Attribute Tag name to update its value.
- **Find Text**: This enables to update the attribute value of block name to update which matches the find value in block name to search.
- **Match whole word**: updates attribute which matches the whole find value.
- **Match case**: updates attribute which matches the find text case.
- **Use wildcards**: updates attribute which matches the wildcards search pattern.
- **Replace Text**: New value to replace existing value, if left empty that will clear the value.
- **All layouts:** All matching block will be updated in all layouts.
- **Selected layouts**: All matching block will be updated in selected layouts only.
- **Block Name to search**: Specify block name to be searched or pick from screen
- **Tag Name to search**: Specify Attribute Tag name to search for value.

- **Copy from Tag**: Copy value from another Attribute Tag, by default tag names from block name to update will be listed, to list tag names from search block enable the option.

Audit-Drawing

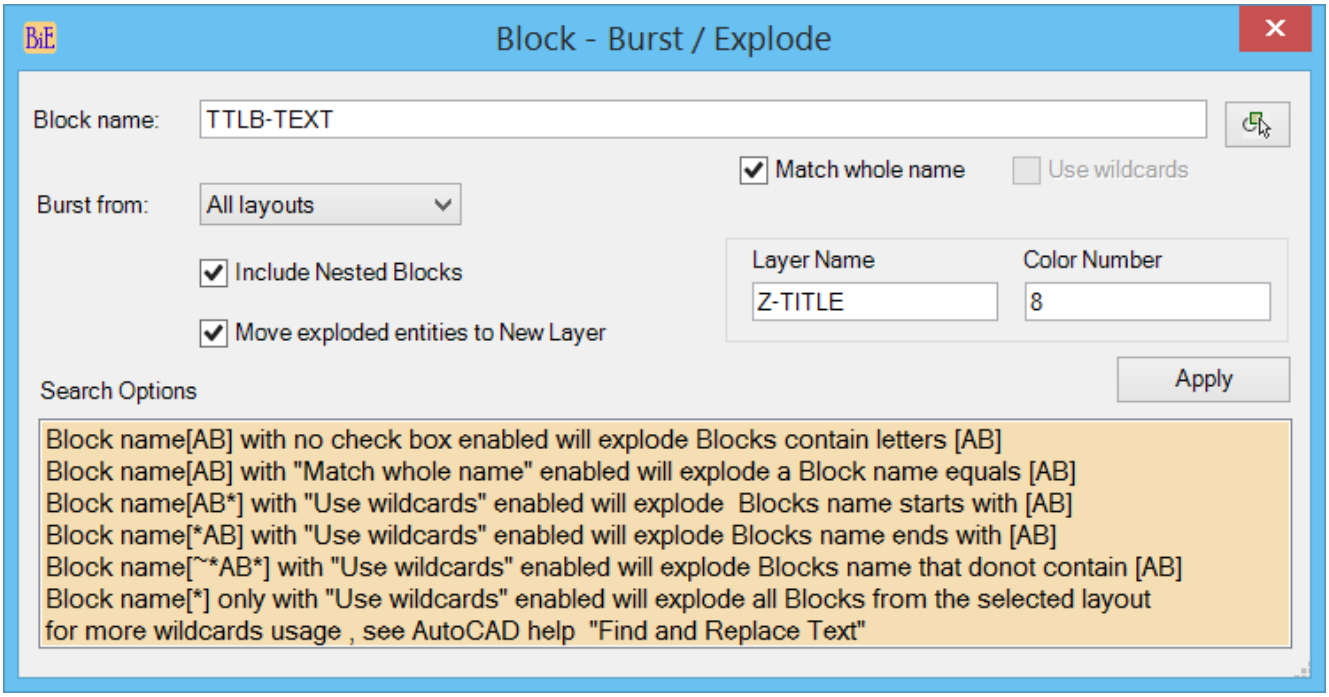
Audit the drawing and auto-fix error if any

Block Icons - Update:

Updates block preview which shows its preview on the Block insert dialog box.

Block – Burst/Explode:

This command Bursts or explodes attributes to text and works with block with attribute definition and block with no attribute definition

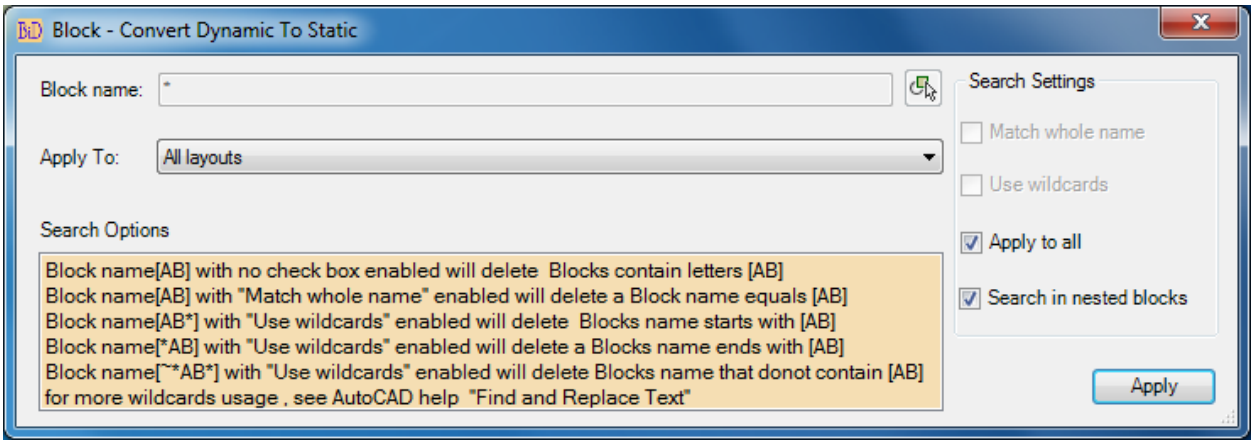


- **Block Name** : Specify block name or pick from current drawing
- **All layouts**: All matching blocks will be exploded from all layouts.
- **Selected layouts**: All matching blocks will be exploded from selected layouts.
- **Model:** All matching blocks will be exploded from Model only.
- **Entire drawing:** All matching blocks will be exploded from all layouts and Model.

- **Match whole name**: Whole Block name matching to given value will be exploded
- **Use wildcards:** supports wildcards search, refer to search options.
- **Include Nested Blocks:** Enable this option to search and include nested blocks.
- **Move exploded entities to new Layer:** Enable this option to move the exploded entities to new or existing layer, existing layer will be taken if layer already exists and if not enabled then existing layer and color properties will be retained.
- **Layer Name/Color Number:** Enter valid layer name and color number (Valid Index color numbers are 1 to 255 and True color with RGB values Example 125,210,25)

Block – Convert Dynamic to Static:

Convert dynamic block to static block, Dynamic blocks converted to static block will have random number added as prefix to block name.

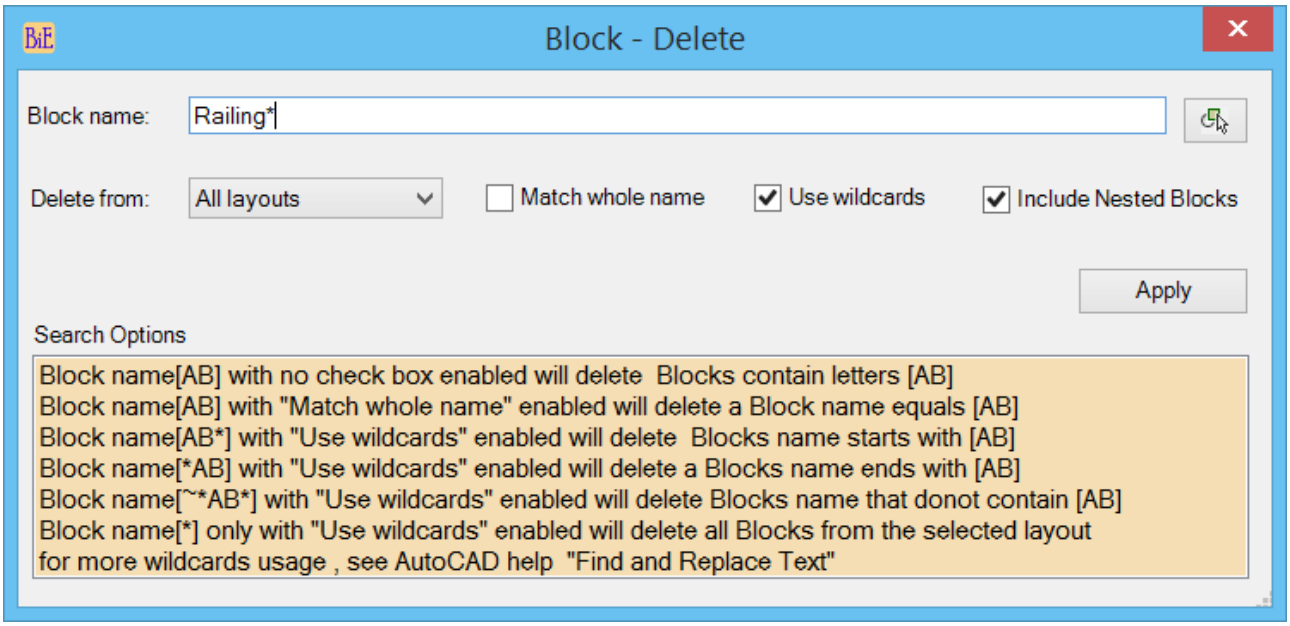


- **Block Name** : Specify block name or pick from screen
- **All layouts**: All matching block will be converted to static block from all layouts.
- **Selected layouts**: All matching block will be converted to static block from selected layouts.
- **Model:** All matching block will be converted to static block from Model only.
- **Entire drawing:** All matching block will be converted to static block from all layouts and Model.
- **Match whole name**: Whole Block name matching to given value will be converted to static block
- **Use wildcards:** supports wildcards search, refer to search options.
- **Apply to all:** All dynamic blocks will be converted to static block.

- **Include Nested Blocks:** Enabling this option will include nested blocks.

Block - Delete:

Delete blocks from model and layouts.

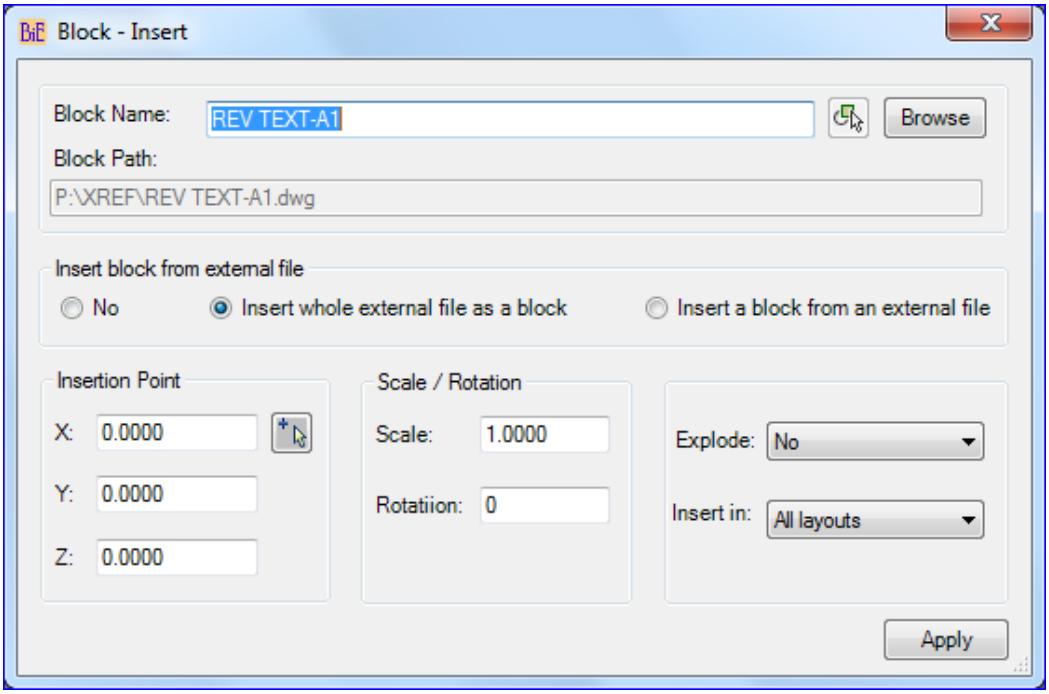


- **Block Name** : Specify block name or pick from screen
- **All layouts**: All matching block will be deleted from all layouts.
- **Selected layouts**: All matching block will be deleted from selected layouts.
- **Model:** All matching block will be deleted from Model only.
- **Entire drawing:** All matching block will be deleted from all layouts and Model.
- **Match whole name**: Whole Block name matching to given value will be deleted.
- **Use wildcards:** supports wildcards search, refer to search options.
- **Include Nested Blocks:** Enabling this option will include nested blocks.

This command can be used to delete xrefs from multiple layouts in situation where one xref is inserted in multiple layouts that cannot be detached, so first use this command to delete all instances and then run Xref-Detach task.

Block - Insert:

Insert an existing block within the file or insert a whole external file as a block or a block from an external file. If a block already exists in the file then the existing block definition will be used.



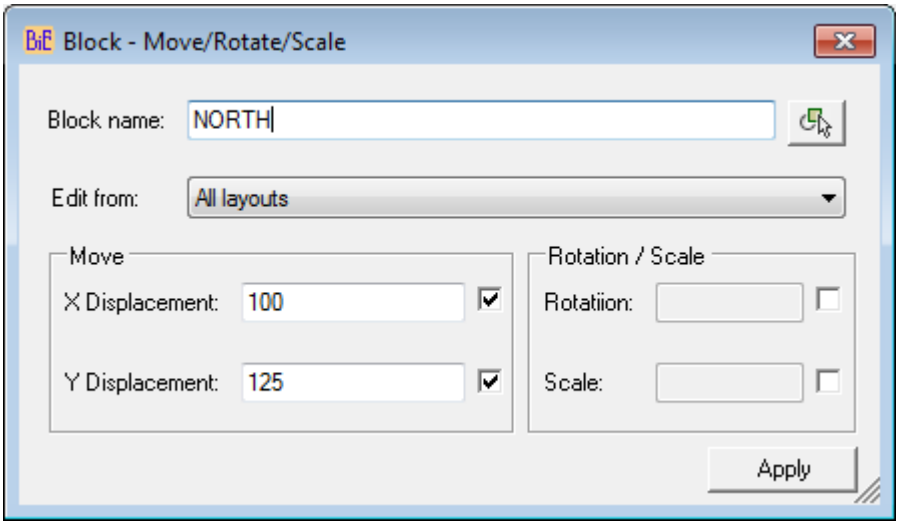
- **Block Name:** Specify block name or pick from screen

Insert block from external file

- **No:** Choose this option, if block already exists in a file.
- **Insert whole external file as a block:** Choose this option to insert a whole external file as a block, browse to file location and the file name will be used as block name. If different block name is given that is not same as file name then the block name will be used.
- **Insert a block from an external file**: Choose this option to insert a particular block from an external file
- **Insertion Point:** Specify X, Y, Z coordinate values.
- **Scale/Rotation:** Specify Scale and Rotation angle.
- **Explode:** Yes – will explode the inserted block.
- **Insert in:** - All Layouts – block will be inserted to all layouts; selected layouts - block will be inserted to selected layouts only; Model – block will be inserted to Model space only.

Block – Move/ Rotate/ Scale:

Move, Rotate and Scale existing blocks in Model and Layouts.



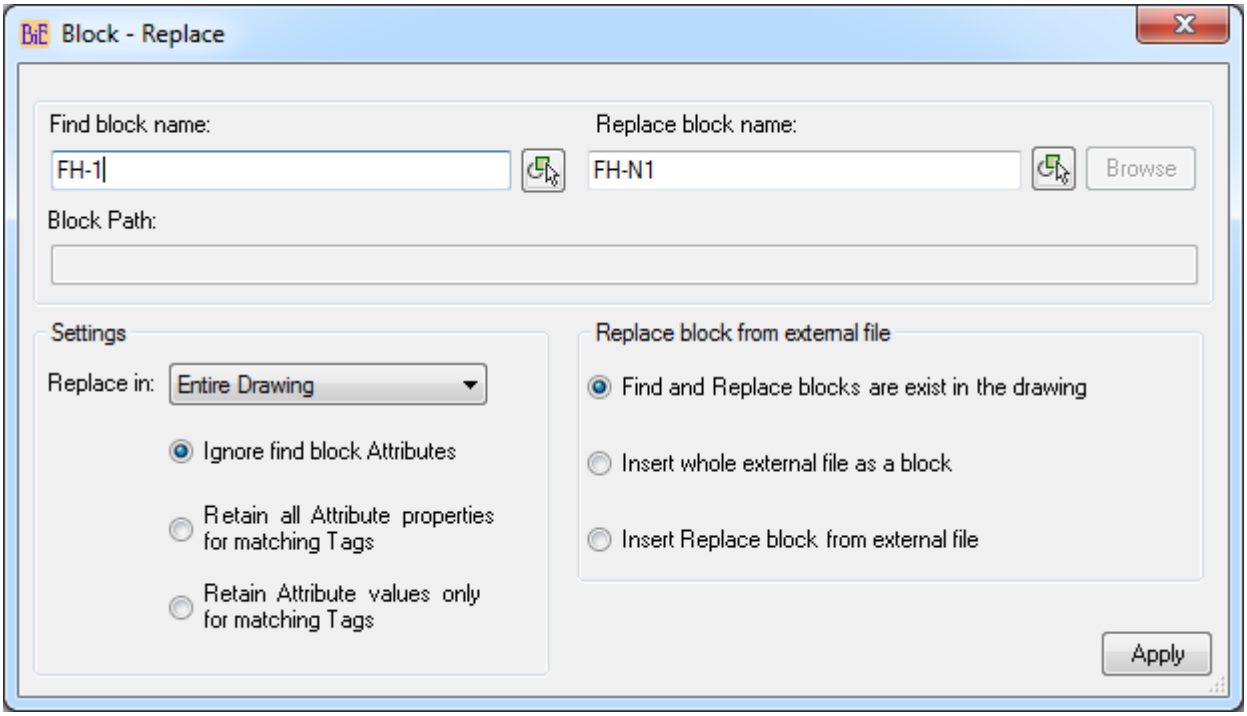
- **Block Name** : Specify block name or pick from screen
- **All layouts**: All matching block will be edited from all layouts.
- **Selected layouts**: All matching block will be edited from selected layouts.
- **Model:** All matching block will be edited from Model only.
- **Entire drawing:** All matching block will be edited from all layouts and Model
- **X Displacement:** Specify X offset value
- **Y Displacement:** Specify Y offset value
- **Rotation:** Specify rotation value
- **Scale:** Specify scale value

Block - Replace:

Replace block with another block both exist in the same drawing or replace block with new block from external file.

To redefine a block with another block exist in an external file make sure you have same block name in the external file.

Video: *http://www.youtube.com/watch?v=mmC_vPc6MHM*



Blocks can be replaced in entire drawing, Model only and in all layouts or selected layouts

- **Find block name:** Specify block name to search.
- **Replace block name:** Specify replace block name.

  Replace block from external file
- **Find and Replace blocks are exist in the drawing:** Replaces find block with replace block, both (Find&Replace) blocks must exist in the drawing.
- **Insert whole external file as a block:** Replaces find block with another external file.
- **Insert Replace block from external file:** Replaces find block with another block from external file.
- **Layout Only:** will be searched and replaced in all layouts, if layout selection was made then block will be replaced from selected layouts only.
- **Model Only:** will be searched and replaced in Model only.
- **Entire drawing:** will be searched and replaced in al l layouts and Model
- **Ignore find block Attributes:** find block attributes will be discarded and replace block attributes will be added, If replace block has attributes.

- **Retain all Attributes properties for matching Tags:** The matching find block attribute Tag name with replace block attribute Tag name properties (Text Style, height, color, position, rotation) are retained otherwise the find block attributes will be deleted and new Tags from replace block are added.

  Use this option to add new entries to existing attribute definition or remove

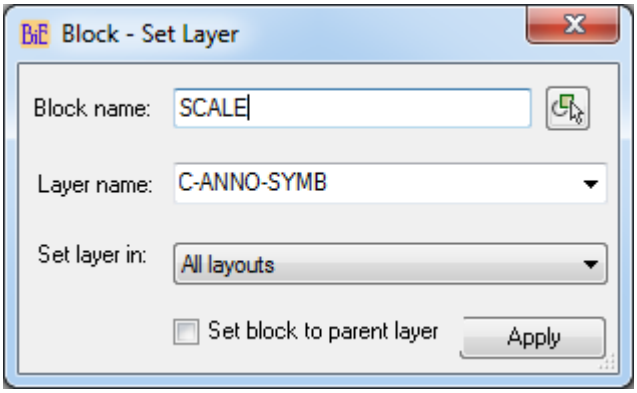
  To add new attribute to an existing attribute, the replace block should have all the attribute tag names matching to find block attributes with new Tag name to add.

  To remove attribute from an existing attribute, the replace block should not include that particular attribute Tag.

- **Retain Attribute values only for matching Tags:** The matching find block attribute Tag name with replace block attribute Tag name values are retained and replace block attribute properties (Text Style, height, color, position, rotation) will be applied.

Block – Set Layer:

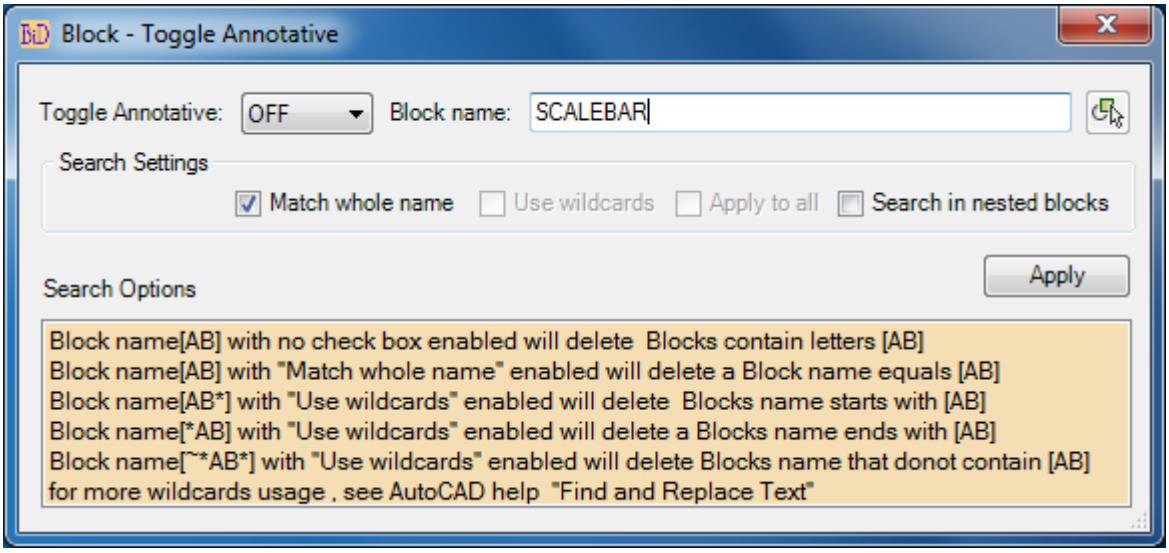
Change the layer of inserted block to a specific layer or to its parent layer



- **Block name:** Specify block name or pick from screen
- **Layer name:** select a layer from the list or enter layer name, it will create the layer, if specified layer does not exist.
- **All layouts:** All matching blocks will be changed to specified layer from all layouts.
- **Selected layouts:** All matching blocks will be changed to specified layer from selected layouts only.
- **Set block to parent layer:** blocks will be changed to its parent layer.

