

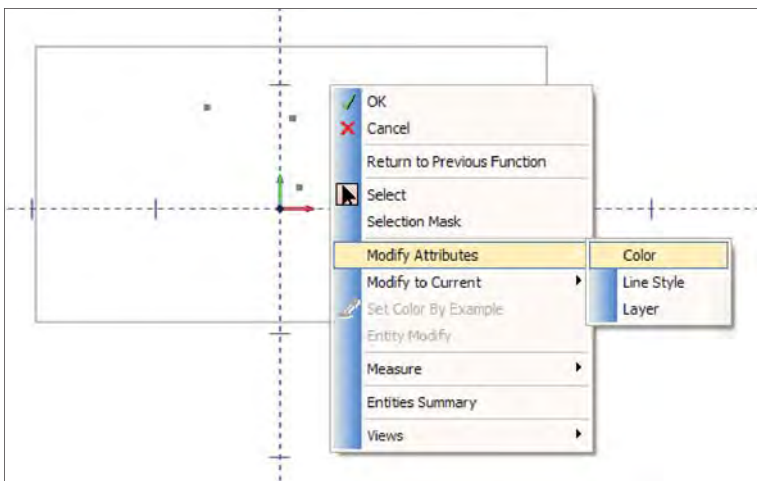
## FAQ #14: How do I change an entity's attributes?

For ease of reading drawings at a glance, BobCAD-CAM allows the user to set some of the attributes of the entities drawn on the screen. The attributes are also selectable in the selection mask box explained in FAQ #1. There are three settable attributes though not all three of them apply to all entity types. Line Style cannot apply to surfaces or points, for example, so which attributes apply to which entity types generally follows common sense. There are two ways to set the attributes of a selected group of entities explained here, Modify Attributes for changing a group of entities all to some arbitrary setting, and Modify to Current to set the entities to whatever the current settings for new entities are.

To change one or more of the attributes for a set of selected entities, follow these simple steps.

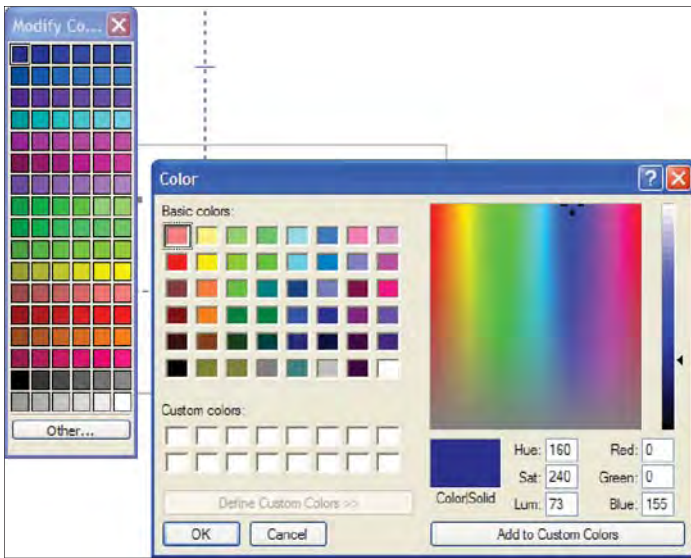
### Method 1. Modify Attributes.

**Step 1.** Select one or more entities on the screen as explained in FAQ #1. These can be lines, points, arcs, contours, etc.

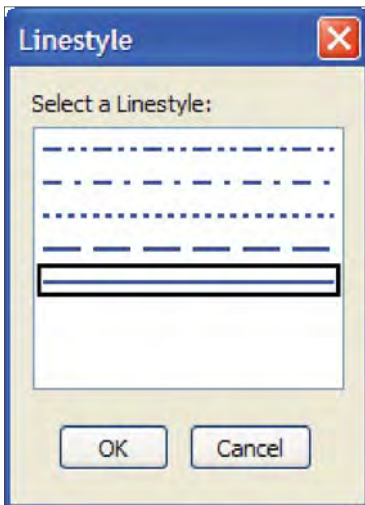


**Step 2.** Right-click in the **Workspace** and from the menu that will appear, hover the cursor over **Modify Attributes**. Choose **Color**, **Line Style**, or **Layer**. **Color** and **Layer** apply to all entities in the drawing, while **Line Style** applies to lines and arcs only, as only these can display dotted or dashed pattern.

