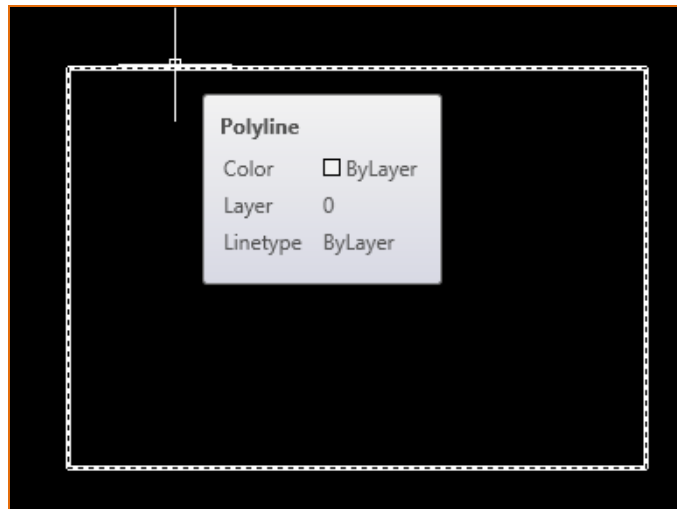


EXPLODE

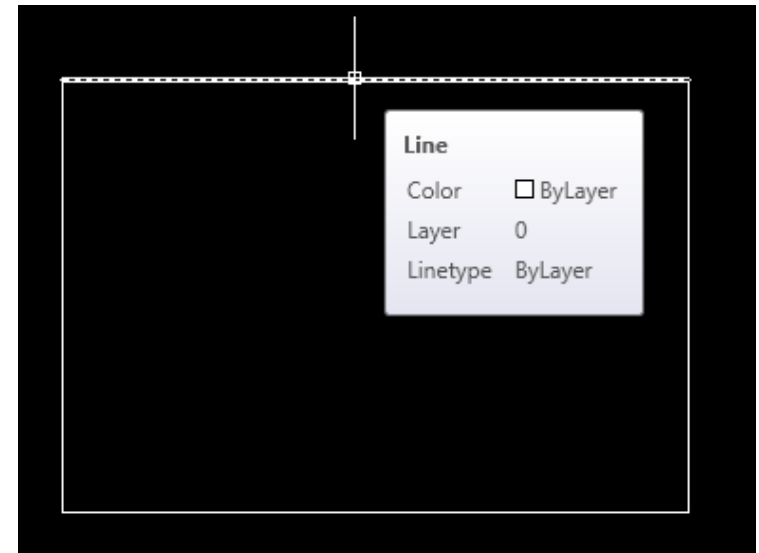
An object such as a rectangle, geometric shape or polyline can be turned into individual line segments.