Block – Toggle Annotative:

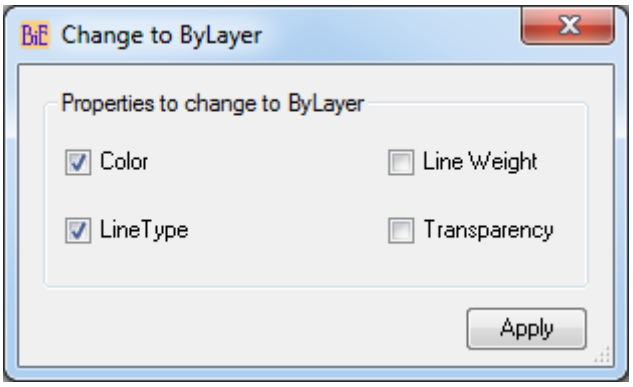
Converts Annotative block to non-Annotative and vice-versa.



- **Toggle Annotative** : OFF will set annotative block to non-Annotative; ON will set non-Annotative block to Annotative block
- **Block Name** : Specify block name or pick from screen
- **Match whole name**: Whole Block name matching to given value will be modified
- **Use wildcards:** supports wildcards search, refer to search options.
- **Apply to all:** All blocks in model and layouts will be modified.
- **Search in nested blocks:** Enabling this option will include nested blocks.

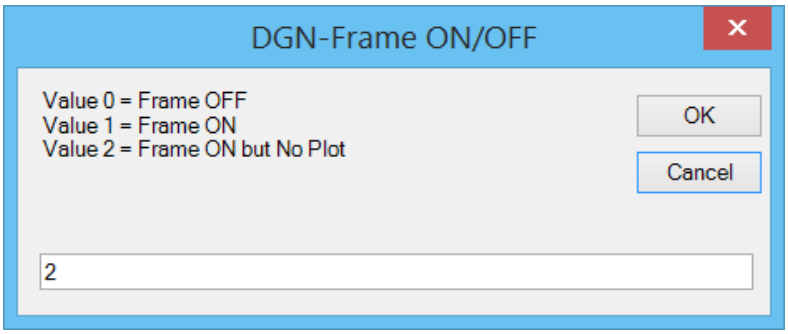
Change to ByLayer:

Change all entities properties to Bylayer



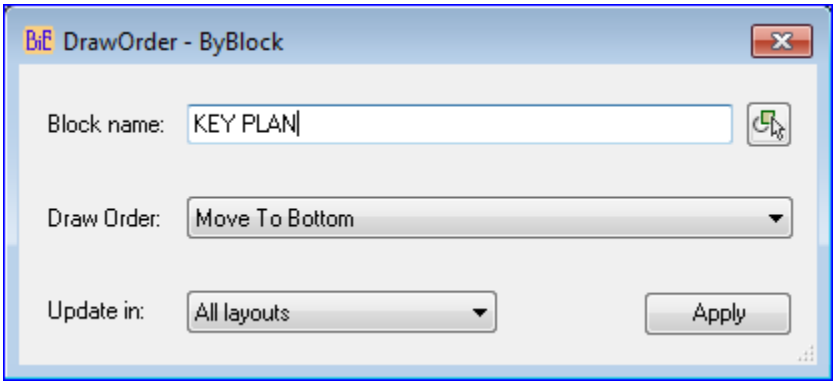
DGN-Frame ON/OFF:

Changes DGN Frame options to user specified value, valid values are 0, 1 and 2



DrawOrder - ByBlock:

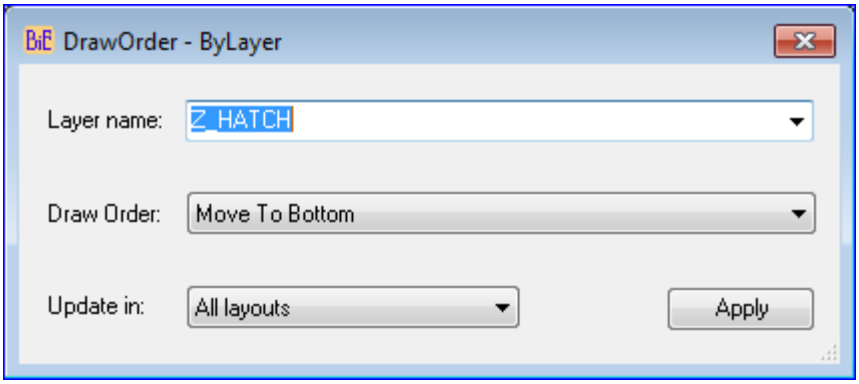
Changes the draw order of block to bottom or top



- **Block name:** Specify block name or pick from screen
- **Draw Order:** Select Move To Bottom or Move To Top option.
- **All layouts:** All matching blocks draw order will be changed from all layouts.
- **Selected layouts**: All matching blocks draw order will be changed from selected layouts only.
- **Model:** All matching blocks draw order will be changed from Model space only.

DrawOrder – By Layer:

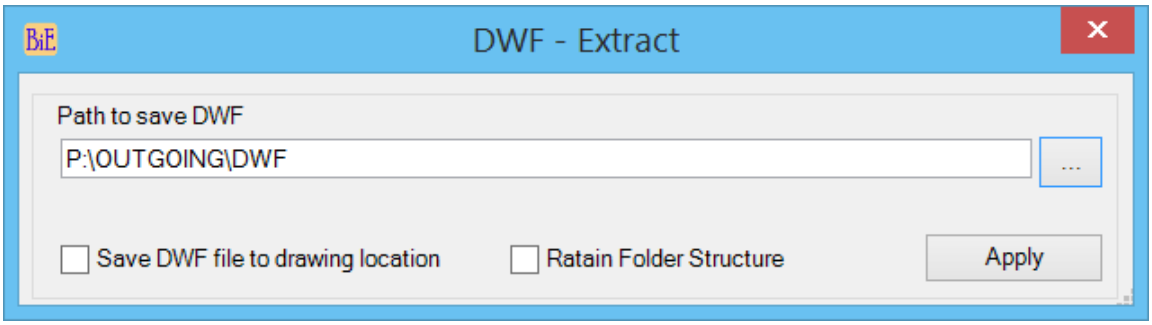
Change the draw order of entities in a specific layer to bottom or top



- **Layer name:** Select a layer name from the list or enter layer name.
- **Draw Order:** Select Move To Bottom or Move To Top option.
- **All layouts:** All matching blocks draw order will be changed from all layouts.
- **Selected layouts:** All matching blocks draw order will be changed from selected layouts only.
- **Model:** All matching blocks draw order will be changed from Model space only.

DWF-Extract:

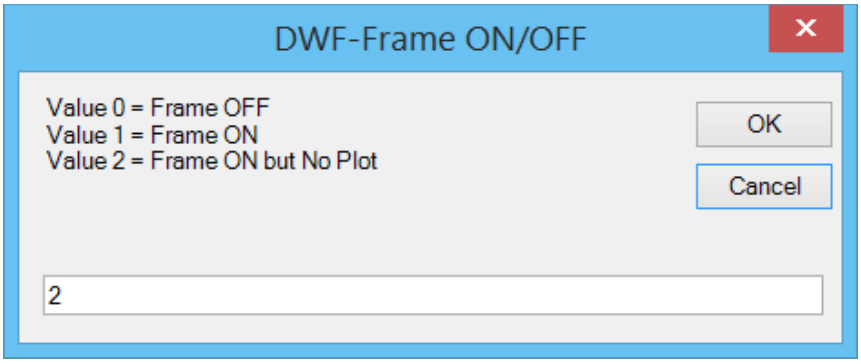
Extracts DWF underlay from host drawing and this command will not extract DWF files which are within xref file and bind xref first to extract the DWFs from it



- **Path to save DWF:** Browse to destination location and select alternately user can copy and paste the path.
- **Save DWF file to drawing location:** Save the extracted DWF files to host drawing location
- **Retain Folder Structure:** This option will create similar folder structure of DWF file

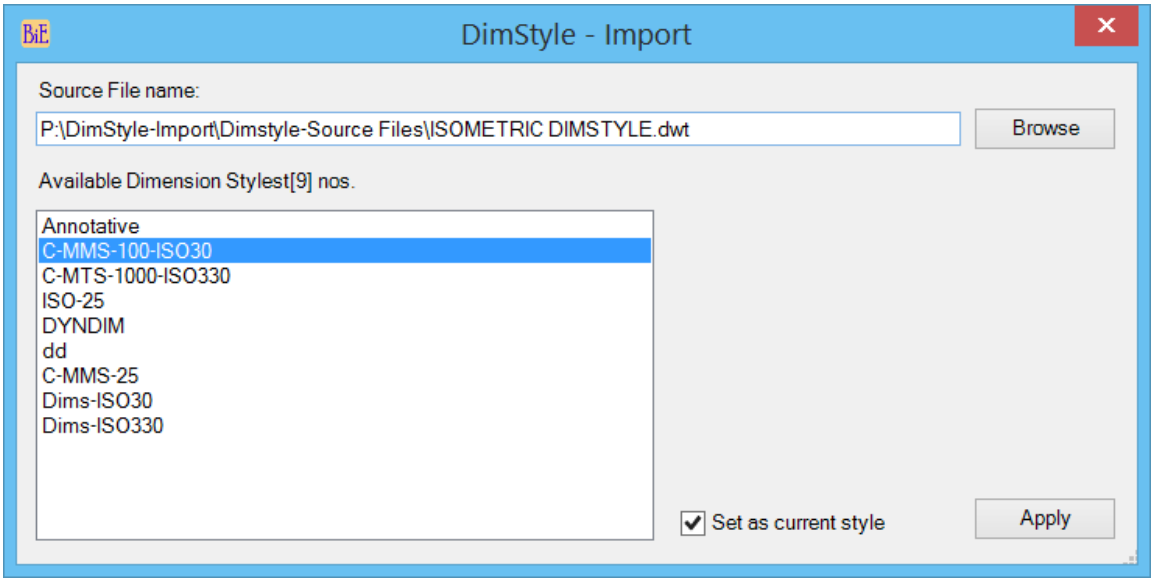
DWF-Frame ON/OFF:

Changes DWF Frame options to user specified value, valid values are 0, 1 and 2



DimStyle-Import:

This command imports Dimension style and sets it as current from external dwg and dwt files



DimStyle-Set Current:

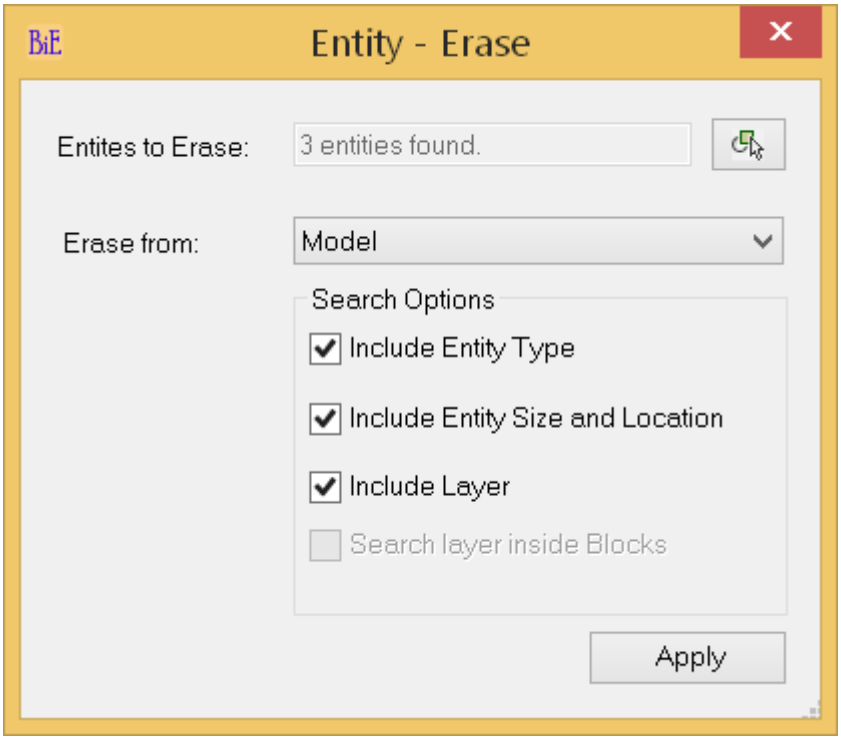
This command sets the existing dimension style to current

Education Stamp - Status:

Reports the presence of education water mark stamp (command applicable up to AutoCAD version 2014 only)

Entity - Erase:

Erase entities of similar type, size, location and layer



- **Entities to Erase:** Select reference entities to erase from drawing. First set the Model or layout as current from where you want to erase entities then set Model/Layout for the Erase from option and then select pick from the screen button to select the entities from current space
- **All layouts:** All matching entities will be erased from all layouts.
- **Selected layouts:** All matching entities will be erased from selected layouts only.
- **Model:** All matching entities will be erased from Model space only.
- **Entire Drawing:** All matching entities will be erased from Model space and all layouts.

Include Entity Type: This option can be used alone and combination of other options

If it is used alone, this will erase selected entity type

For example, if the selection contains circle, line and text then all the circles, lines and text entities will be erased.

Include Entity Size and Location: This option cannot be used alone and should be used combination of other options

If it is used with “Include Entity Type”, this will erase entities which matches the selected entity type, size and location

Include Layer: This option can be used alone and combination of other options

If it is used alone, this will erase entities which layer is one of the layers of the reference entities selected for erase

Use this option to delete layer, like layer kill command, enabling the option “Search layer inside block” will search the entities in particular layer and erases them.

Warning: Blocks containing entities in that layer will be erased and block redefined

If it is used with “Include Entity Type”, this will erase entities which matches the selected entity type and layer combination

If it is used with “Include Entity Type” and “Include Entity Size and Location”, this will erase entities which matches the selected entity type, size, location and layer combination

Erase By Window in Layout:

This command demonstrates the integration of user defined lisp command into the batch process.

There is a lisp file “BIE_EraseByWindowinLayout.lsp” in the installation folder of batch process, edit the command list file “BIE_Commands.lst” and make sure the path is correct on the command line where it calls the command “Erase By Window in Layout”

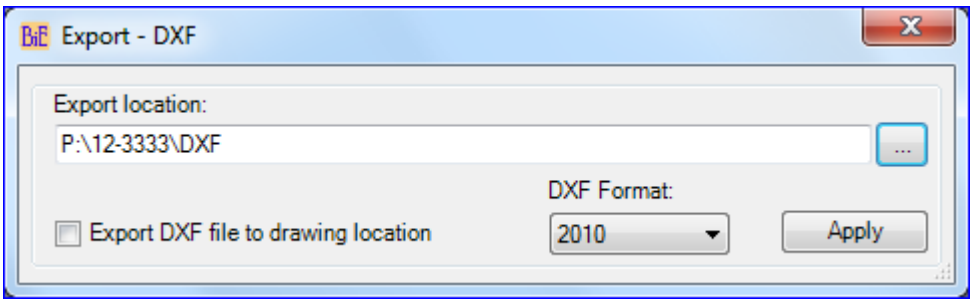
Open the lisp file “BIE_EraseByWindowinLayout.lsp” in notepad or in your choice of text editor and enter the window area of x,y values to erase the entities which are falls within that area in layout and save the file

```
;;;change the window area as required
(command "erase" "c" "750,250" "820,375" "")
```

Add the command to “commands selected for batch” by double cliking on the command list then add the command to files

Export - DXF:

Creates DXF files with specified format



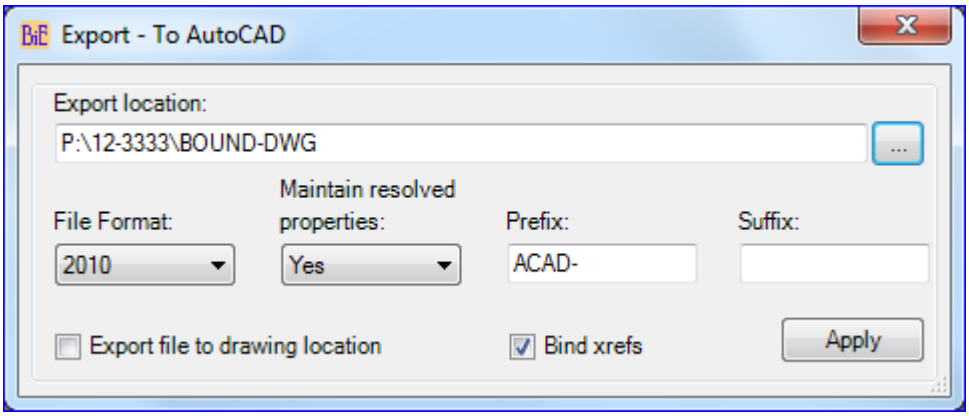
Export location: Set the path for DXF file, file name will be same as drawing name.

Export DXF file to drawing location: DXF file will be saved to drawing location.

DXF Format: Select DXF file format.

Export - To AutoCAD:

This command uses the AutoCAD built-in command “EXPORTTOAUTOCAD” to create a new file with all AEC objects exploded in to native AutoCAD objects



Export location: Set the path for export to AutoCAD file, file name will be same as drawing name.

File Format: Select drawing version

Maintain resolved properties: Determines how blocks within custom AEC objects are treated.

Yes: Explodes all block instances within custom AEC objects into basic AutoCAD objects. The resulting basic objects revert to their original properties rather than the properties of the block definitions.

No: Does not explode any block instances within custom AEC objects. The properties of the block instances are determined in the usual way, depending on how the objects in the blocks were created and the property settings of the layers on which the blocks are inserted.

Prefix: Set prefix file name, default is set to “ACAD-“

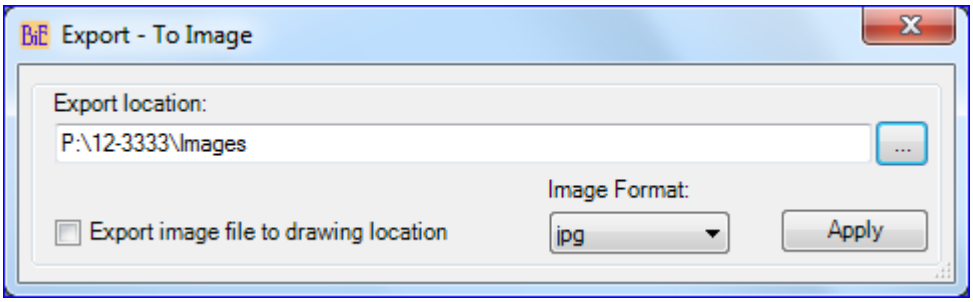
Suffix: Set suffix file name, if needed or leave it empty

Export DXF file to drawing location: Export file will be saved to drawing location. Use the prefix option to create a unique file name for this drawing and to prevent overwriting the existing drawing file.

Bind Xref: if enabled, all Xrefs will be bound with bind option.

Export - To Image:

Create image file from drawing (jpg, bmp, png, tif and wmf)



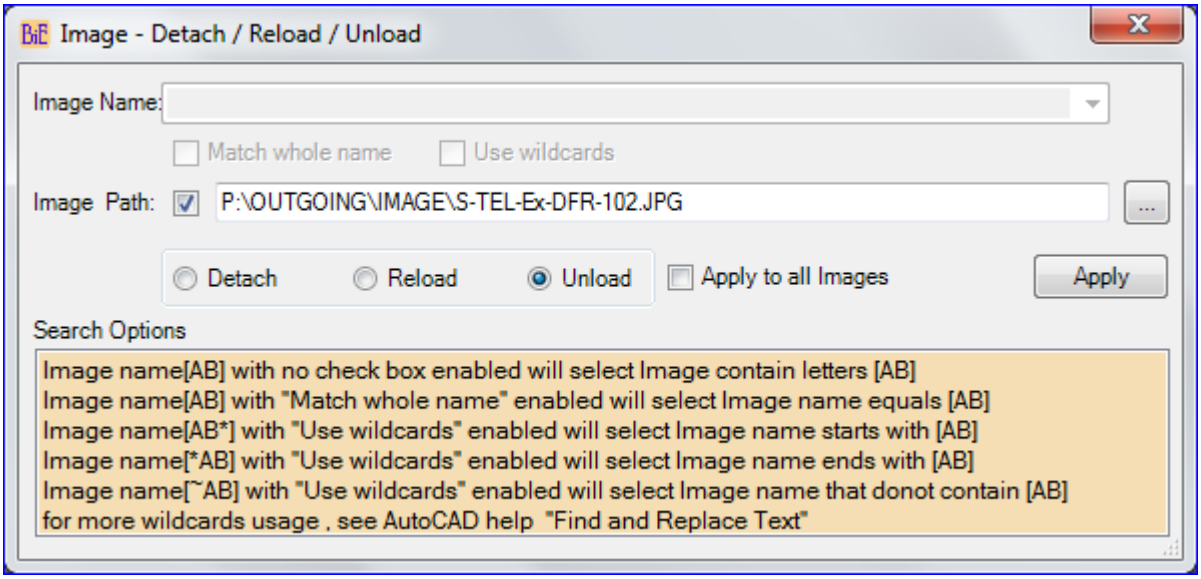
Export location: Set the path for image file, file name will be same as drawing name.

Export image file to drawing location: image file will be saved to drawing location.

Image Format: Select image format (jpg, bmp, png, tif and wmf)

Image – Detach/Reload/Unload:

Detach/Reload/Unload a single or multiple images by its reference name or by its path.



- **Image name:** Specify image reference name (see search options). All images in the current drawing will be listed for selection or user can input the image name in the name field.
  Match whole name: Finds only whole words that match the image name.

- **Use wildcards:** Allows the use of wild-cards in searches.

- **Image path:** Alternatively, image can be searched by its path; there may be cases where a single image is attached with different image reference names. In such cases the command will be executed on all image names those use the same file; enable the check box to browse and select a drawing file.

- **Detach:** Detaches image

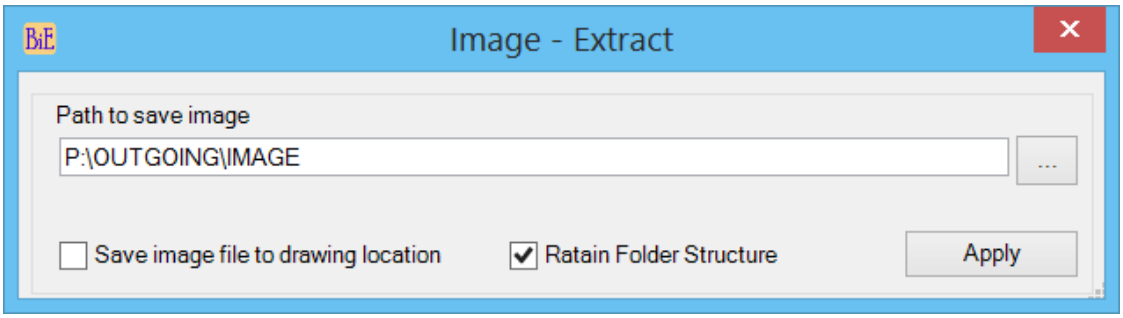
- **Reload:** Reloads image

- **Unload:** Unloads image

- **Apply to all Images:** The selected action (Detach/Reload/Unload) will be applied to all images.

Image - Extract:

Extract attached images from drawing. This command is useful to send the images with bound drawings. Images from the attached xref files could not be extracted but use this command after bind command to copy the images from bound xrefs.