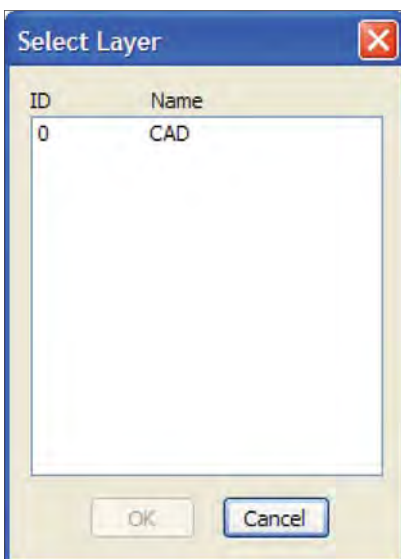
If **Color** is selected, a box will appear as shown below. the user may choose any pre-set color listed in the box, or choose other to define a custom color for the selected group.



If **Line Style** is selected from the fly-out menu, all of the selected arcs and lines will change to the style chosen by the user.



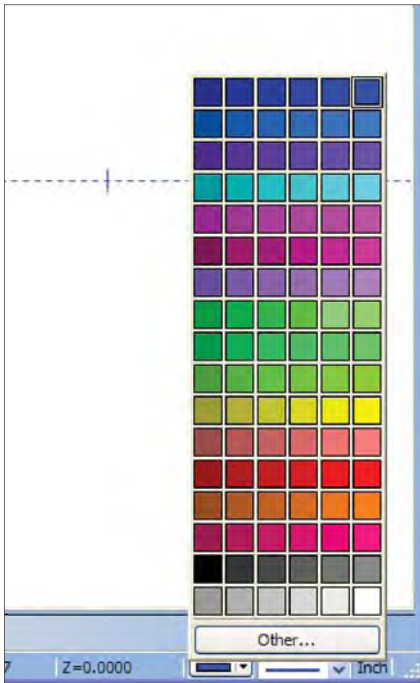
If **Layer** is chosen, the user may select from the list of existing layers and all of the selected entities will switch from the current layer to reside on the chosen one instead.



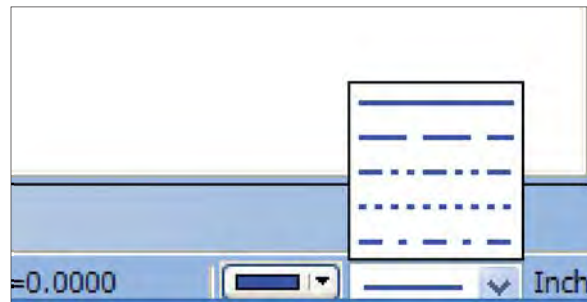
## Method 2. Modify to Current.

**Modify to Current** works a little differently from the more common (and more direct) **Modify Attributes**. Using this method, the user changes all of the selected entities to match whatever the current default setting might be for new entities.

To change these particular settings, the user must change them from the boxes at the bottom of the screen to the far right of the status bar for **Line Style** and **Color**, and/or must set the desired layer active in the **Layer-UCS-Post Manager**. See the illustrations below for where to find the current **Color** and **Line Style** at the bottom of the screen, and then see FAQ #11 for how to set the current active layer.



*Setting the current color.*



*Setting the current line style.*

Once the desired settings are situated, highlight the desired entities as explained in FAQ #1 (as in **Step 1** on the first page of this FAQ), and then right-click anywhere in the **Workspace**. From the menu, hover the mouse cursor over **Modify to Current** and choose the current attribute to apply to them. All of the selected entities will assume the characteristic chosen from the menu.