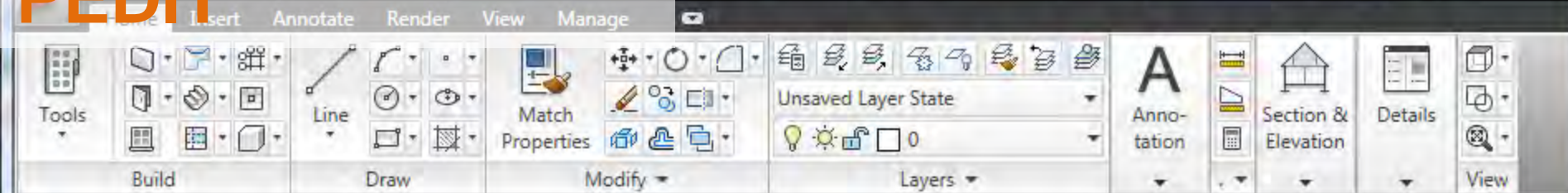


1. Type **explode**, spacebar



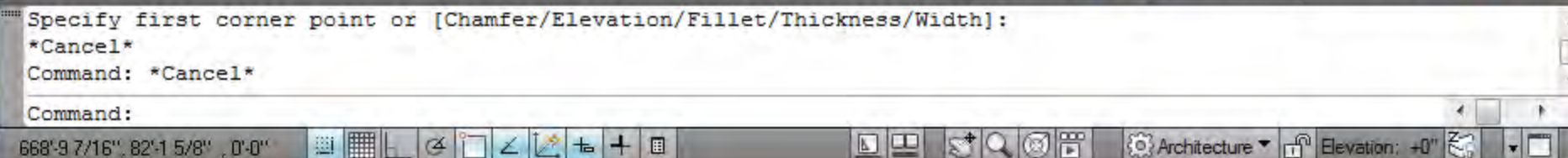
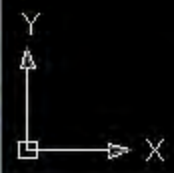
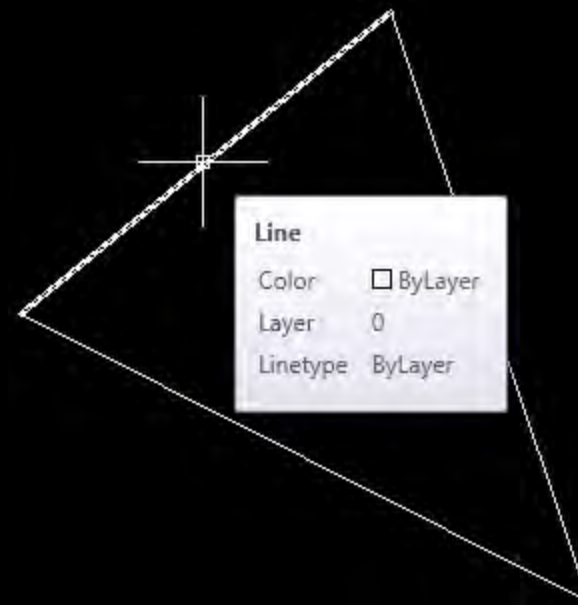
2. Select objects, then right-click to execute.

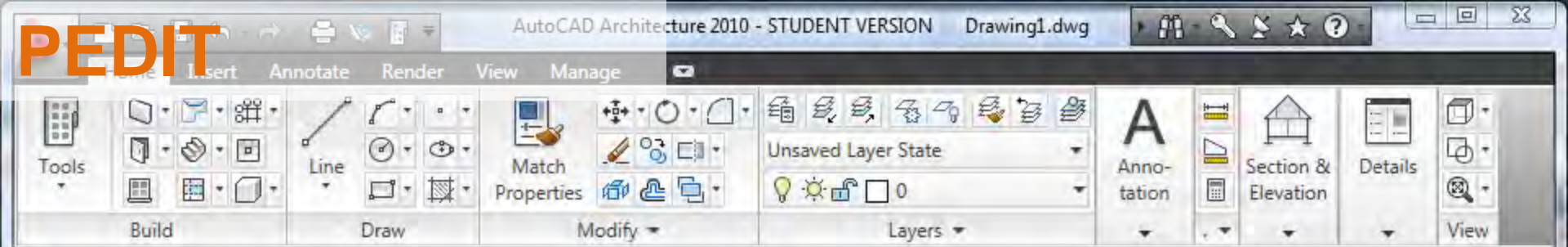




Individual line segments may be joined together to make a single object.

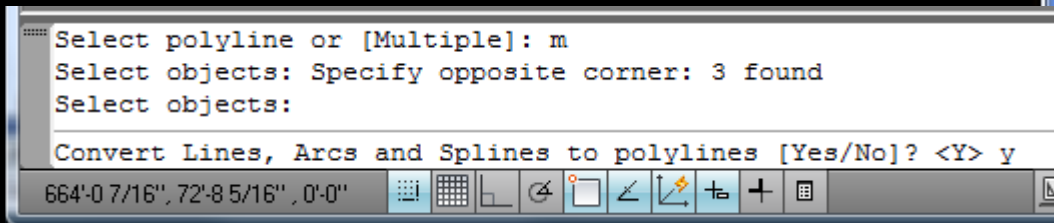
This is especially useful for adding hatch to a boundary.