- **Path to save Image:** Browse to destination location and select alternately user can copy and paste the path.
- **Save Image file to drawing location:** Save the extracted Images to host drawing location
- **Retain Folder Structure:** This option will create similar folder structure of Image file

Image-Frame ON/OFF:

Changes Image Frame options to user specified value, valid values are 0, 1 and 2

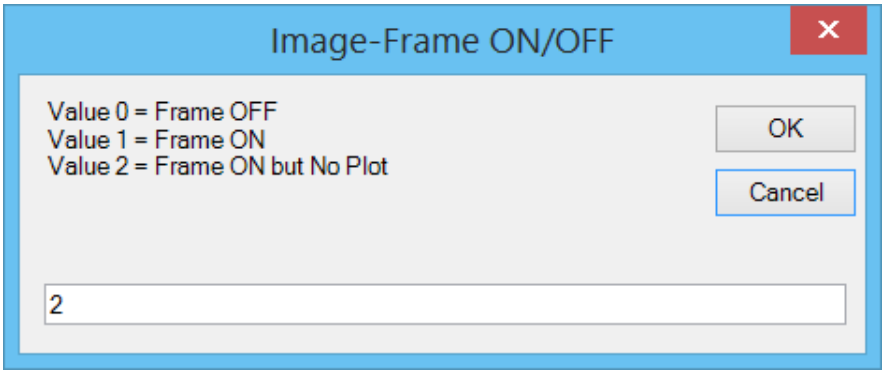
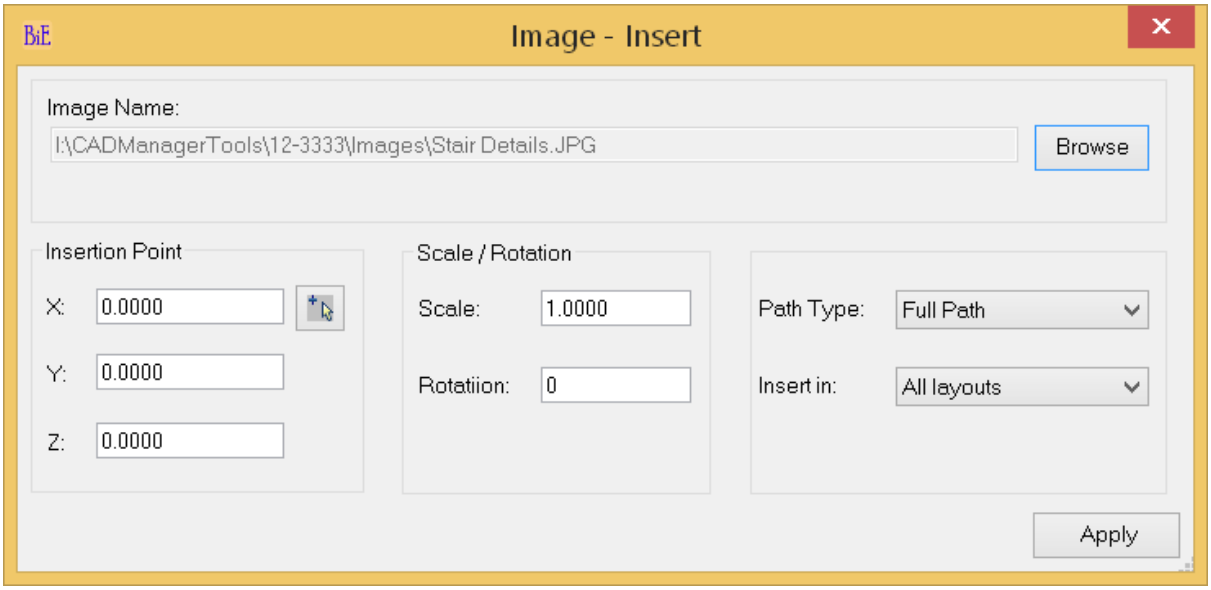


Image - Insert:

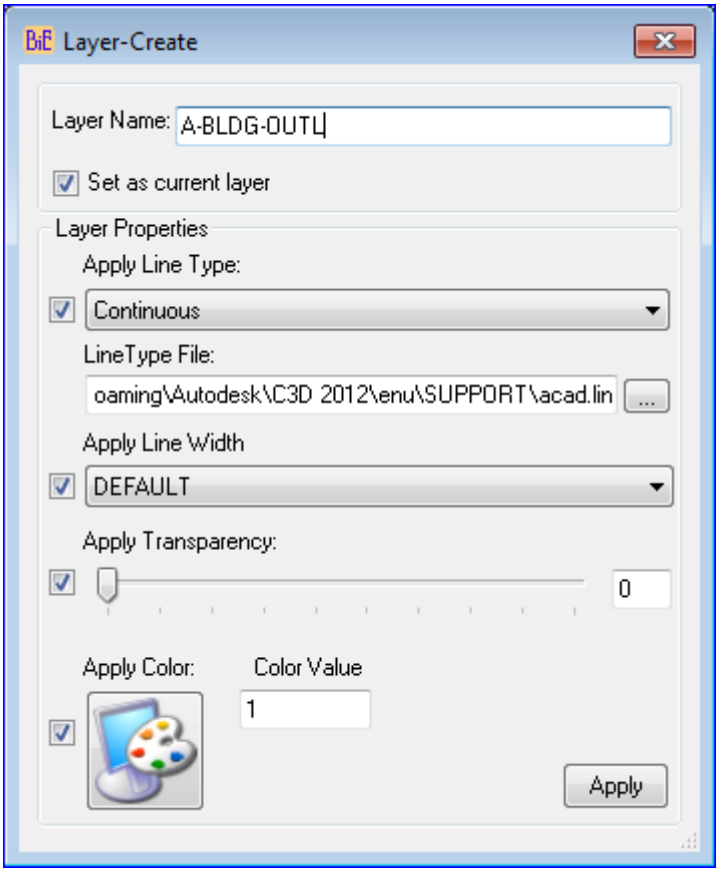
Attaches image to drawing.



- **Image Name:** Image file name to attach
- **Insertion Point:** Specify X, Y, Z coordinate values.
- **Scale/Rotation:** Specify Scale and Rotation angle.
- **Path Type:** Specify path type Full Path/Relative Path/No Path
- **Insert in:** - All Layouts – Image will be inserted to all layouts; selected layouts - Image will be inserted to selected layouts; Model – image will be inserted to model space.

Layer - Create:

Create new layer and set it to current layer or set the existing layer to current.

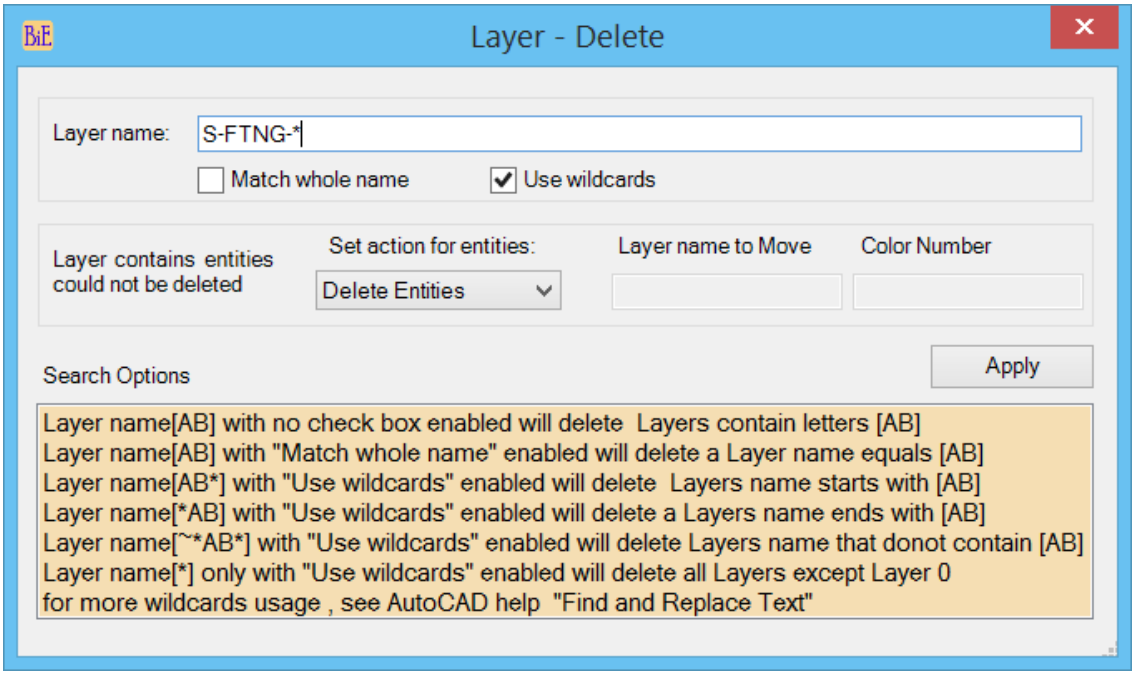


- **Layer Name:** Specify full layer name.
- **Set as current layer:** Enable this option to set the specified layer as current.
- **Apply Line Type:** Enable this option and select line type from the list.
- **LineType file:** Specify linetype file name to load the specified linetype.
- **Apply Line Width:** Enable this option and select line width from the list.
- **Apply Transparency:** Enable this option and set transparency value.
- **Apply Color:** Enable this option and choose either index or true color from the color dialog box.

To make an existing layer as a current layer enter the existing layer name and enable “Set as current layer” option and if needed, the existing layer properties could be changed by enabling and assigning values.

Layer – Delete:

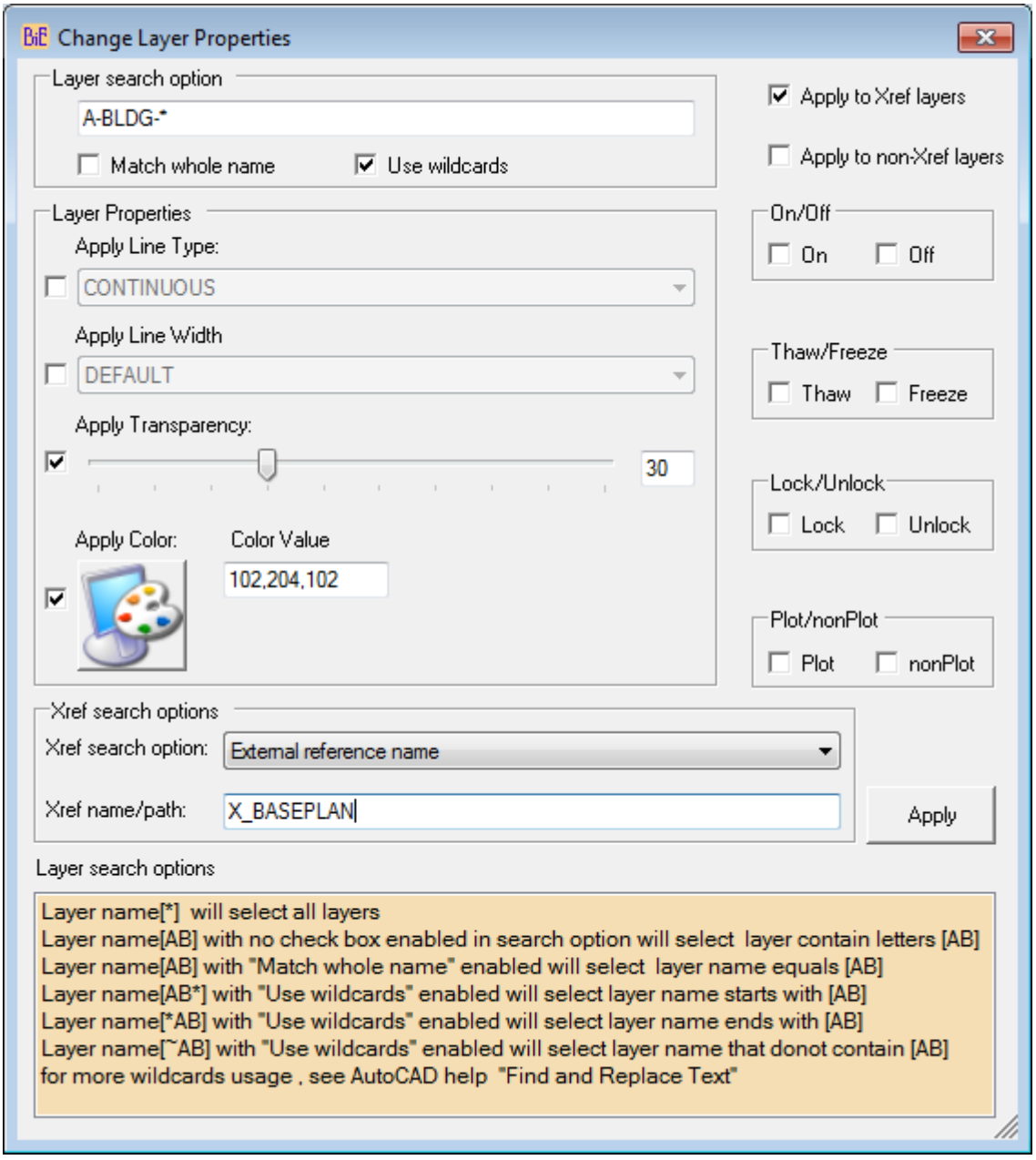
Delete layers and this command works like express command “Layer kill” and set layer 0 as current layer, if the current layer needs to be deleted.



- **Layer Name** : Specify Layer name
- **Match whole name**: Whole Layer name matching to given value will be deleted
- **Use wildcards:** supports wildcards search, refer to search options.
- **Set action for entities:** There are 3 options (Do not Delete, Delete Entities and Copy to Layer) are available, Layers containing entities could not be deleted and setting option to “Delete Entities” will delete all entities before deleting the layer
- **Copy to Layer:** Enable this option to move the entities to new or another existing layer, existing layer will be taken if given layer name already exists.
- **Layer Name to Move/Color Number:** Enter valid layer name and color number (Valid Index color numbers are 1 to 255 and True color with RGB values Example 125,210,25)

Layer Prop. - Change:

Change layer properties of xref/non-xref layers.



- **Apply to non-Xref layers:** layer properties and status changes will be applied to non-Xref layers only
- **Apply to Xref layers:** layer properties and status changes will be applied to Xref layers only
- **Layer Name:** Specify valid layer name (refer Layer search options)
- **Apply Line Type:** Enable and select line type from the list.
- **Apply Line Width:** Enable and select line width from the list.
- **Apply Transparency:** Enable and set transparency value.
- **Apply Color:** Enable and choose either index or true color from the color dialog box.
- **On/Off:** Enable to change On/Off status of layers.
- **Thaw/Freeze:** Enable to change Thaw/Freeze status of layers.

- **Lock/Unlock:** Enable to change Lock/Unlock status of layers.
- **Plot/nonPlot:** Enable to change Plot/nonPlot status of layers.

Xref search options:

This gives additional option to change layer properties of an individual external reference.

External reference name: Specify Xref reference name to make changes only to a particular Xref layers.

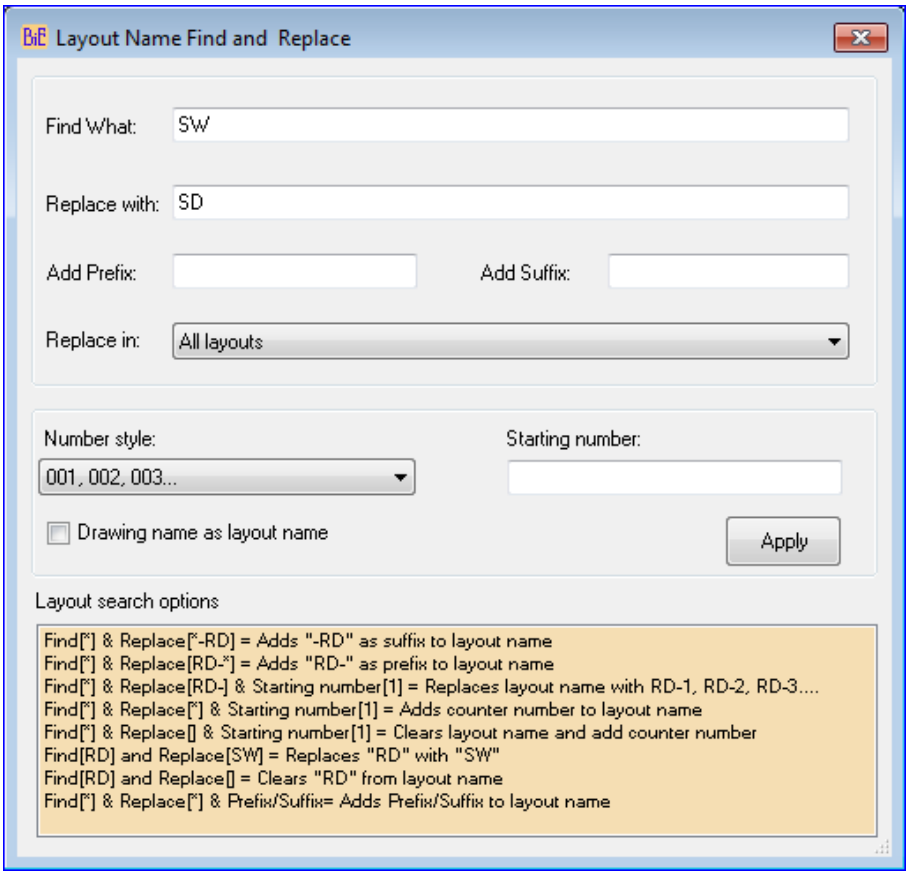
External reference file: Select Xref reference file to make changes to Xref layers which references match the reference path.

All Xrefs: Apply changes to all Xrefs.

Layout Name Find and Replace:

Find and replace layout names.

Video: http://www.youtube.com/watch?v=3GY2hPIMTqY



- **Find What:** Specify search strings.
- **Replace with:** Specify replace s Find What: Specify search strings.
- **Add Prefix:** Specify prefix value to add to layout name.
- **Add Suffix:** Specify suffix value to add to layout name
- **Replace in:** Choose All layouts or selected layout only.
- **Choose number style and starting number to add increment number to layouts**
- **Drawing name as layout name:** Enable this option to rename layout name as drawing name

  If drawing contains more than one layout, counter number will be added.

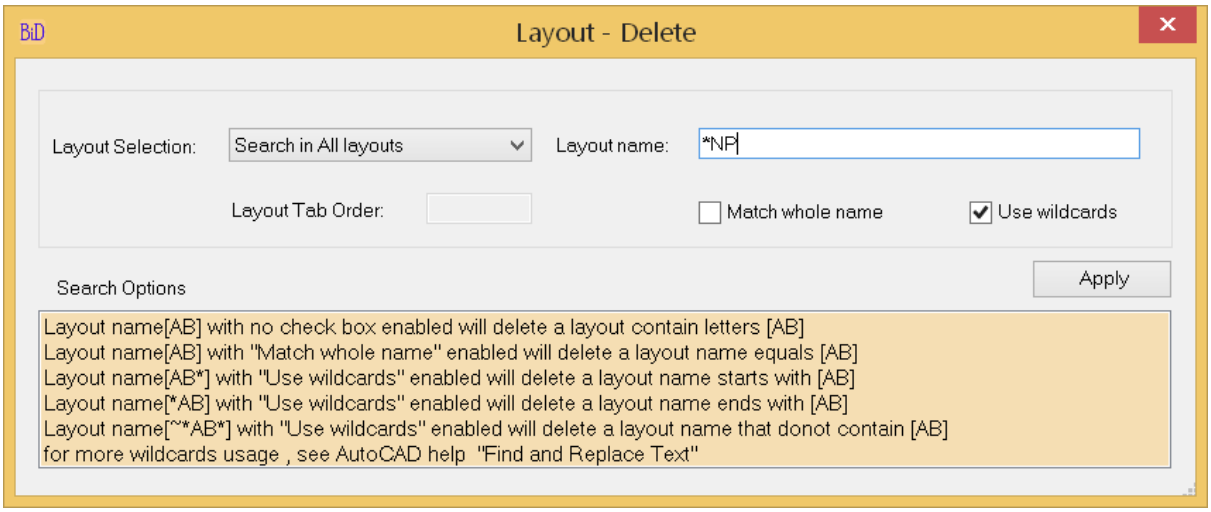
  e.g – Drawing name: A-BLDG-PLAN

  First Layout name: A-BLDG-PLAN-1

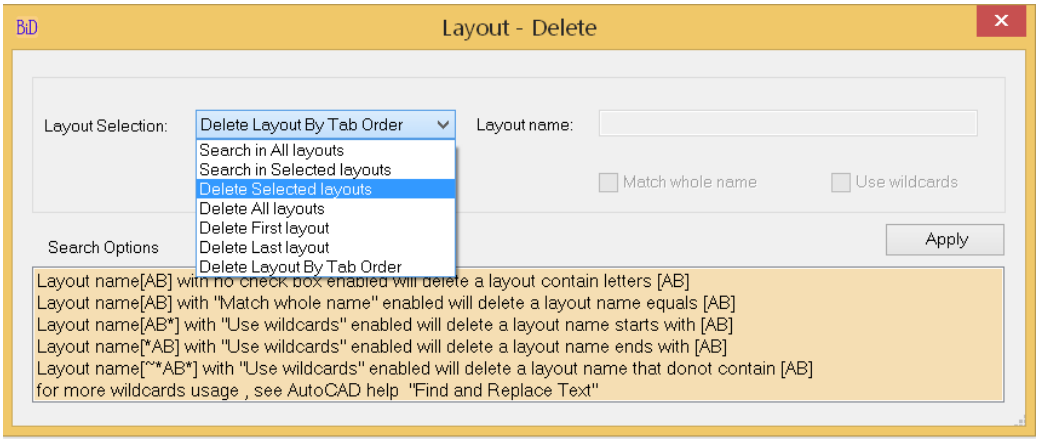
  Second Layout name: A-BLDG-PLAN-2 and so on.

Layout - Delete:

Delete layout which matches search criteria.



- **Layout Name:** Specify search strings for layout name.
- **Match whole name:** Delete layout which whole name matches to search layout name.
- **Use wildcards:** Delete layout which matches to search layout name pattern.

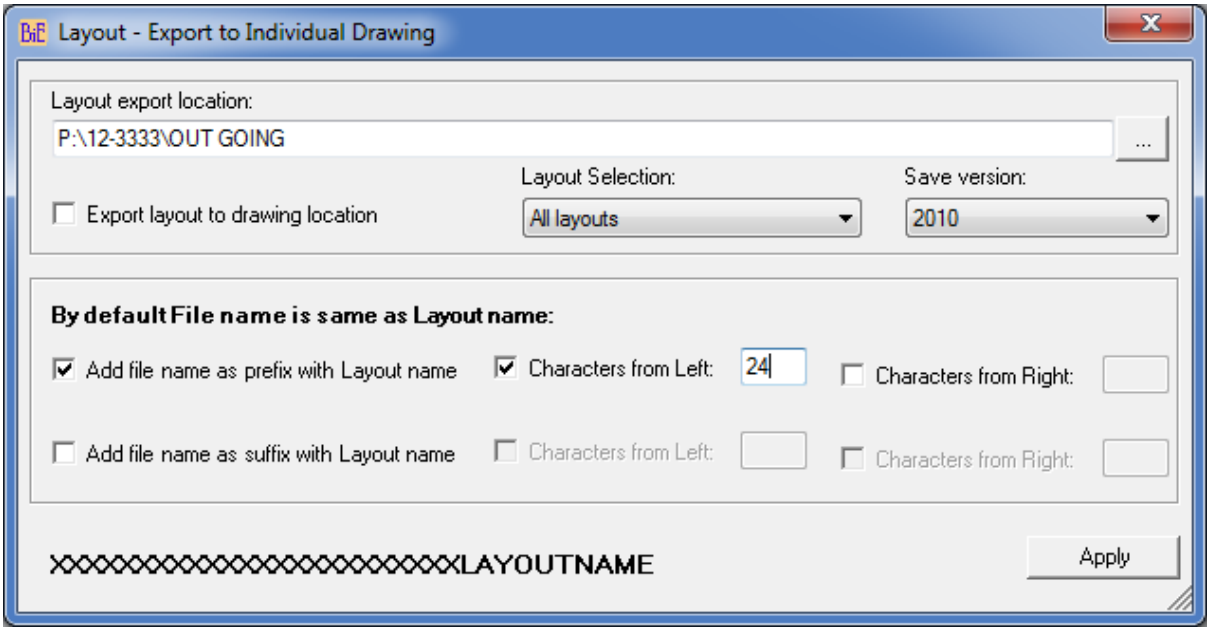


- **Search in All layouts:** Search will be done in all layouts.
- **Search in Selected layouts:** Search will be done only in layouts which are selected in the file list.
- **Delete selected layouts:** All layouts which are selected in the file list will be deleted.
- **Delete All layouts:** All existing layouts will be deleted and a new layout will be created
- **Delete First/Last layout:** First/Last layout will be deleted
- **Delete layout by Tab order:** Layout will be deleted based on the given tab order value

Layout - Export:

Export layouts to individual drawings. Existing file with same layout name will be overwritten. The specified length of file name can be combined with layout name as prefix or suffix.

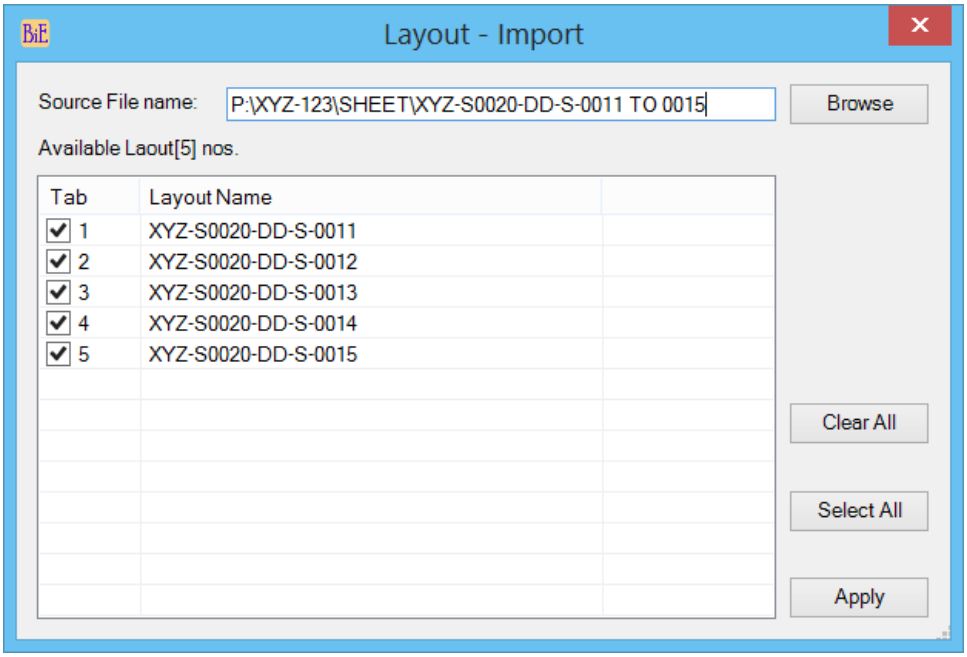
Video: Export layout to individual drawing http://www.youtube.com/watch?v=Flitx6gtUIM



- **Layout export location:** Set drawing export location and make sure no file exist with same name as layout name.
- **Export layout to drawing location:** Enable this option to export all layouts to drawing location.
- **All layouts /selected layouts:** Exports all layouts or selected layouts to specified location.
- **Save version:** Set drawing version to save.

Layout – Import:

Import layouts from external drawing (Dwg) and template (Dwt)

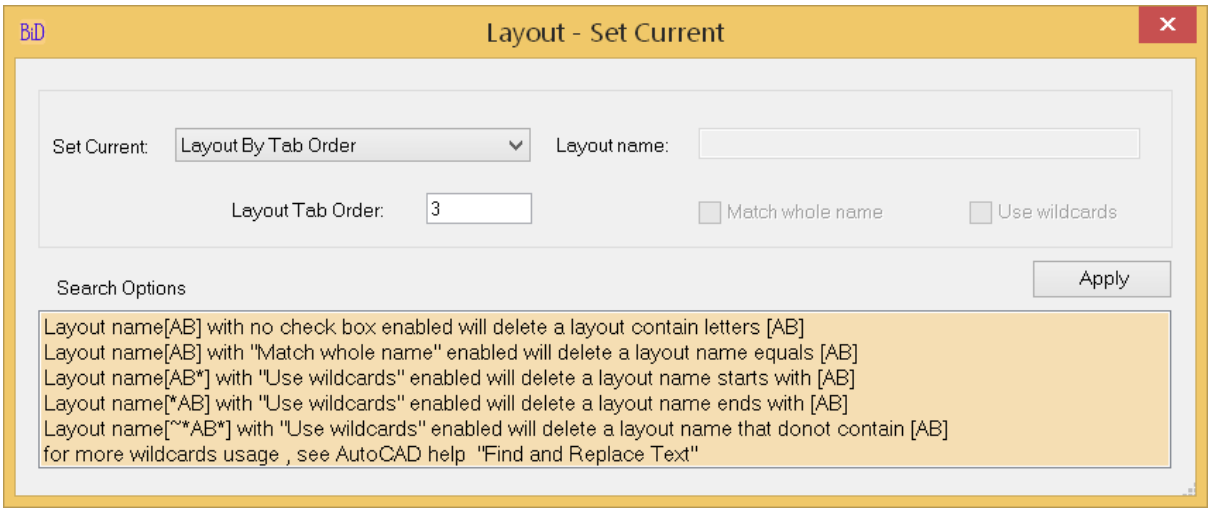


Layout - New:

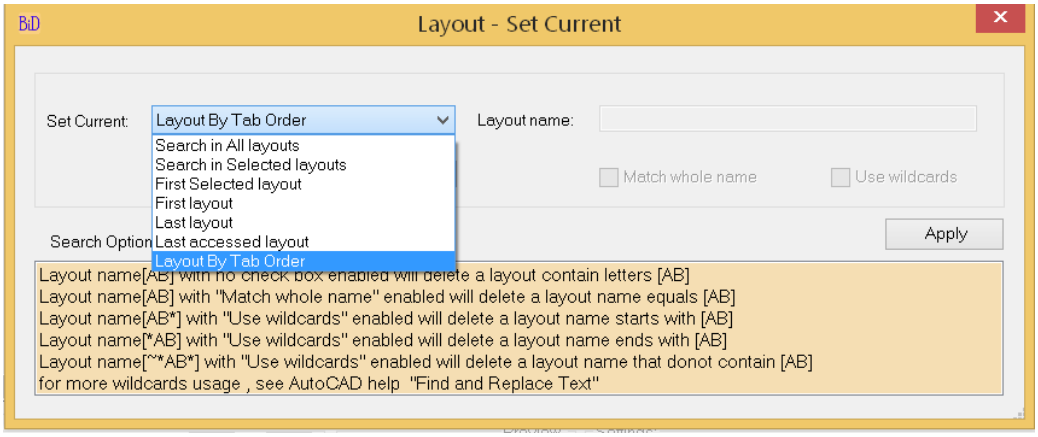
Add new layout to drawing, if Layout name (Layout1) exist then it will create new layout with next available number.

Layout – Set Current:

Sets the layout current which matches search criteria.



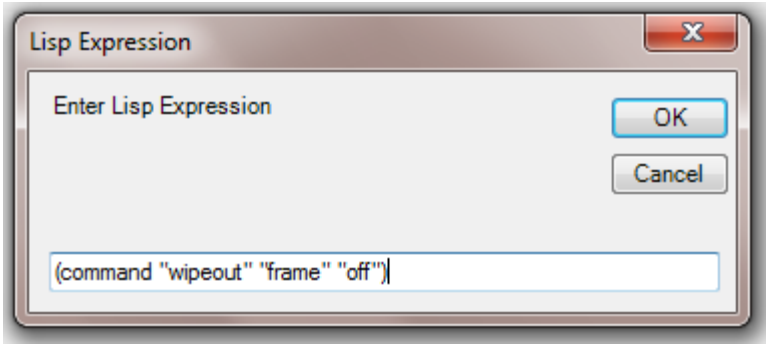
- . **Layout Name:** Specify search strings for layout name.
- **Match whole name:** Sets layout current which whole name matches to search layout name.
- **Use wildcards:** Sets layout current which matches to search layout name pattern.



- **Search in All layouts:** Search will be done in all layouts.
- **Search in Selected layouts:** Search will be done only in layouts which are selected in the file list.
- **First Selected layout:** First layout of the selected layouts will be set as current
- **First/Last layout:** First/Last layout will be set as current
- **Last accessed layout:** The layout which was as current previously will be set as current (you open a drawing which was saved in Model space and you have multiple layouts, want to set to layout which was last accessed)
- **Delete layout by Tab order:** Layout will be set as current based on the given tab order value

Lisp Expression:

Add lisp expression to batch process.



e.g:

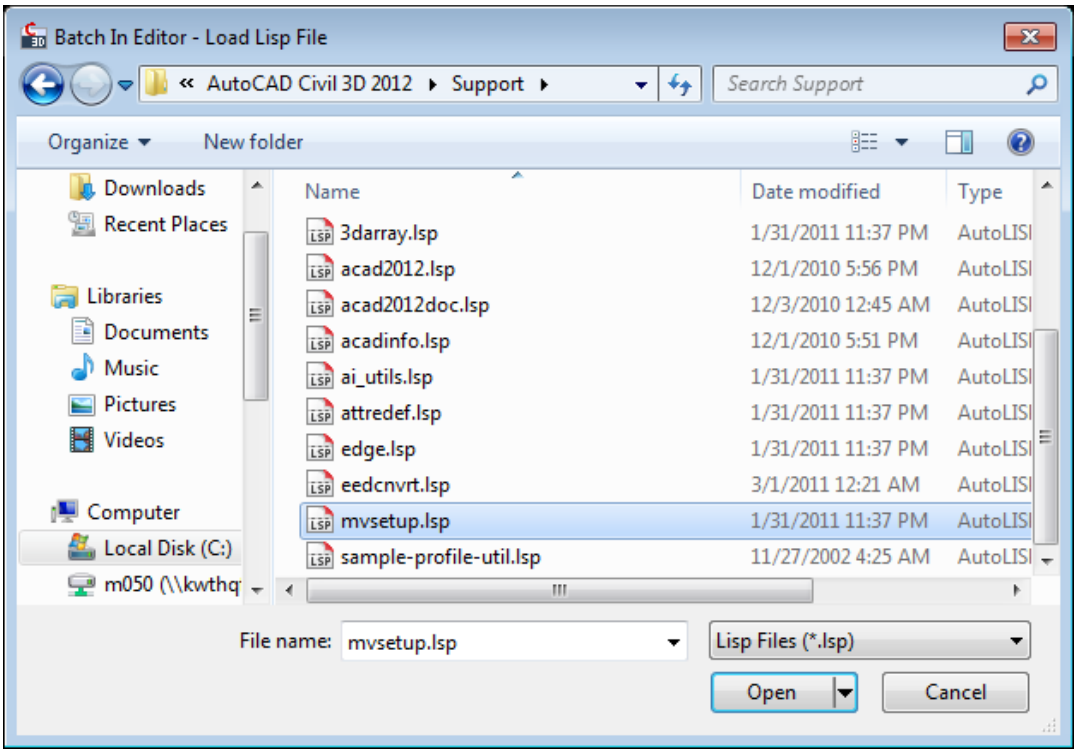
(setvar "LTSCALE" 1)

(Command “-layer” “t” “*” “”)

Check the lisp expression in AutoCAD for any error before adding to batch.

Lisp File-Load:

Add custom lisp file (*.lsp, *.vlx, *.fas) to batch process



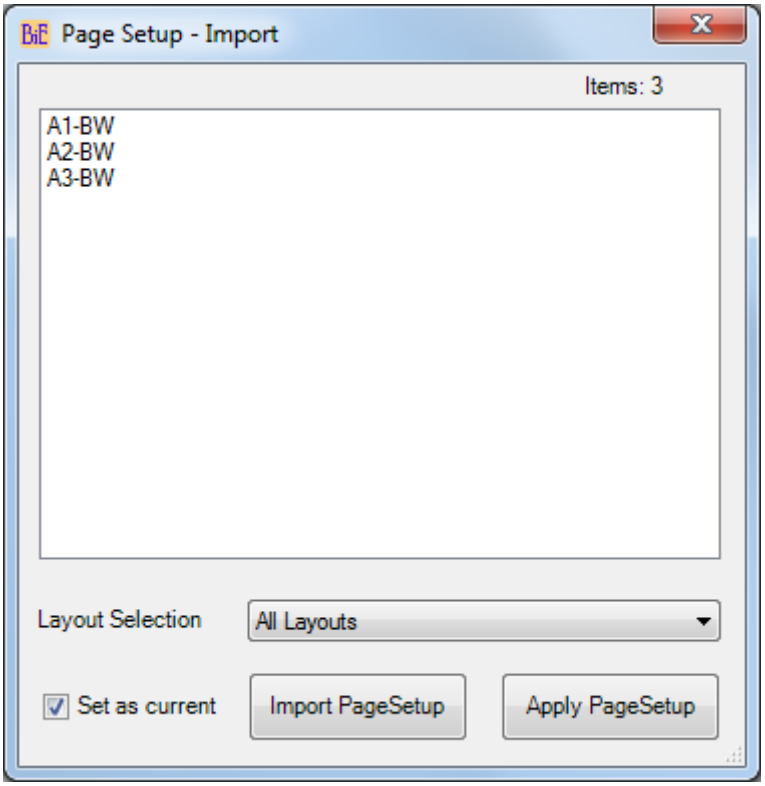
Check the custom lisp file in AutoCAD for any error before adding to batch.

Model -Set Current:

Sets the current space to Model space.

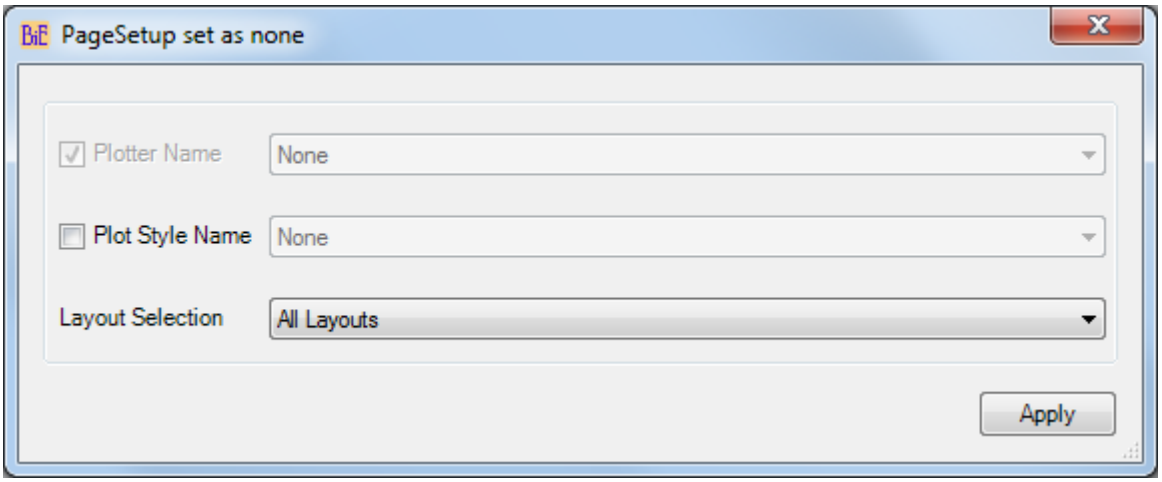
Plot Setup - Import:

Imports page setup to all/selected layouts and set us current.



Plot Setup – Set us none:

This command sets the page setup to none to All/selected layouts or Model. Plot style name can be assigned so as to let the user know the last used pet style name for printing

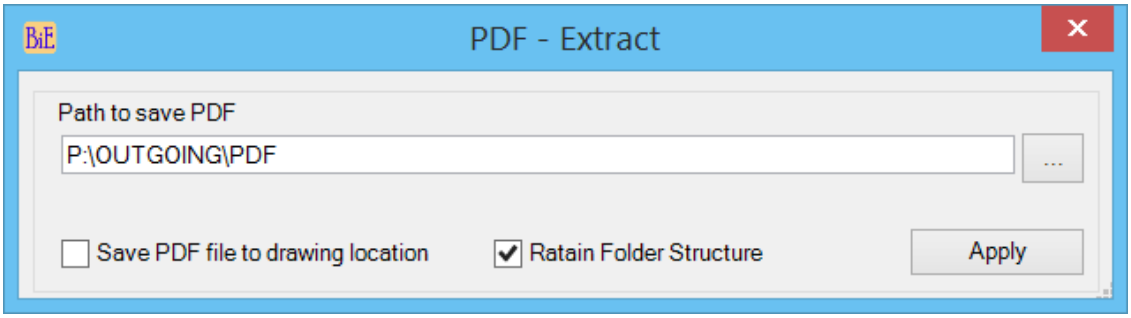


Paper space-Set Active:

Sets the current space to last used layout or first layout.

PDF - Extract:

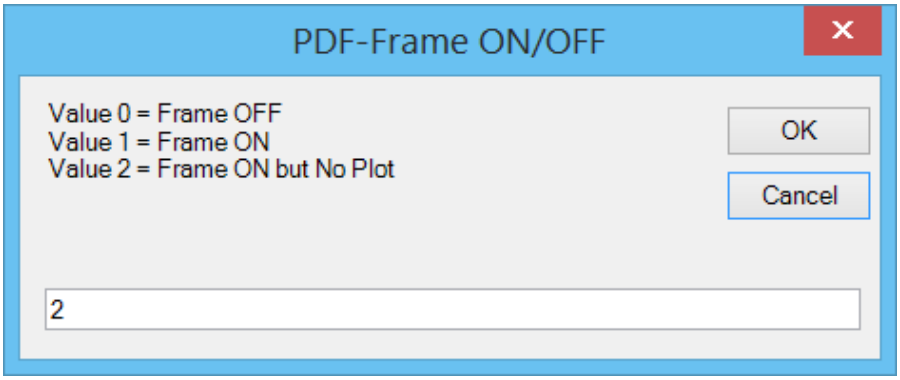
Extracts the overlayed PDF file to user specified location. This command is useful to send the PDF with bound drawings. PDF from the attached xref files could not be extracted but use this command after bind command to copy the PDF from bound xrefs.



- **Path to save PDF:** Browse to destination location and select alternately user can copy and paste the path.
- **Save PDF file to drawing location:** Save the extracted PDF to host drawing location
- **Retain Folder Structure:** This option will create similar folder structure of PDF file

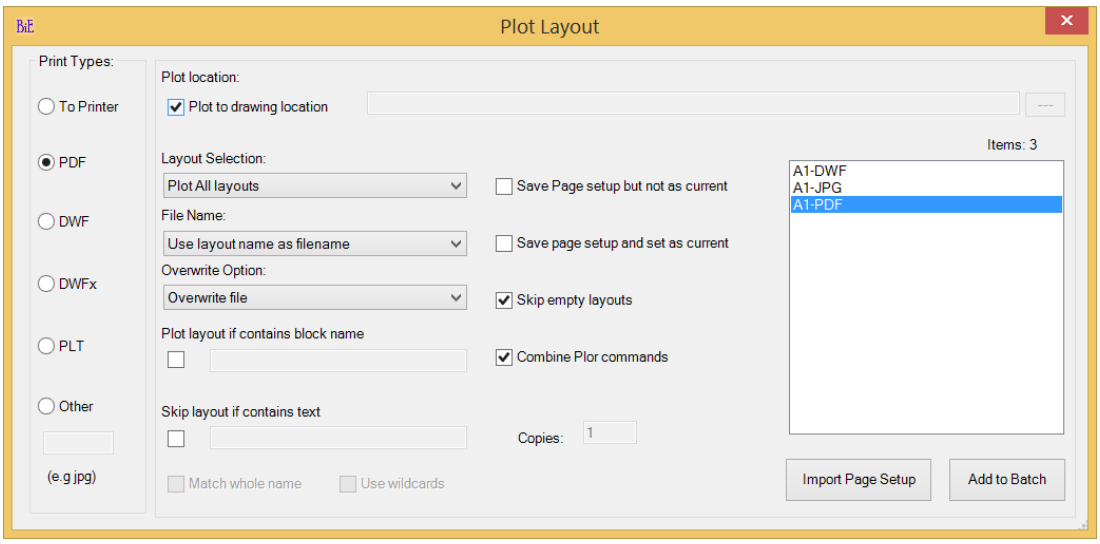
PDF-Frame ON/OFF:

Changes PDF Frame options to user specified value, valid values are 0, 1 and 2



Plot Layout:

Plot layout with multiple print tasks like A1, A3 to printer, PDF, DWF and Raster format all in one go by assigning various page setups.



Steps:

1. Select Print Types
2. Set the required options or accept the default
3. Select a Page setup from the list
4. Click on "Add to Batch"

All layouts or selected layouts in each drawing will be plotted with assigned page setups, if any drawing has more than one layout selected with multiple page setups assigned to the file and also Combine Plot commands option is enabled then each layout in that file will be plotted with multiple page setups before switching to next layout, this will save time in switching between layouts with multiple page setups and plotting will follow the layout tab order.

Care should be taken in choosing print type with page setups, for example if print type is chosen as "PDF" with the page setup which is not set up to PDF print then this will cause error. Assign proper naming convention to page setup names to identify what type of print process is associated with it.

Print Types:

- To Printer – Use this to print hard copies
- PDF – for PDF printing
- DWF – for DWF printing
- DWFx – for DWFx printing
- PLT – for creating plot (PLT)file
- Other – for creating other supported raster file formats (jpg, png etc...)

Plot location:

The plot files will be sent to the user specified location or to drawing location.

Layout Selection:

There are two options available "Plot All Layouts" and "Plot Selected Layouts"

File Name:

Use layout name as filename – layout name will be used as filename

Drawing name+Layout name – Drawing name with layout name will be used as file name

Drawing name only – Drawing name will be used as file name

Overwrite Option:

Overwrite file – the existing file with same name in the destination will be overwritten

Do not overwrite add next counter – if file exists in the destination then “-1” will be added as suffix

Plot layout if contains block name:

This option will be used to print the layouts which contain a specific block, for example the “Titile block”, if not then the layout will be skipped from printing.

Skip layouts if contains text:

Layout which contains specified strings will be skipped for printing

This will be useful to skip plotting of layouts which are not for the current submission

The general practice is to add text “-NU” or “-NOT USED” as a suffix to layout name which will be easy to identify not to include them in the current printing process.

Skip empty layouts:

Layouts with less than two entities will be considered as empty and will be skipped from printing.