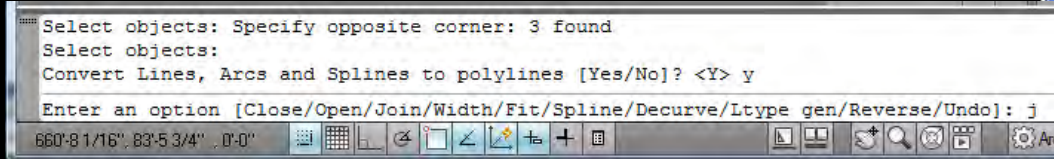


1. Type **PEDIT**, **Spacebar** to join individual line segments together.
2. Type **M** for multiple to select several lines at once.

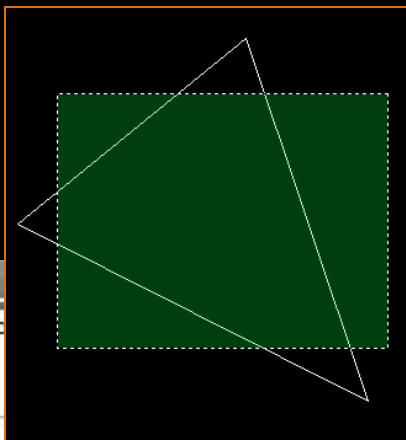
4. Type **Y** to turn lines into polylines.



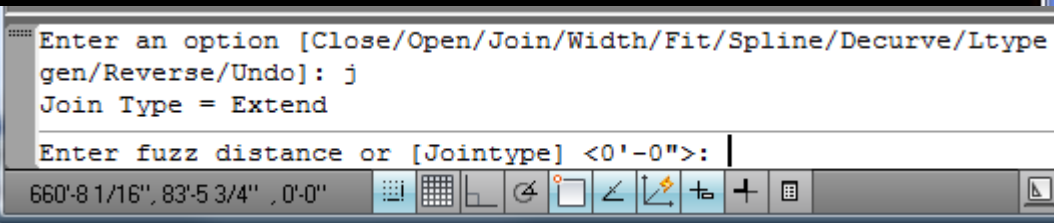
5. Type **J** to join lines.



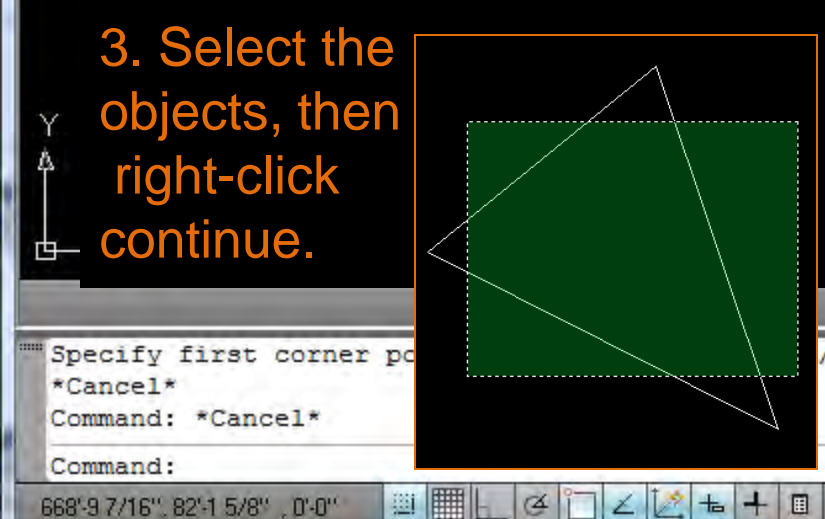
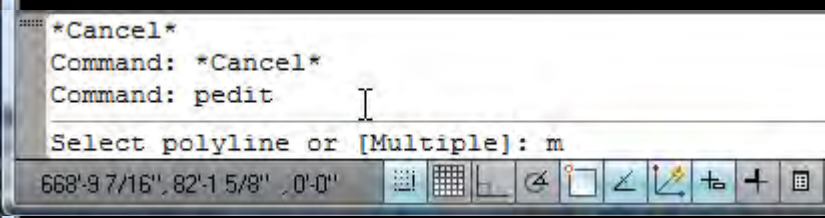
3. Select the objects, then right-click continue.