Combine Plot Commands:

This option will combine the plot commands, if any drawing has more than one layout selected with multiple page setups assigned to the file then each layout in that file will be plotted with multiple page setups before switching to next layout

Save Page setup but not as current:

This option will import the page setup into the drawing but will not be set us current and saved drawing will contain the page setup

Save Page setup and set as current:

This option will import the page setup into the drawing and saved drawing will contain the page setup as current

Copies:

Number of copies for hard copy printing can be set and this option is available only to print type “To printer”

Add to Batch:

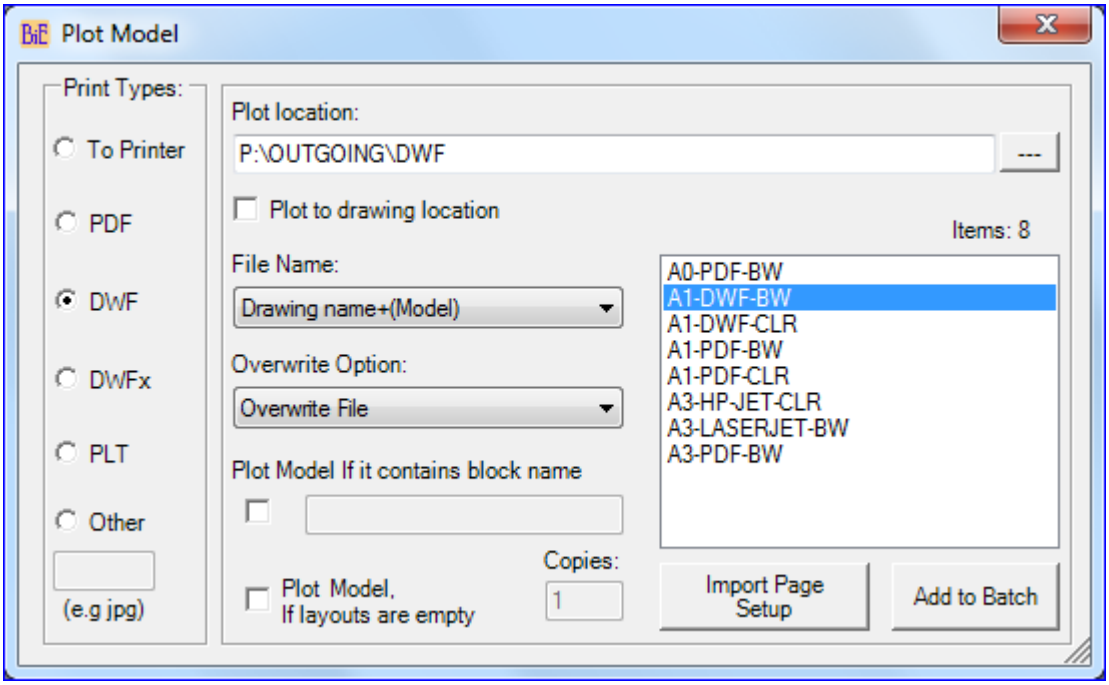
Adds the select page setup with settings to batch process

Import Page Setup:

Imports page setups from existing drawing.

Plot Model:

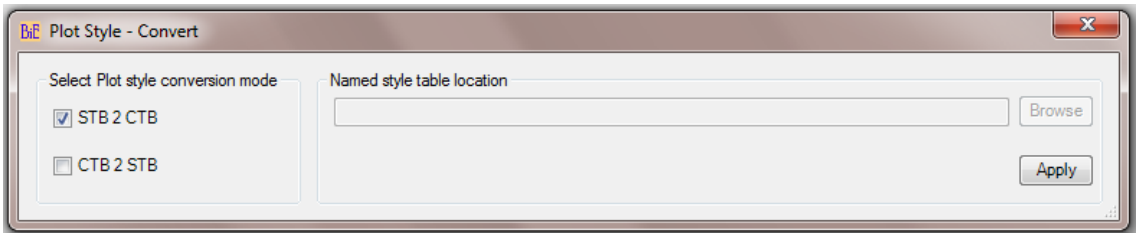
Plot Model space with multiple print tasks like A1, A3 to printer, PDF, DWF and Raster format all in one go by assigning various page setups.



For Detail refer to “Plot Layout”

Plot Style - Convert:

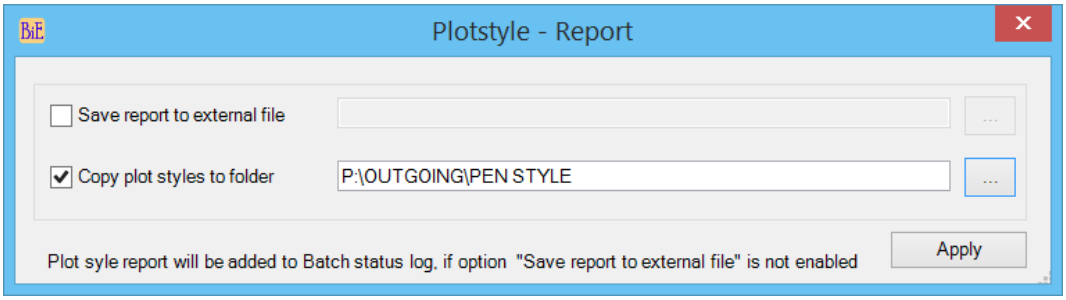
Converts plot style from STB to CTB or CTB to STB.



To convert CTB to STB, make sure you have prepared correct STB file and set the file location.

PlotStyle - Report:

Reports the assigned page setup name, pen style for individual layouts and extracts the assigned plot style from drawing



Proxies - Erase:

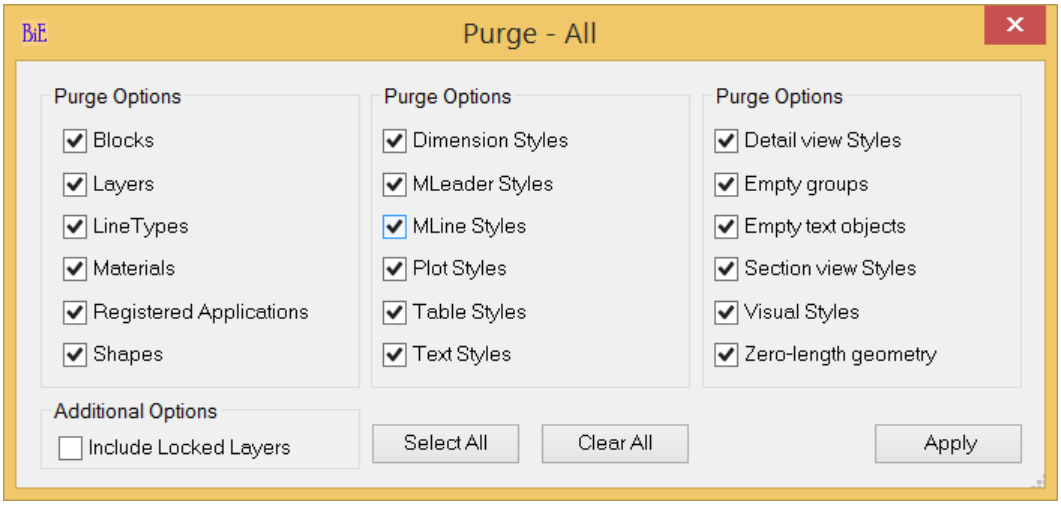
Erase all proxy graphics from drawing.

PSLTSCALE Set to 0/1:

Sets PSLTSCALE in all layouts or selected layouts.

Purge - All:

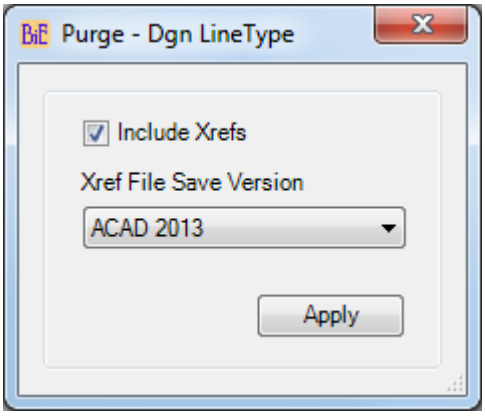
Purge all unused items from drawing.



- **Include Locked Layers:** Locked layers will be unlocked and reset them back to locked state at the end of the purge operation.

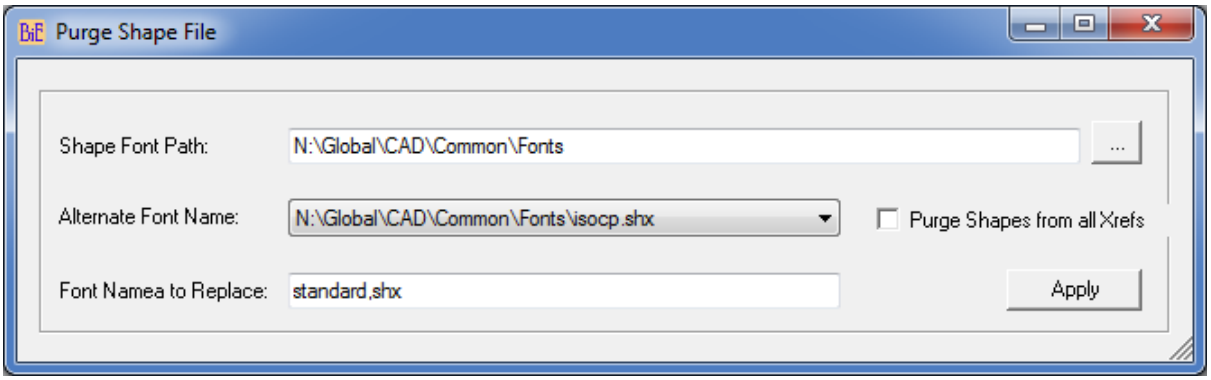
Purge - DGN LineTypes:

Purge all DGN linetypes which comes from Microstation DGN files01. All Xref files will be included in the purge process, if “Include Xrefs” option is selected or only the current file will be cleared of DGN linetypes.


Purge - Dgn LineType
Include Xrefs
Xref File Save Version
ACAD 2013
Apply

Purge Shape File:

Purge not found shape files from the drawing.

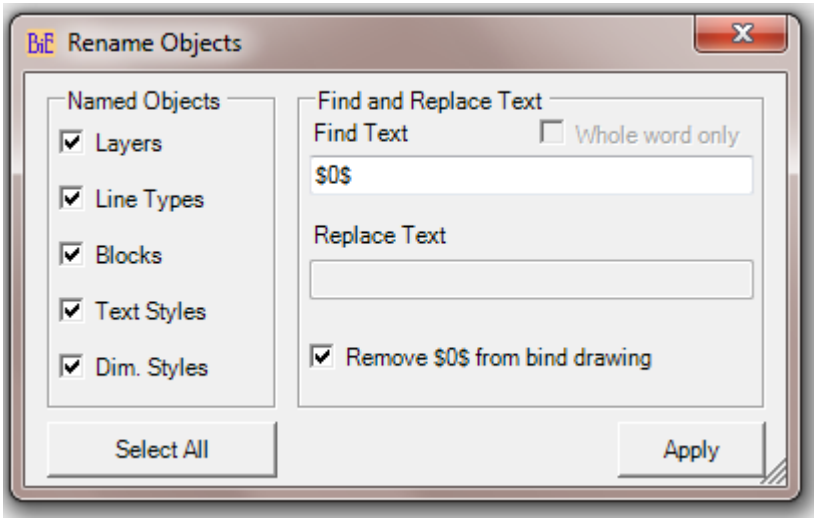


- **Shape Font Path:** Set the font file path to load all available shx fonts to choose to substitute for missing file
- **Alternate Font Name:** Select the shx font to substitute the missing one
- **Purge Shapes from all Xrefs:** Includes all xref in removing missing shx fonts operation
- Font Name to Replace: The command will check the text styles for existence of all shx fonts name in the Shape File Path, if any font name is not exist then that file will be substituted by Alternate font name, In some cases font name will be same as the one exist in your font library but with different shapes defined in it, in such cases enter the font name to force to replace with font in your library.

Warning: All entities linetypes including in blocks will be changed to bylayer.

Rename Objects:

Cleans bound drawings by removing “XREFNAME0” prefix or rename objects (Layers, LineTypes, Blocks, Text Styles and Dimension Styles).



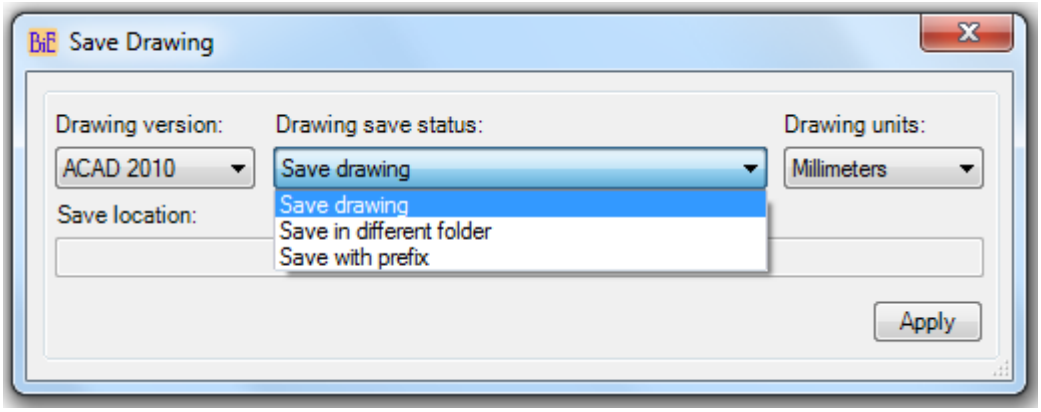
- **Remove 0 from bind drawing:** Enabling this option will remove Xref name and 0 prefix from the selected named objects. Counter number will be added as suffix, if name already exist.

- Disabling the above will allow to find and replace names from the selected named objects.

Save Drawing:

Add different save version, units and save status options to individual drawing.

Add this command as a last in the command list and set the drawing save status to “Do not Save” on the main Dialog to avoid saving them again with default settings.



Drawing version: Set drawing save version

There are five options available

a. As Original – No conversion on drawing version will be made

b. ACAD 2013

c. ACAD 2010

d. ACAD 2007

e. ACAD 2004

f. ACAD 2000

Drawing save status: Set save options

There are three options available

a. Save drawing: Saves drawing with selected drawing version and selected drawing units

b. Save in different folder: Saves drawing to the specified location with selected drawing version and selected drawing units

c. Save with prefix: Saves drawing with prefix (“BIE-FILENAME”) in the same location from where it is currently opened with selected drawing version and selected drawing units

Drawing units: Set drawing units

There are seven options available

α. As Original– No conversion on drawing units will be made

β. Unitless

χ. Inches

δ. Feet

ε. Millimeters

ϕ. Centimeters

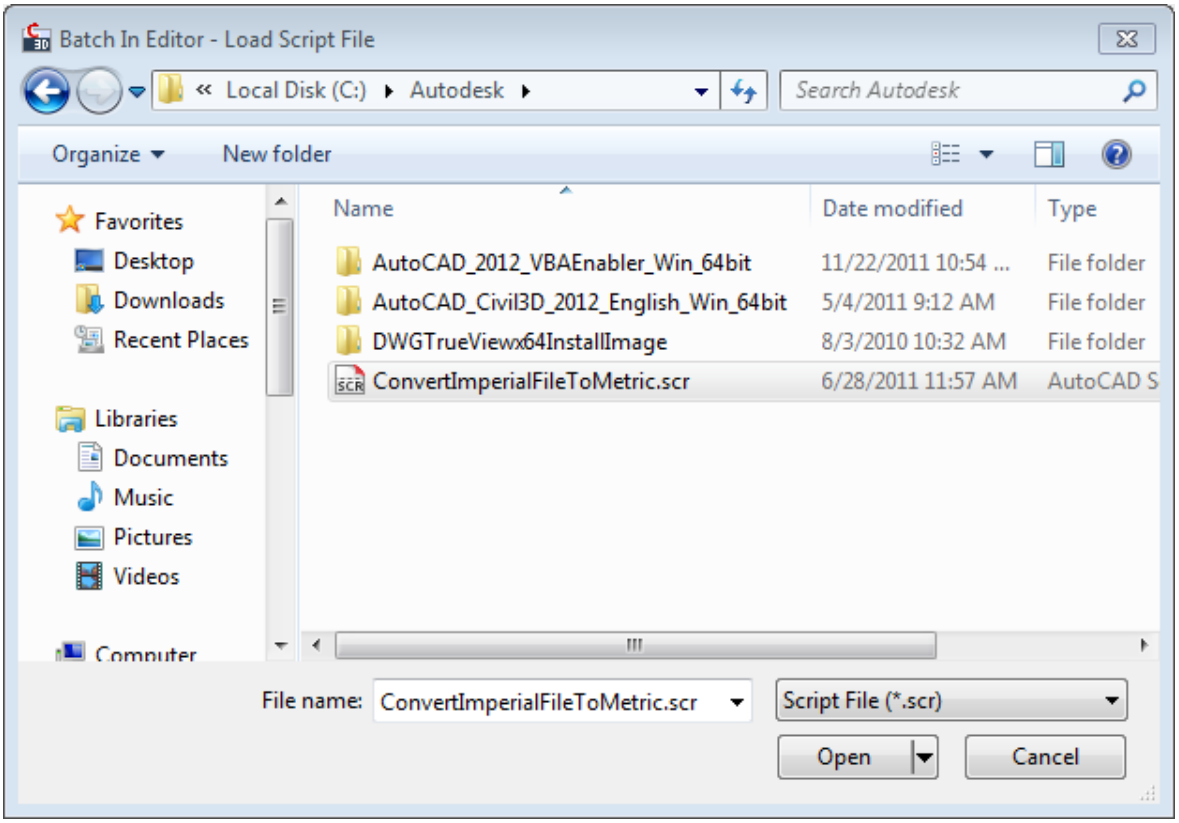
γ. Meters

Scale List Edit:

Resets scale list in a drawing.

Script File-Load:

Adds AutoCAD script (*.scr) file to batch process.



Check the script file in AutoCAD for any error before adding to batch.

Super Purge:

Super purge command purges the below items

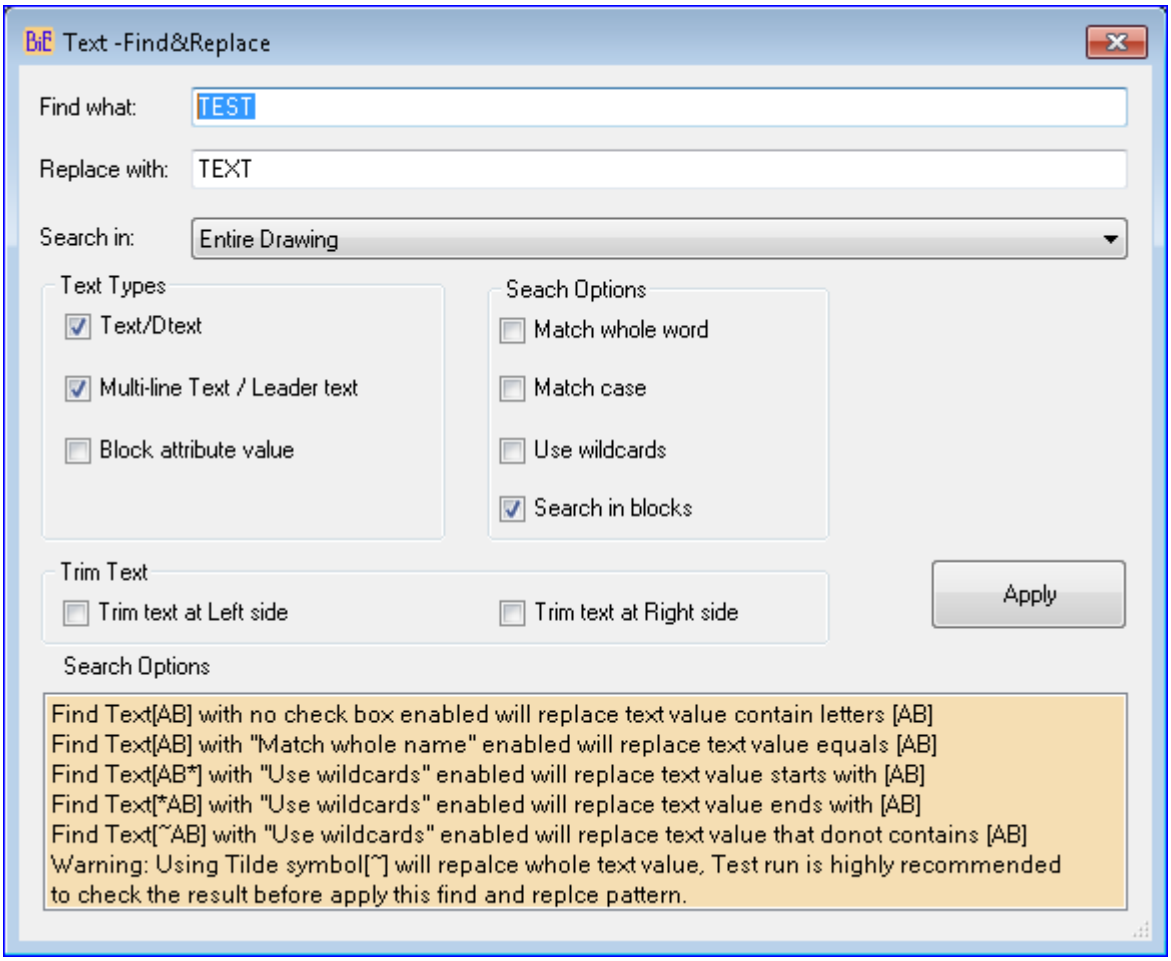
Blocks, Dimstyles, Groups, Layers, Layer filters, LineTypes, Materials, MultiLeaderstyles, Page setups,

Plotstyles, Textstyles, Mlinestyles, Tablestyles, Visualstyles, Regapps, Zero length geometry, Empty text objects

There is a lisp file “SuperPurge.vlx” in the installation folder of batch process, edit the command list file “BIE_Commands.lst” and make sure the path is correct on the command line where it calls the command “Super Purge”

Text – Find&Replace:

Finds and replaces text, Mtext, Leader and Attributes.



- **Find What:** Specify text string you want to find.
- **Replace with:** Specify the text string you want to use to replace the found text.
- **Text Types:** Specify the type of text objects you want to include in the search

  Text/Dtext: Includes text objects such as single-line in search results.

  Multi-line Text/Leader text: Includes text objects such as Multi-line text and Leader object in search results.

  Block attributes value: Includes block attribute text values in search results.

  Find Whole word only: Finds only whole words that match the text in Find What. For example, if you select Find Whole Words Only and search for “TEST,” FIND does not locate the text string “TESTED”.

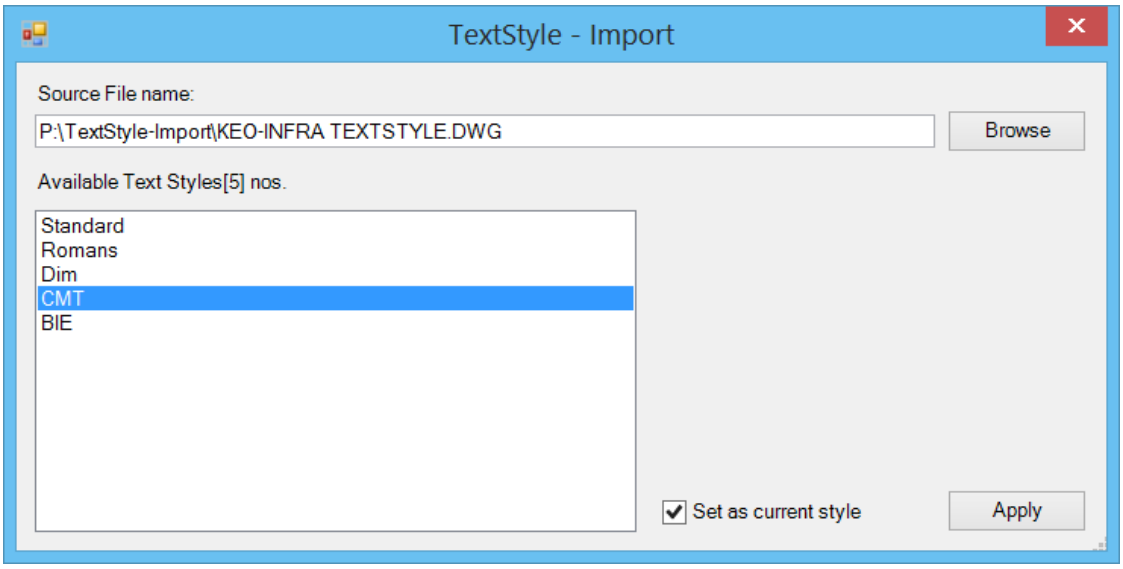
  Search In: Specify whether to search the entire drawing, Layout only or Model only

- Search in blocks: search text types in all blocks.
- **Trim text at left side**: Update value with new value which matches find value and Trim all text at left side of the text.

- **Trim text at right side**: Update value with new value which matches find value and Trim all text at right side of the text.

TextStyle-Import:

This command imports Text style and sets it as current from external dwg and dwt files



TextStyle-Set Current:

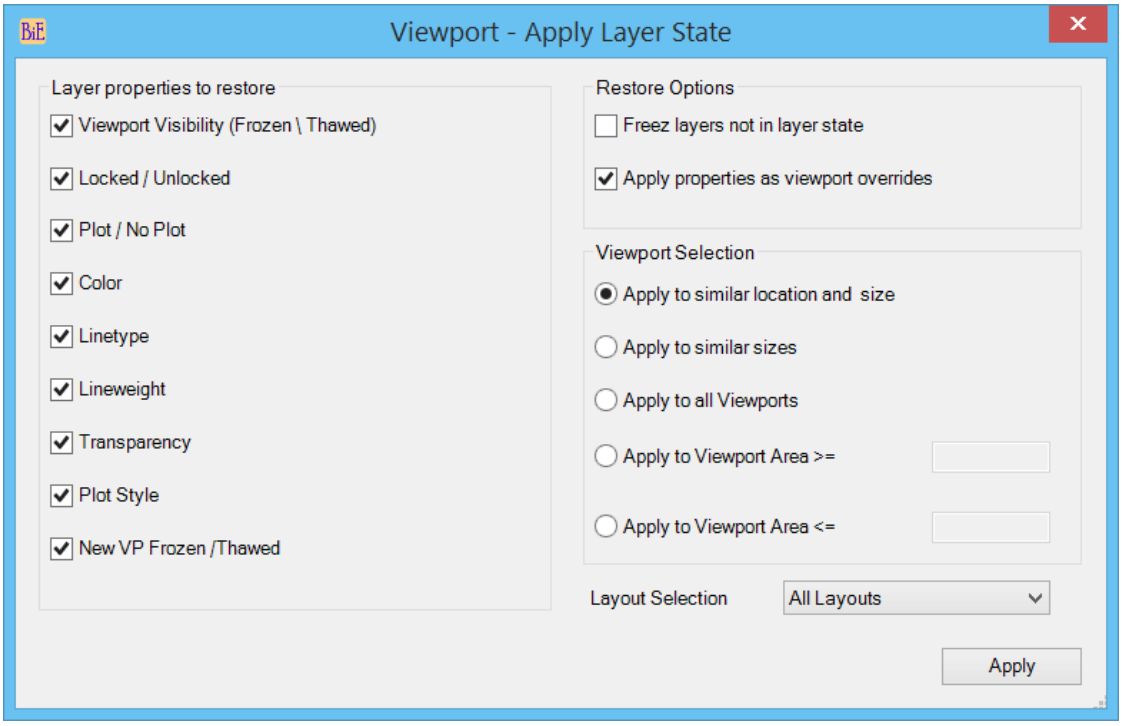
This command sets the existing Text style to current

VBA Macro Remove:

Remove all attached VBA macros from drawing.

Viewport – Apply Layer State:

Apply layer state to all layouts or selected layouts.



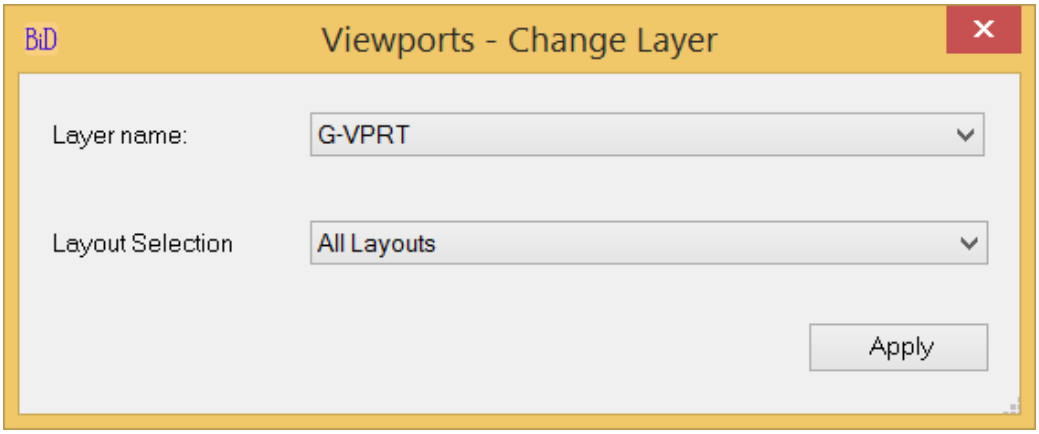
First activate a viewport in a layout and prepare a viewport with required layer override properties then select the viewport to copy the properties to viewports which are meet the viewport selection option.

Viewport Selection:

- **Apply to similar location and size:** Apply layer state to viewports which matches the reference viewport location and size in all layouts.
- **Apply to similar sizes:** Apply layer state to viewports which size matches to reference viewport size in all layouts.
- **Apply to all Viewports:** Apply layer state to all viewports in all layouts.
- **Apply to Viewport Area >=:** Apply to viewports which area is greater than or equal to reference viewport in all layouts, useful for clipped viewports which are in different sizes
- **Apply to Viewport Area <=:** Apply to viewports which area is less than or equal to reference viewport in all layouts

Viewports – Change Layer:

Changes viewport name is all/selected layouts6t5.

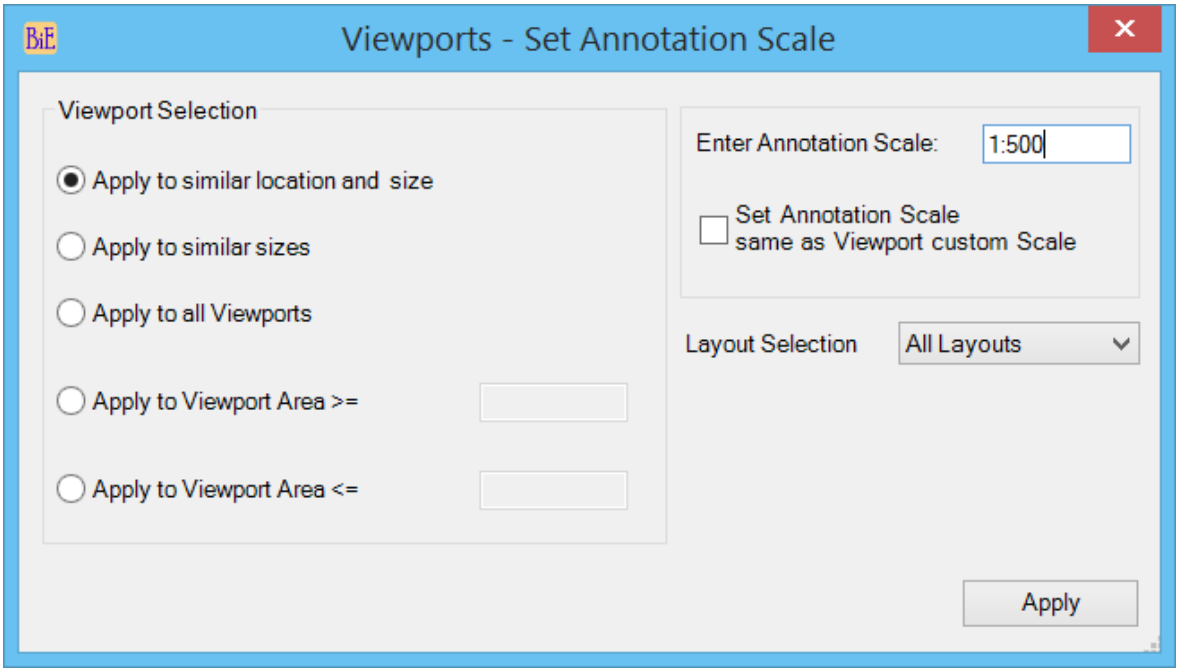


Viewports Lock-All:

Lock all viewports in all layouts.

Viewports – Set Annotation Scale:

Set Annotation scale to viewports



Viewport Selection:

- **Apply to similar location and size:** Set annotation scale to viewports which matches the reference viewport location and size.
- **Apply to similar sizes:** Set annotation scale to viewports which size matches to reference viewport size.
- **Apply to all Viewports:** Set annotation scale to all viewports in all layouts or selected layouts.

- **Apply to Viewport Area >=:** Set annotation scale to viewports which area is greater than or equal to reference viewport , useful for clipped viewports which are in different sizes
- **Apply to Viewport Area <=:** Set annotation scale to viewports which area is less than or equal to reference viewport in all layouts , useful for clipped viewports which are in different sizes

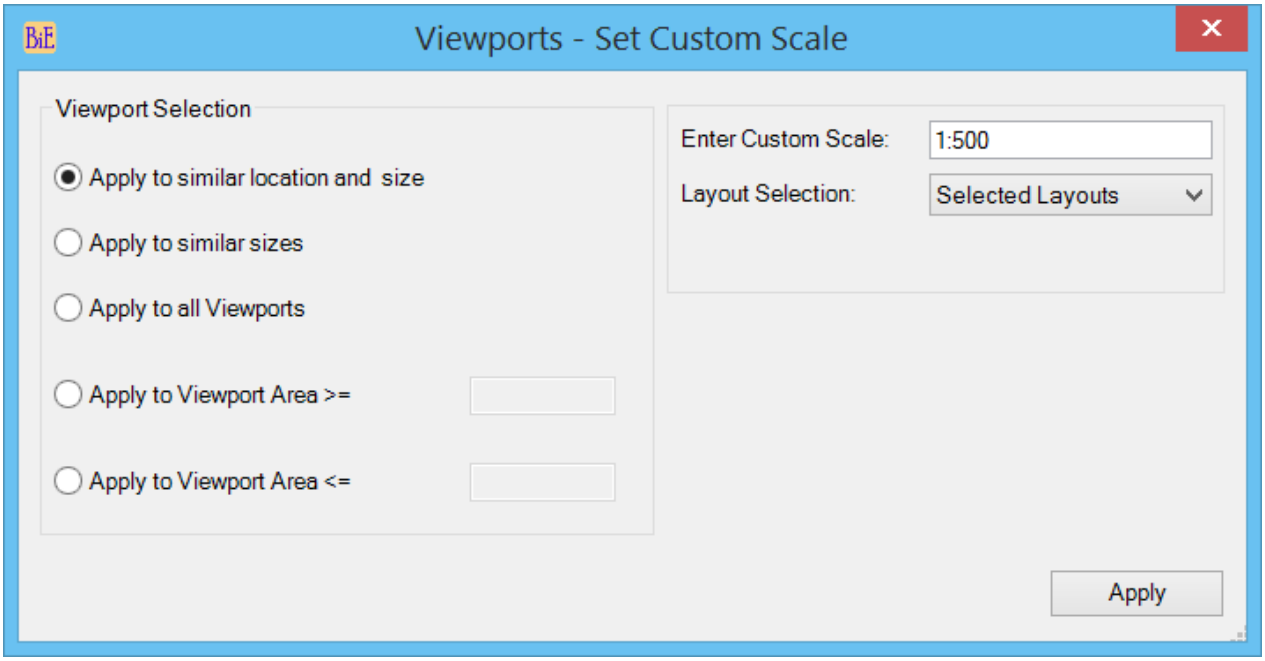
Enter Annotation Scale: Enter valid annotation scale

Set Annotation Scale same as Viewport custom Scale: This option is useful if you have multiple viewports with different scale and you want to set annotation scale which is similar to viewport scale

Layout Selection: Set Annotation scale to all matching viewports from all layouts or selected layouts

Viewports – Set Custom Scale:

Set Custom scale to viewports



Viewport Selection:

- **Apply to similar location and size:** Set custom scale to viewports which matches the reference viewport location and size.
- **Apply to similar sizes:** Set custom scale to viewports which size matches to reference viewport size.
- **Apply to all Viewports:** Set custom scale to all viewports in all layouts or selected layouts.
- **Apply to Viewport Area >=:** Set custom scale to viewports which area is greater than or equal to reference viewport , useful for clipped viewports which are in different sizes
- **Apply to Viewport Area <=:** Set custom scale to viewports which area is less than or equal to reference viewport in all layouts , useful for clipped viewports which are in different sizes

Enter Custom Scale: Enter valid custom scale

Layout Selection: Set Custom scale to all matching viewports from all layouts or selected layouts

Viewports Objects Turn-OFF/ON:

Turns the viewport objects visibility OFF/ON.

Viewports UnLock-All:

Unlock all viewports in all layouts.

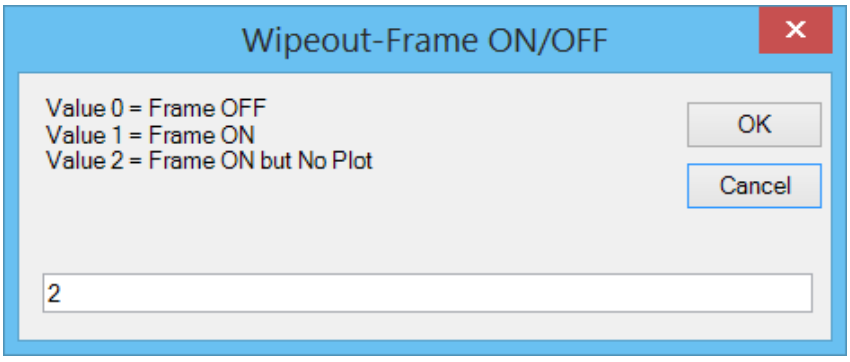
Viewports – Visibility OFF/ON:

Sets the viewport visibility hide/show.

Warning: There is no legacy AutoCAD command to turn the viewport visibility ON, so make sure if the file with viewport visibility turned OFF is sent to someone outside of your place have access to this tool or similar to turn them back if needed.

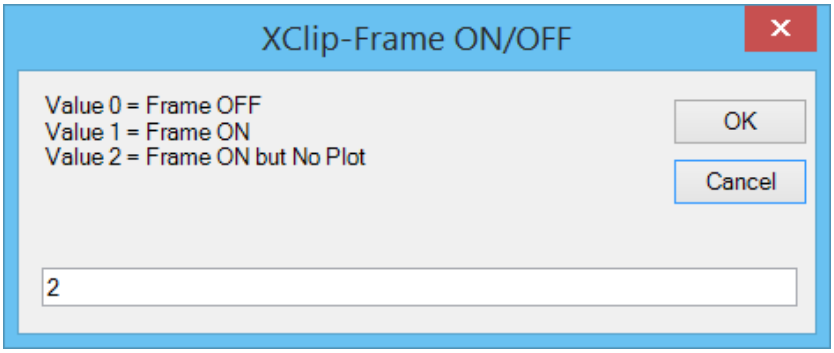
Wipeout-Frame ON/OFF:

Changes Wipeout Frame options to user specified value, valid values are 0, 1 and 2



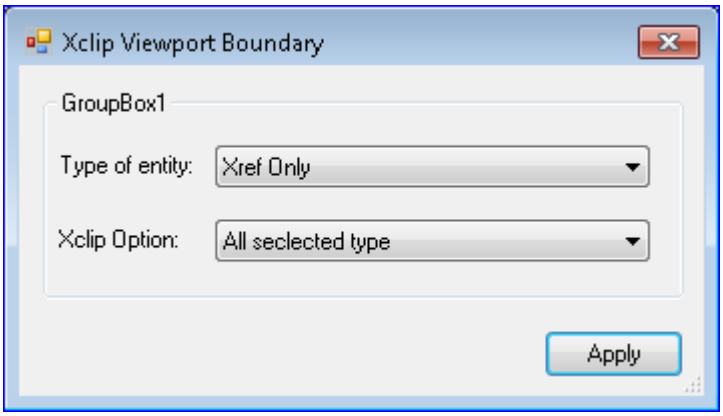
XClip-Frame ON/OFF:

Changes XClip Frame options to user specified value, valid values are 0, 1 and 2



Xclip – Viewport Boundary:

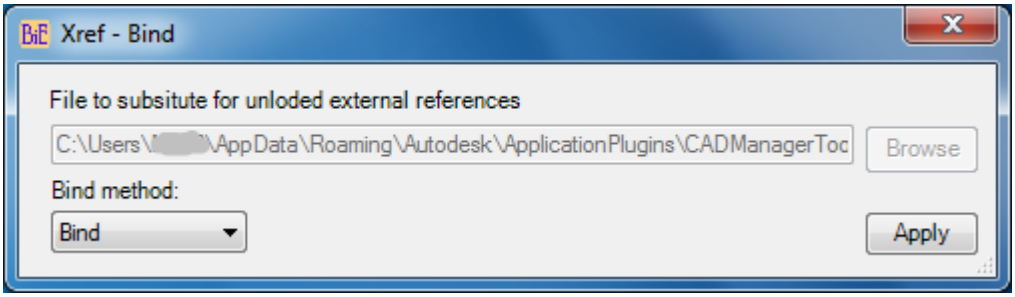
Clip xrefs and blocks in Model space to viewport boundary.



- **Type of entity:** Select Xref only to clip xref and Blocks only to clip block (on bound drawings)
- **Xclip Option:** All selected type - clips either all Xrefs or Blocks in Model space
- **Xclip Option:** Intersecting Xrefs/Blocks only - clips either all Xrefs or Blocks which are intersecting the viewport boundary in Model space.

Xref - Bind:

Bind all external references with selected bind method.



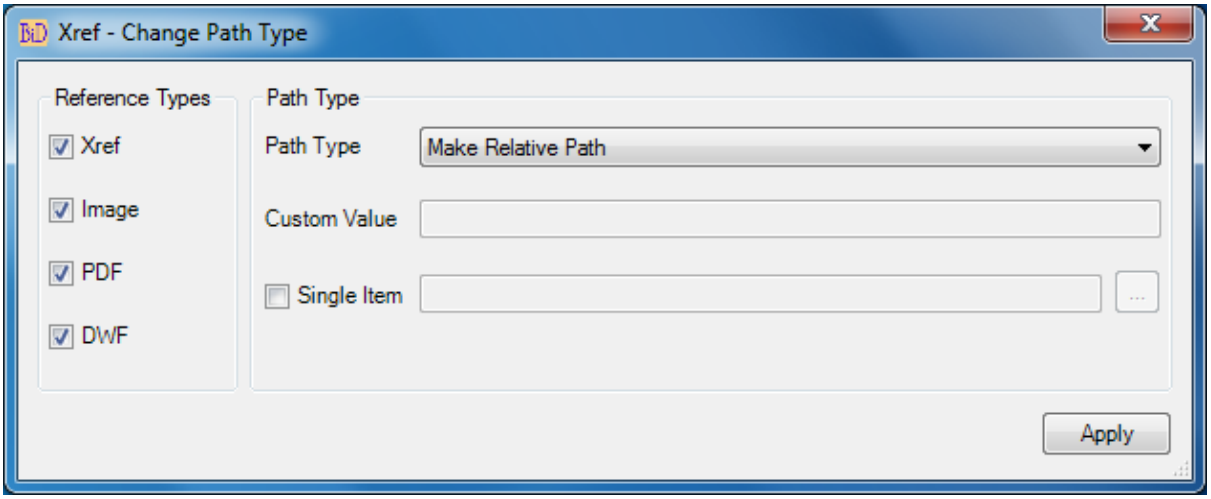
External references with unloaded child Xrefs would fail in binding, So the bind command repath all unloaded child xref to an empty drawing called “$blank.dwg”

Bind method: Set the bind method “Bind” or “Insert”

To confirm the success of bind operation, user can add the command “Xref-Status” after the bind command which will confirm with message “No Xref found” if the bind operation was successful else it will list all the xrefs and its status

Xref – Change Path type:

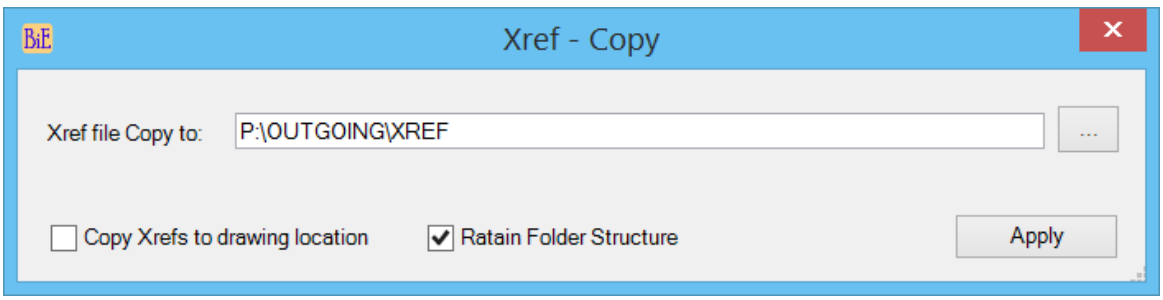
Change the path type to Relative Path/Full Path/No Path/Custom Path for single or multiple references



- **Path Type:** There are four options available Make Relative Path/Make Full Path/Make No Path/Make custom path. The path type of all selected references will be changed to selected path type
- **Custom Value:** Selecting “Make custom Path” enables this box to add custom value
- **Single item:** The path type of single reference will be changed to selected path type, browse to reference file (only one reference type can be changed) and select the file path

Xref - Copy:

Copy xrefs (parent/child) to user specified location or to drawing location.