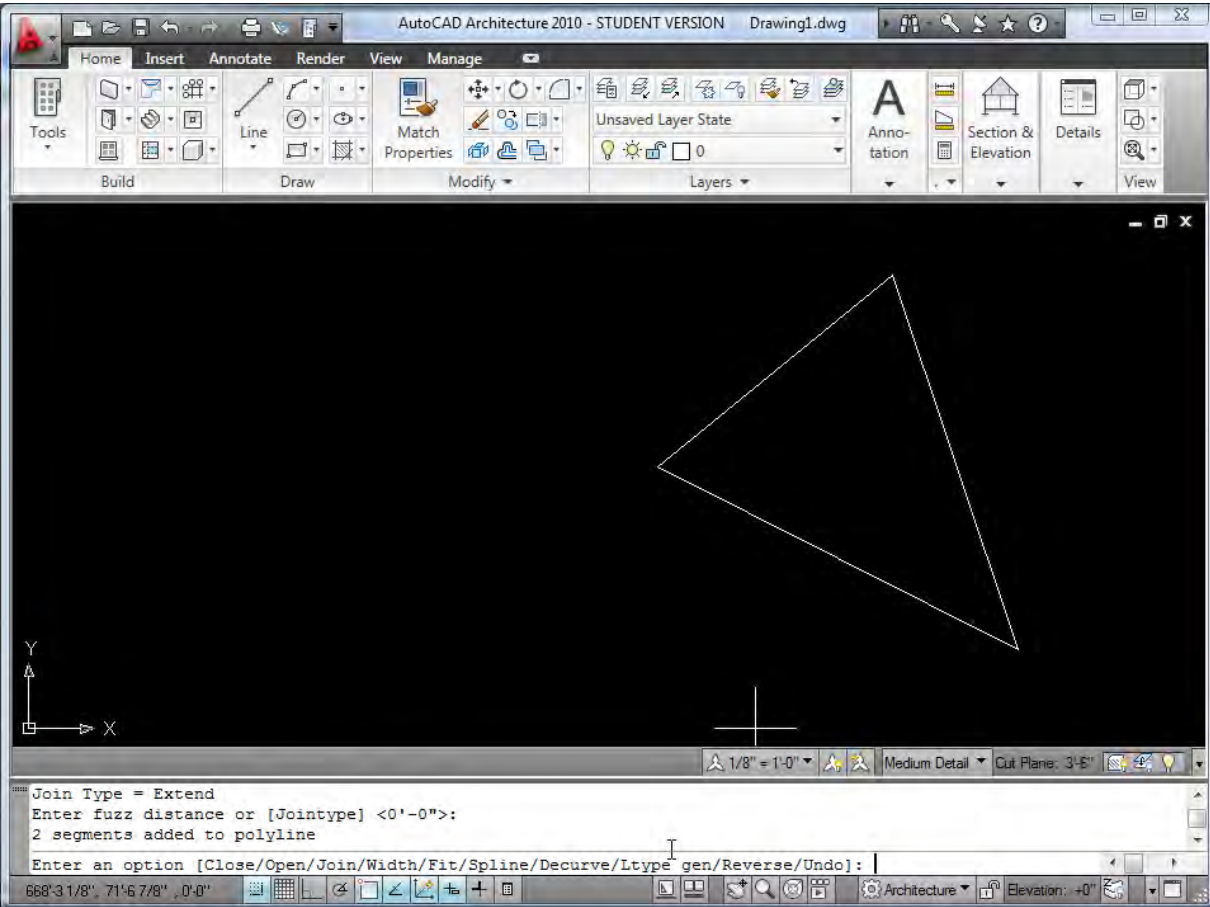


6. Press **return** to accept **0** for fuzz distance.



7. continued, next slide...





8. Press ESC when asked to enter another option to end the command.

9. Line segments should now act as a polyline.