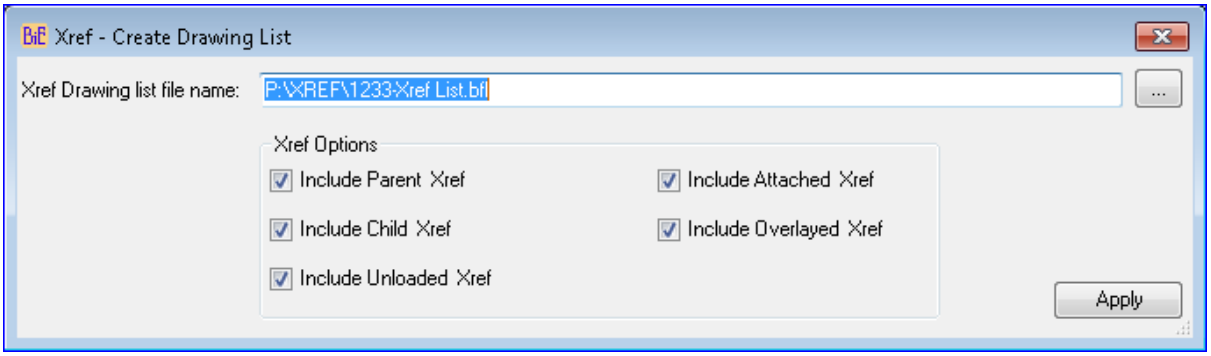


- **Xref file Copy to:** Browse to destination location and select alternately user can copy and paste the path.
- **Copy Xref to drawing location:** Save the extracted Xref to host drawing location
- **Retain Folder Structure:** This option will create similar folder structure of Xref file

To send out the main file and its references use this command for drawings, add command Image-Extract for images, PDF-Extract for PDF files and DWF-Extract for DWF files

Xref – Create Drawing List

Create drawing list file of xref drawings which can be loaded into batch file list for further process



Xref – Detach Overlay:

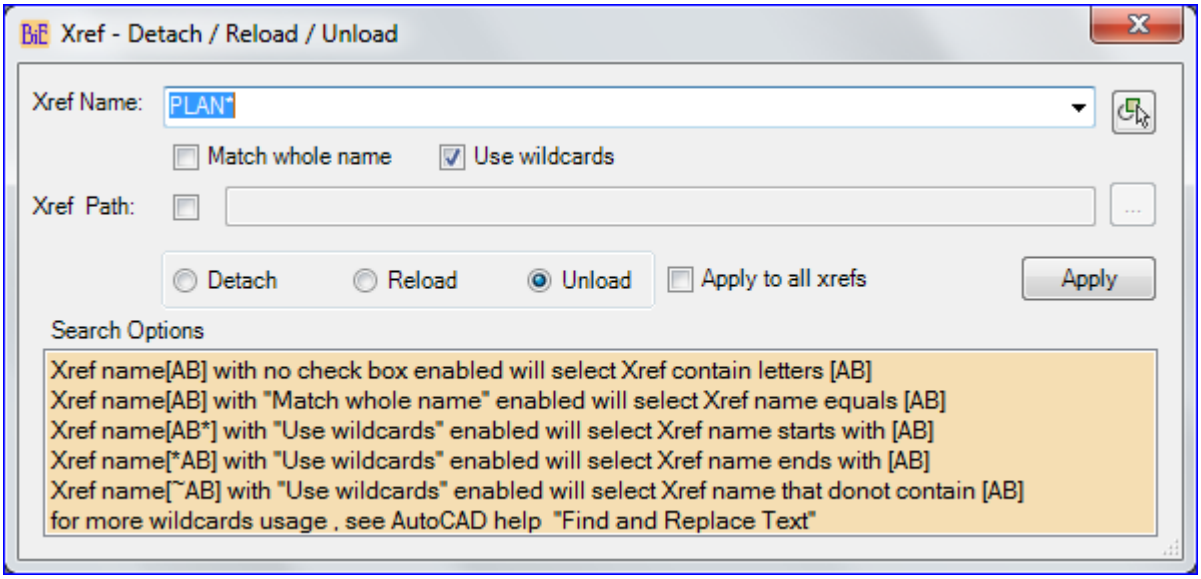
This command detaches all overlay parent xrefs

Xref – Set to Relative:

This command is added to version 4.1 and 4.2 only and it is made it simple to sets all valid Xref (Drawing only) to relative path with more efficient way.

Xref – Detach/Reload/Unload:

Detach/Reload/Unload a single or multiple external reference (drawing only) by its reference name or by its path.



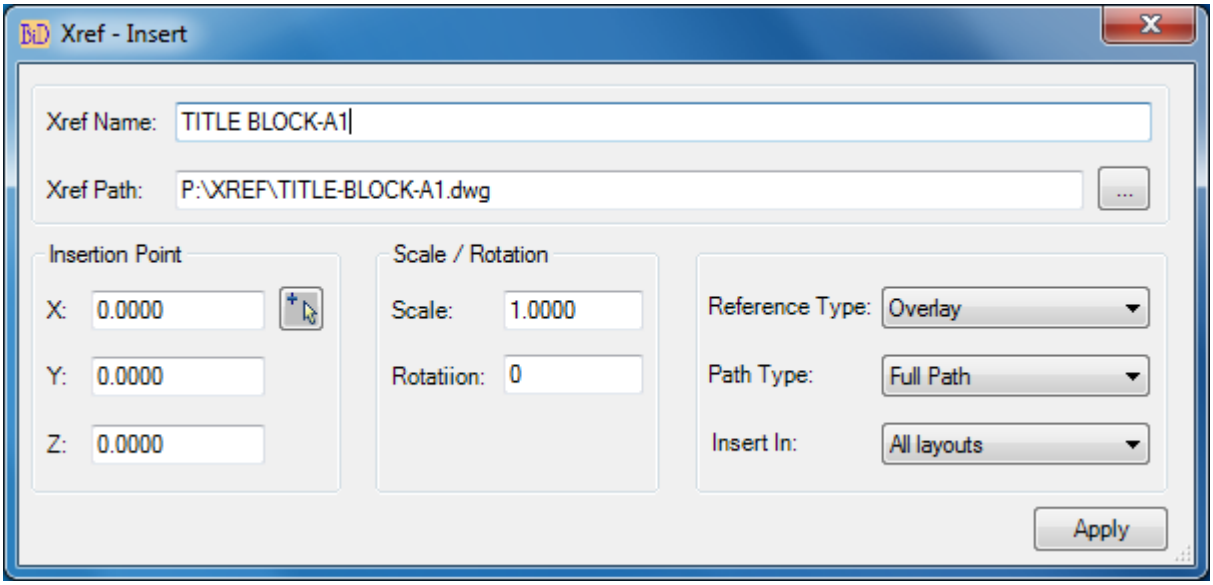
- **Xref name:** Specify Xref reference name (see search options). All Xrefs in the current drawing will be listed for selection or user can input the reference name in the name field.
  Match whole name: Finds only whole words that match the value in Xref name.
- **Use wildcards:** Allows the use of wild-cards in searches.
- **Xref path:** Alternatively, Xref can be searched by its path; there may be cases where a single drawing is attached/overlayed with different Xref names. In such cases the command will be executed on all Xref names those use the same file; enable the check box to browse and select a drawing file.
- **Detach:** Detaches Xref
- **Reload:** Reloads Xref
- **Unload:** Unloads Xref
- **Apply to all Xrefs:** The selected action (Detach/Reload/Unload) will be applied to all Xrefs.

Xref – Detach_Unloaded:

This command detaches all unloaded parent xrefs

Xref - Insert:

Attach or Overlay a drawing to selected layout (Model/Paper space)



- **Xref name:** Specify Xref reference name.
- **Xref path:** Specify Xref path.
- **Insertion Point:** Specify X, Y, Z coordinate values.
- **Scale/Rotation:** Specify Scale and Rotation angle.
- **Reference Type:** Specify whether the external reference is an attachment or an overlay
- **Path Type:** Specify path type Full/Relative/No path
- **Insert in:** -All layouts – Xref will be inserted to all layouts; if layout selection was made then Xref will be inserted to selected layouts only.

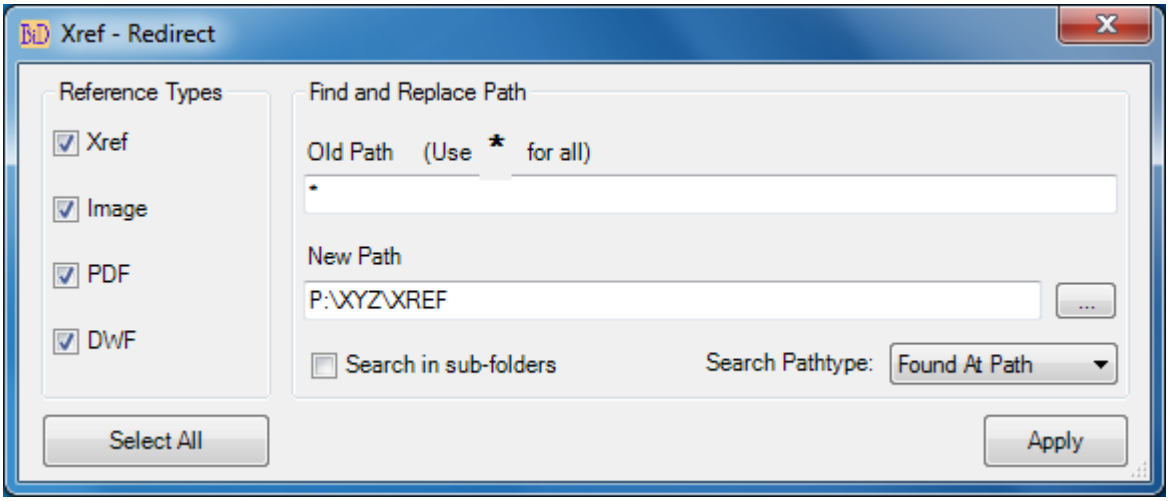
Xref - Redirect:

Redirect references, xref, Image, PDF underlay and DWF underlay will be redirected to new location. Use this command to redirect all references to new location:

Enter * in old path which means all selected reference type will be redirected to new location

Alternatively use this command to find and replace a part of path with new path values

Each reference file which is going to be changed will be checked for the existence in the new location; if the reference file does not exist in the destination location then the path of that file will not be updated



- **Search in sub-folders:** Enabling this option will search for the new references in the current folder value given in the new path and its sub-folder.

If there are two or more same file names exist in current and sub-folders, the first one from the current folder will be taken

- **Search Path type:** There are two options Found At Path/Saved Path, if mixed path are used then Found At Path will handle these multiple path types and the Saved path will work only with Full path xrefs

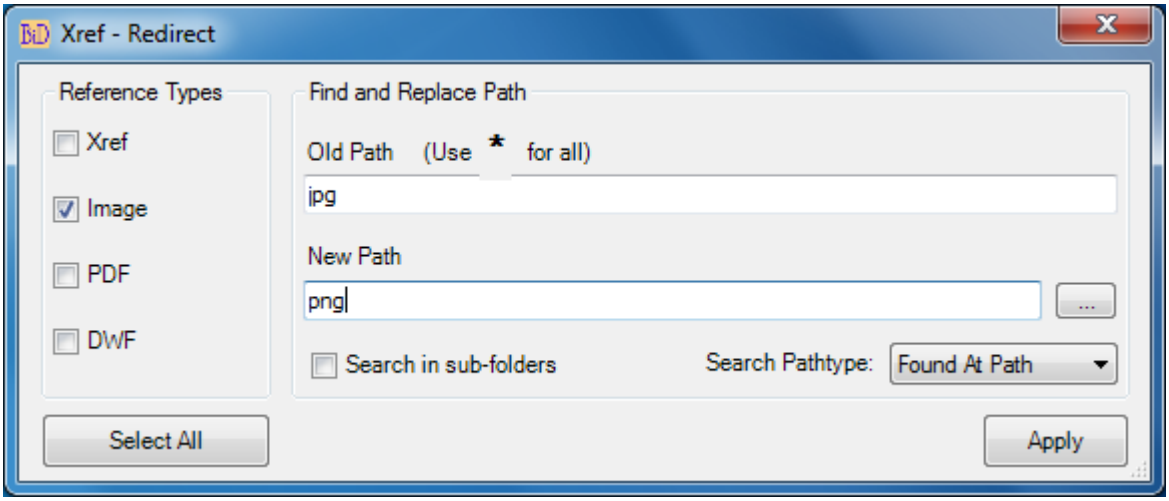
Usage:

Example-1

You have an image "Test.jpg" which has been referenced in multiple files

You create another image with same name but different image type, let us say "Test.png"

Since we are changing only the extension, the path will remain same, so both images should be in the same folder, the command checks the file first for its location, if found then replace the name, thus the reference is changed to new image type.

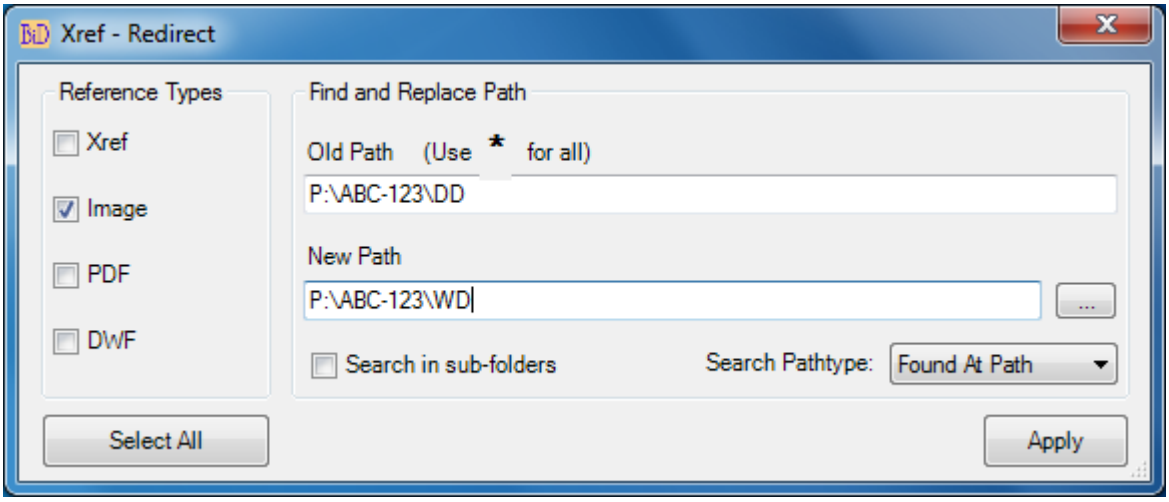


Example-2

You have an image "P:\ABC-123\DD\Iamges\Test.jpg" which has been referenced in multiple files

You have another image which is located in different directory "P:\ABC-123\WD\Images\Test.jpg"

Here we have a part of image path is different, the command parameter will be as below

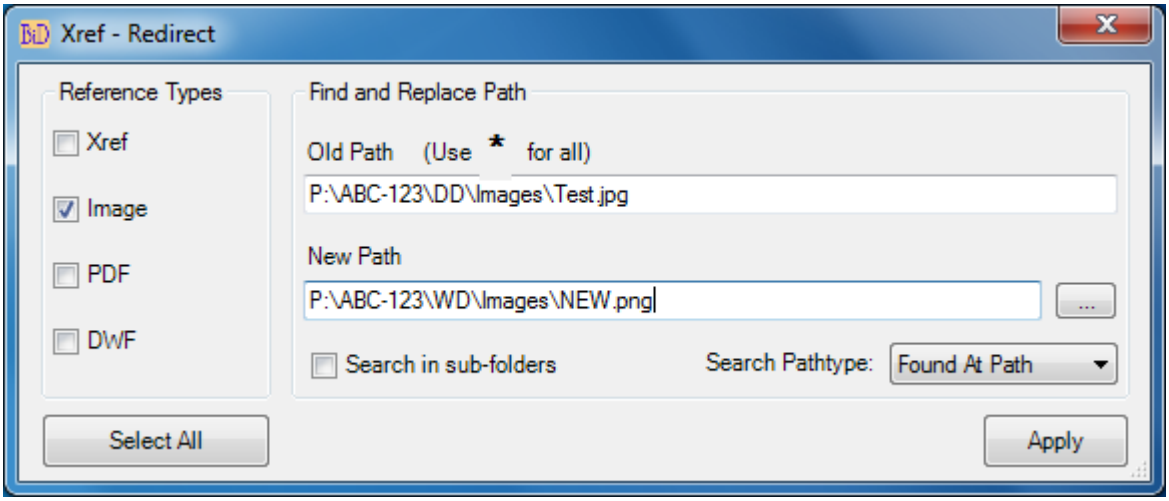


Example-3

You have an image "P:\ABC-123\DD\Iamges\Test.jpg" which has been referenced in multiple files

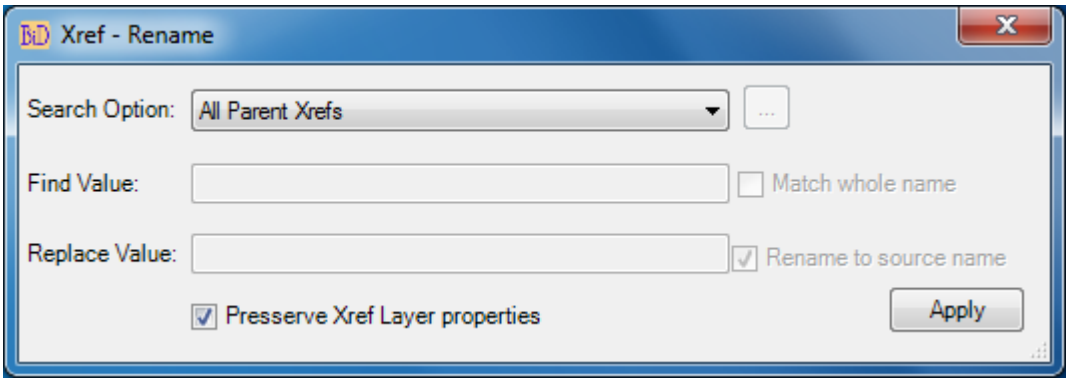
You have another image which is located in different directory "P:\ABC-123\WD\Images\NEW.png"

Here we have a different path, file name and image type, the command parameter will be as below


Xref - Redirect
Reference Types
Xref
Image
PDF
DWF
Find and Replace Path
Old Path (Use * for all)
P:\ABC-123\DD\Images\Test.jpg
New Path
P:\ABC-123\WD\Images\NEW.png
...
Search in sub-folders
Search Pathtype:
Found At Path
Select All
Apply

Xref - Rename:

Rename a single or all external reference names to its parent file name (drawing only)



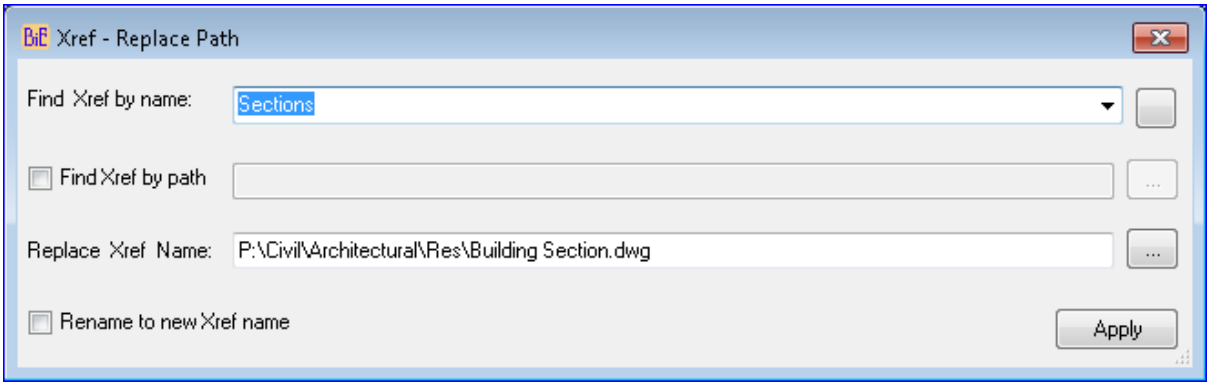
- **Search Option:** There are three options available All Parent Xrefs/By Reference Name/By Reference Path.
- **Find Value:** provide xref name for option By reference Name or xref full path for option By reference path
- **Match whole name:** For reference name option, if enabled, the search will be done on the whole reference name otherwise all parent xref reference name which contains the find value will be renamed
- **Replace Value:** provide value to rename the xref name
- **Rename to source name:** Existing xref name is renamed to its file name
- **Preserve Xref layer properties:** Enable this option to keep all the xref layer properties and its status,

To revert all xref layer properties to its original file layer properties, add this command twice as detailed below

1. Set search option to “By reference Name”
2. Enter * in the find value and Enter any value following the * (example *-Temp)
3. This will add –Temp as suffix to all parent xref names
4. Add the command and repeat the same command with below steps
5. Set search option to “By reference Name”
6. Enter –Temp in the find value
7. Either enable “Rename to source name or leave the Replace value empty to remove the value added by first “Xref-Rename” command and Add the command

Xref - Replace Path:

Replace external references (drawing only) path to new path and xref name can be renamed to new parent file name.

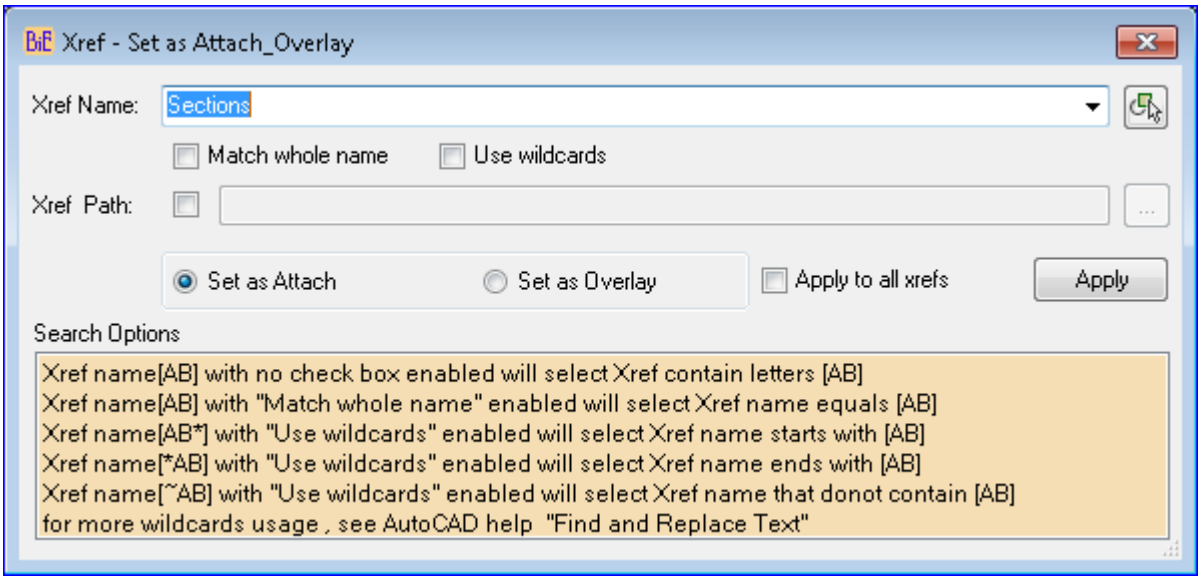


- **Find Xref by name:** Select xref name from the list or enter xref name to find.
- **Find Xref by path:** Xref can be searched by its path, if more than one reference name having same path then all reference names will be repathed to new path
- **Repath Xref Name:** Specify new Xref path.
- **Rename to new Xref name:** Enable this option to rename Xref name to its parent file name.

Child reference names will be discarded.

Xref – Set as Attach / Overlay:

Swap external references status from Attach to Overlay or vice-versa.



- **Xref name**: Select xref name from the list or enter xref name to find.

- **Xref Path**: Xref can be searched by its path, if more than one reference name having same path then all reference names will be swapped to set status.

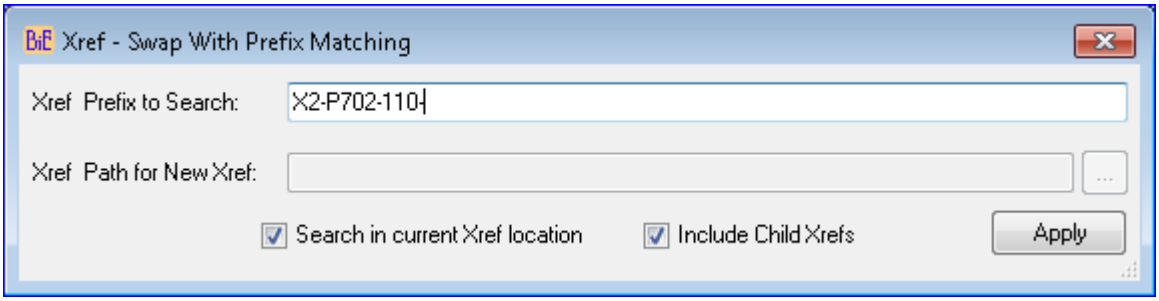
- **Apply to all xrefs:** Change all xrefs status to selected status

Xref - Status:

Shows the presence and status of Xrefs in drawing. The purpose of this command is to check presence of Xref and confirm the success/Failure of bind command. If there is no xref found in a drawing "No Xref found" will be logged to Batch status otherwise the Batch status log will show the name, path and status of Xref.**Xref – Swap with prefix matching**

This command was added when there was a situation where users created xref name without a standard naming convention for xref prefix

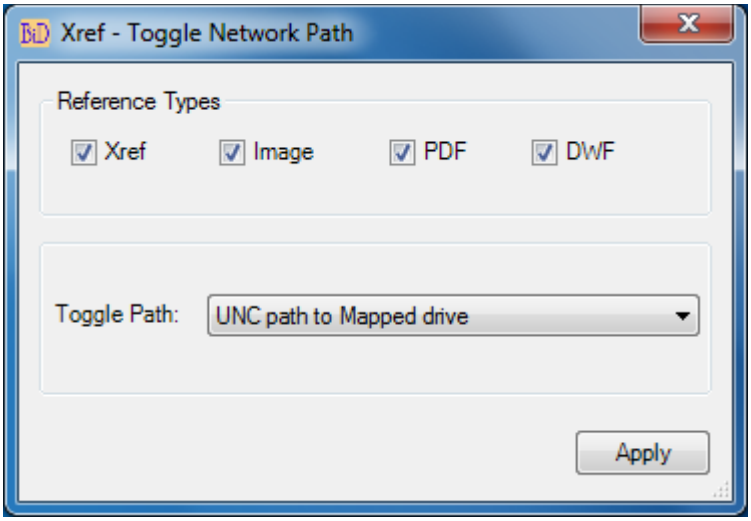
Previous xref names were, "KEY PLAN", "WATER NETWORK" and "ELECTRICAL MAINS" and the new xref name with standard prefix added were "X2-P702-110-KEY PLAN", "X2-P702-110-WATER NETWORK" and "X2-P702-110-ELECTRICAL MAINS"



1. Enter Xref prefix to search in the the text box
2. Browse to new path where the new xrefs with added prefix are exist or enable "Search in current Xref location" to search in the old xref location
3. Enable "Include Child Xrefs" to open all xrefs and swap xref with added prefix.

Xref – Toggle Network Path:

This command toggles the xref path from “UNC Path to Mapped drive” or Mapped drive to UNC Path”



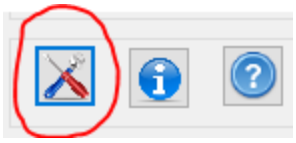
Zoom Extents:

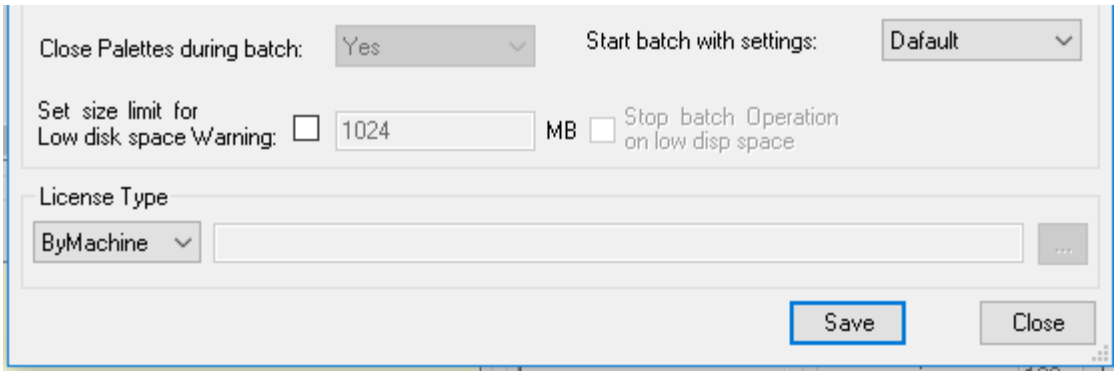
Zoom extents the current space (Model/Layout)

Product Registration Process for Machine locked license

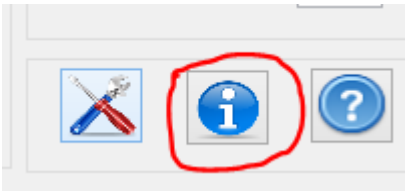
The Payment confirmation email will be sent from us with Contract number to the email id which was used for purchasing "ByMachine" license and save this contract number for future references and give reference to this contract number in all of your email communication with us for priority support and response

1. Click Settings button and make sure the License type is set to "ByMachine".

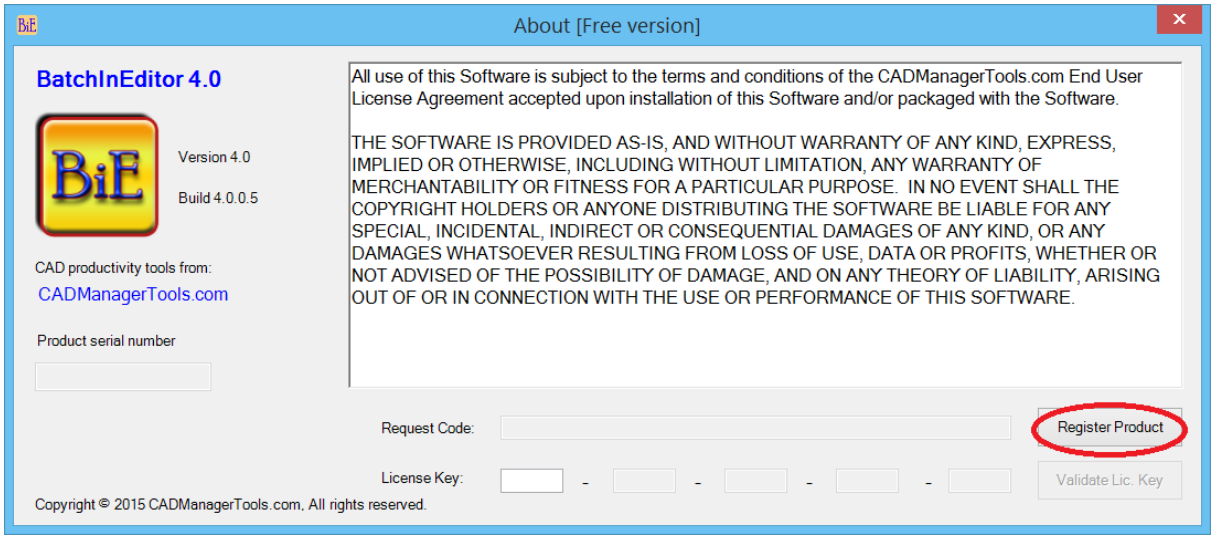




2. Click About button



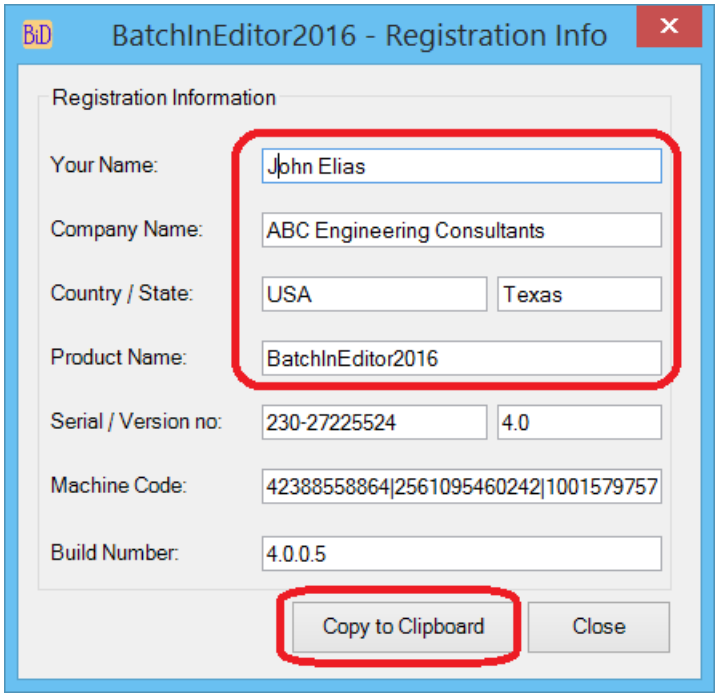
3. For registration click on "Register Product" button that will take you to User Registration dialog box and if you have already received your license key then go to step-8



4. Fill the information (Name/Company/Country/State) and the rest are auto-generated

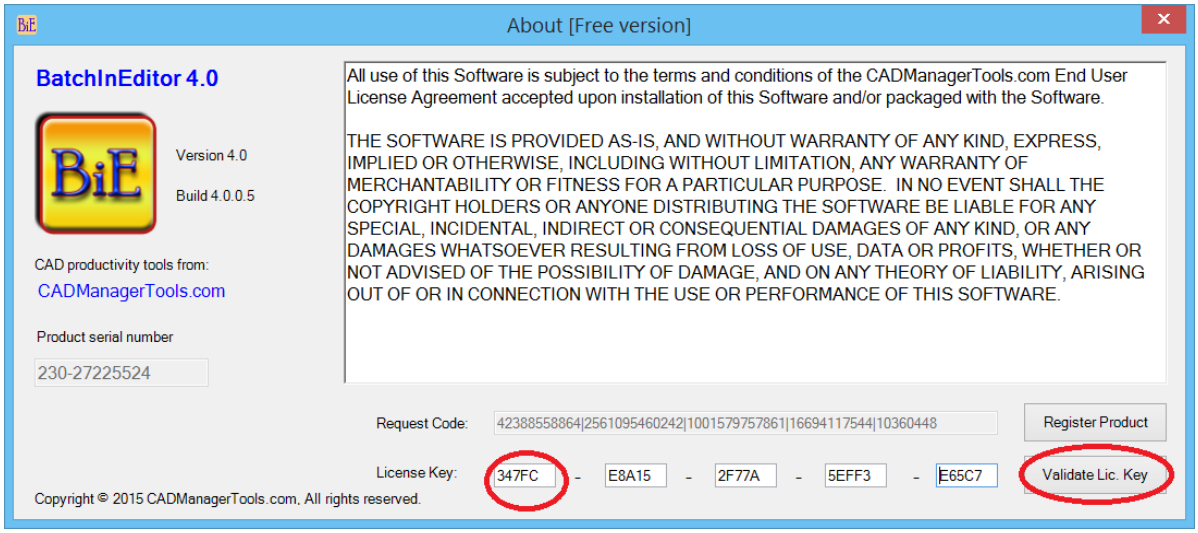
5. The Name and Country fields are mandatory and all the information are for our record only and the purpose of the information is to inform you when there is new updates or new tool is launched from us and will not be used or shared for any other purpose.

6. Upon completion of the information, click on the “Copy to Clipboard” button which copies the information from this dialog to memory

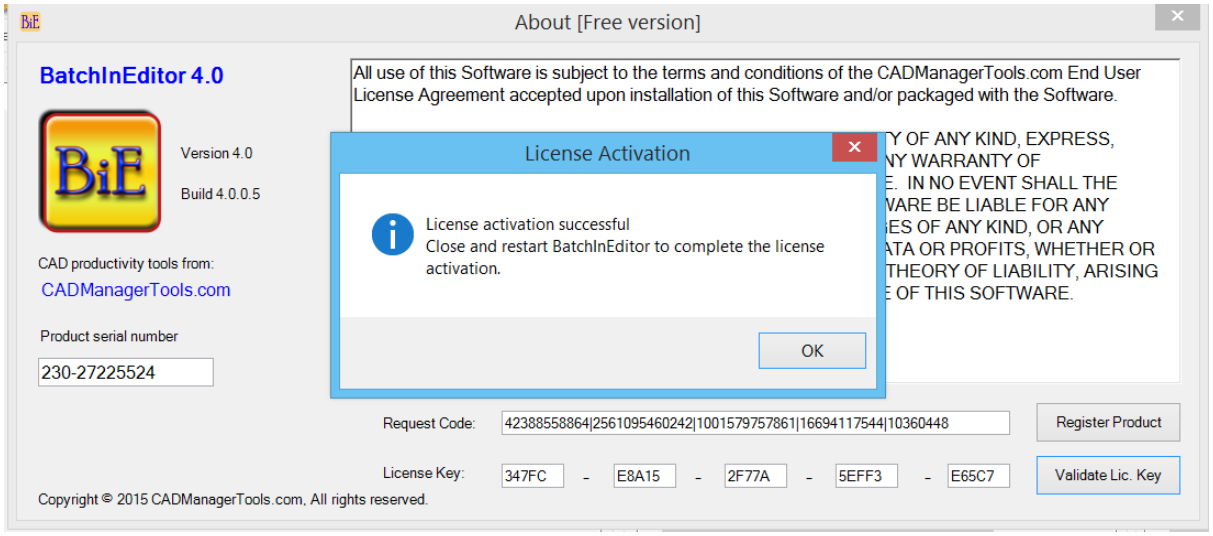


7. Paste the information into your E-mail and also include the Contract number which you have received from us confirming your payment for this installation and send to *register@cadmanagertools.com*

   E-mail will be sent back with license key within 24 hours after verification of details submitted.

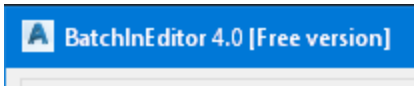


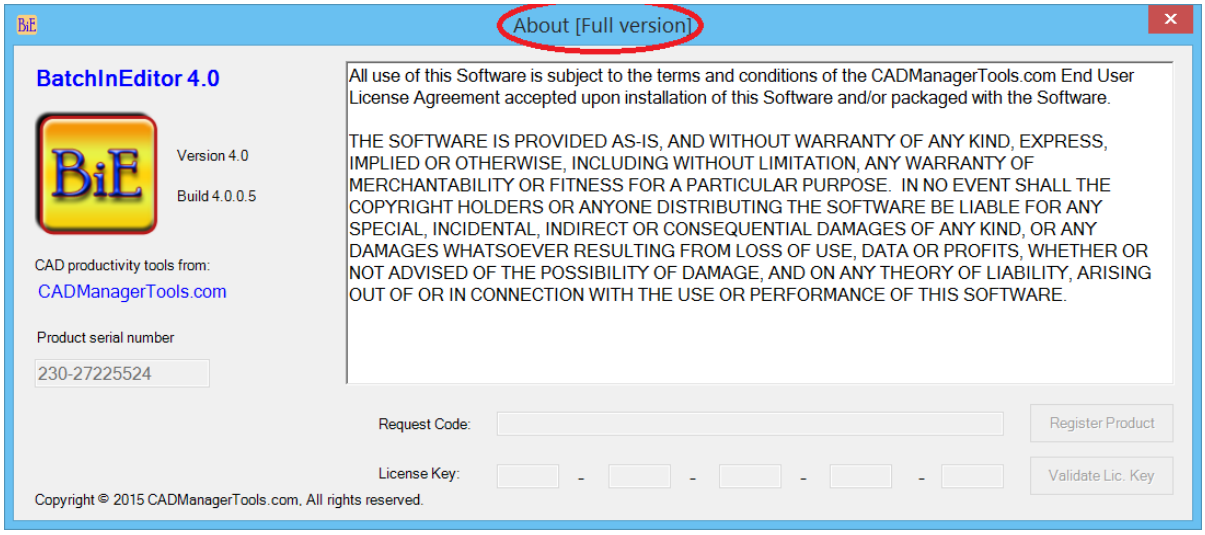
8. Copy and paste the License key which you have received from us into the first License key box.
9. Click the Validate Lic. Key button and Close the “About” dialog box.



9. Click “Settings” button and set the License type to “ByMachine” and save the changes and close the dialog box, finally close the tool (Not AutoCAD) and restart it.

On successful validation of Machine locked license, the next launch of the tool will not include the tag “[Free version]” and the About dialog box will show [Full version] and the register Product button is disabled.





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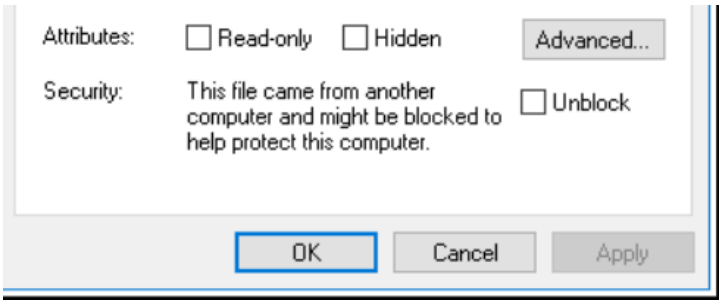
Product Registration process for Windows Network Domain license

The Windows network Domain name is a unique name on the internal network which identifies your local area network (LAN) and our domain license is locked to a single domain name and validates our plugins to run on all the machines which are member of the Domain to which the license key is issued.

Before purchasing the domain license, you should verify the compatibility of our plugins by downloading the zip file CMT_GetDomainName from our site, extract and run the application.

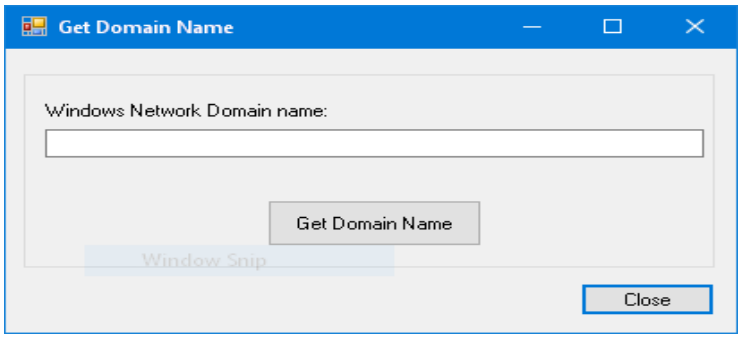
In some systems the windows security blocks the downloaded file from running as it came from outside source, in order to run the file, right click on the zip file, select properties and under the General tab at the bottom of the dialog box, check the “Unblock” and Apply and close the dialog



The application will display the below dialog and click on the button “Get Domain Name” that displays the name of your network domain in which your machine is a member of the network domain, confirm the domain name with you IT department to which our plugins license is to be generated.

The Payment confirmation email will be sent from us with Contract number to the email id which was used for purchasing “ByDomain” license and save this contract number for future references and give reference to this contract number in all of your email communication with us for priority support and response

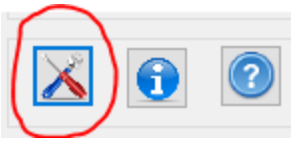
Upon receiving our payment confirmation email, send us the domain name for license key preparation.



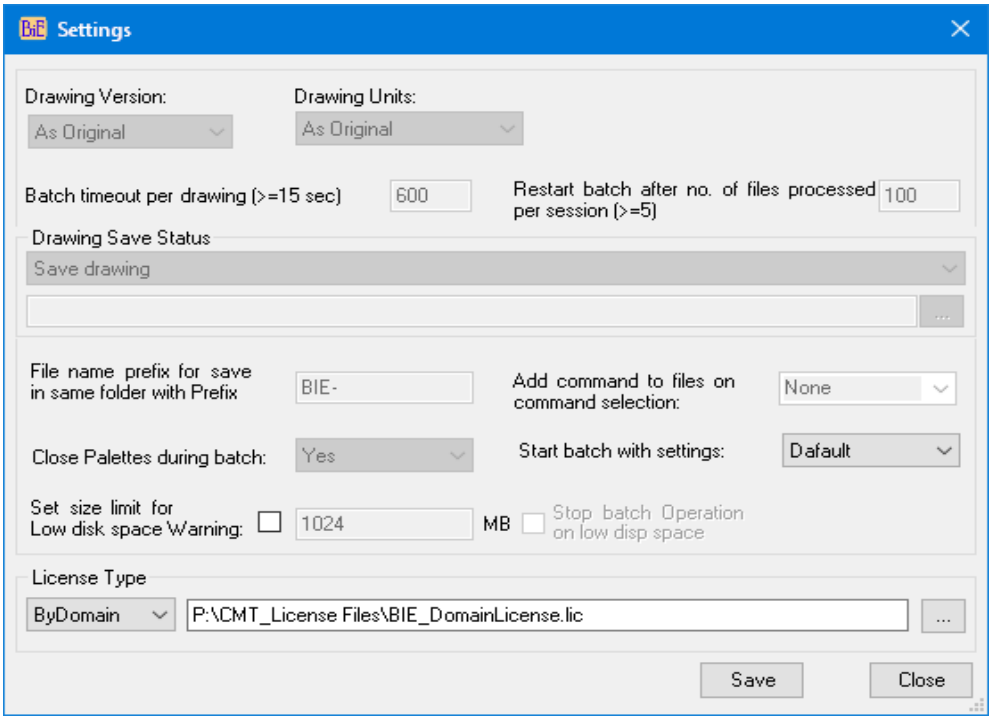
Follow the below steps to setup the domain license once you are provided with a license file

1. Save the license file to your preferred location either in network location or in local user computer

2. Click Settings button



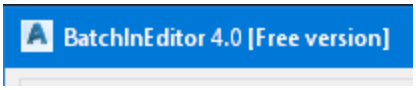
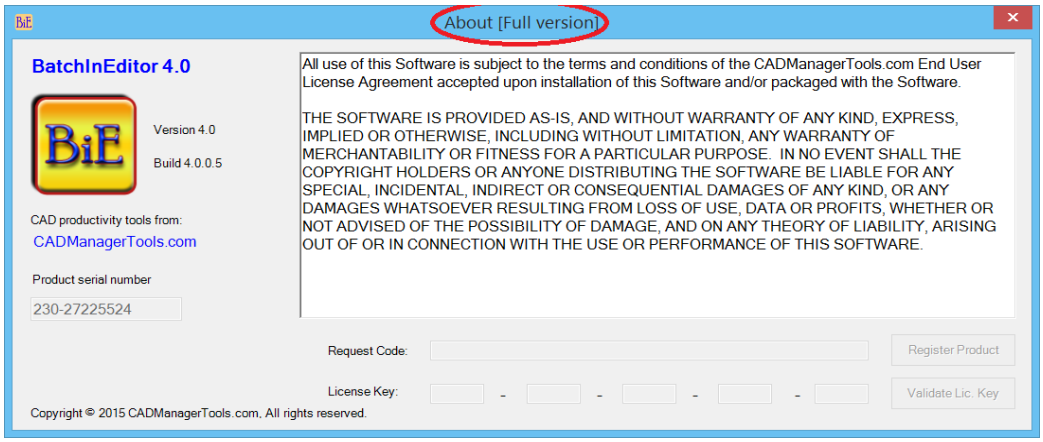
3. By default the license type is set to “ByMachine”, select the drop-down button and choose “ByDomain” option



4. Click the browse file button located at the end of the domain license group with three dots "..." and browse to location where you have kept the license file

5. Select the file and click open to close the file selection dialog and save the changes by clicking on the save button and close the settings dialog box

6. Close the BatchInEditor tool and re-launch the tool to validate your Domain name and the application will load with no error message if the validation is successful and removes the lock of three files per session, the application will start to run with "Full version" mode otherwise, error message will pop-up and application will run with "Demo" mode with three files per session, For assistance contact support@cadmanagertools.com.

7. On successful validation of Domain license, the next launch of the tool will not include the tag "[Free version]" and the About dialog box will show [Full version] and the register Product button is disabled.

New function is added to version above 4.0 to automate the setting of Domain license file location through external file where you can specify the license file name and path and this allows to keep the license file in one central location or copy the license file to add-in installation location and direct the add-ins to look for the license file, the additional setting files will be sent to customers along with license file.