

JOIN command

2168 GstarCAD MY /KW April 15, 2022 [CAD Commands](#) 0 1894

The **JOIN** command is used to create a single object by connecting endpoints of linear and curved objects.

Command Access:

Ribbon : Home > Modify > Join

Menu : Modify > Join

Command : JOIN

Command Prompts:

Select source object:

Select lines to join to source:

One line joined to source.

Function Description:

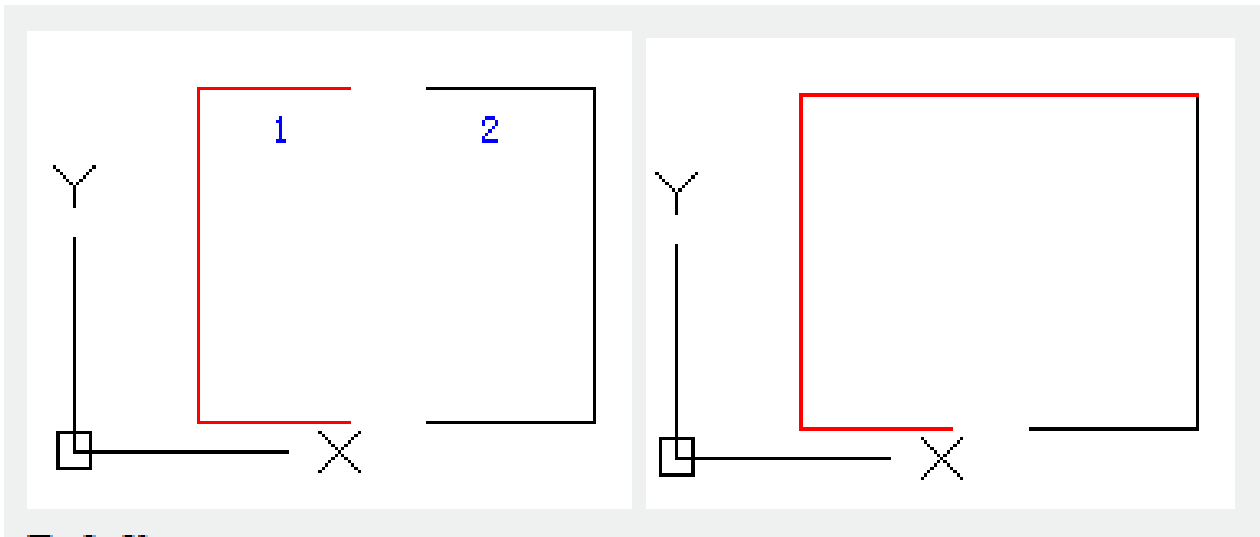
Users could use this command to join limited a serial of linear bent objects and create a single 2D or 3D object. The bent objects should be open. The generated object type is determined by the selected object, the first selected object and coplanar objects or not.

Note : Xlines, Rays and close objects could not be joined.

Relative Glossary:

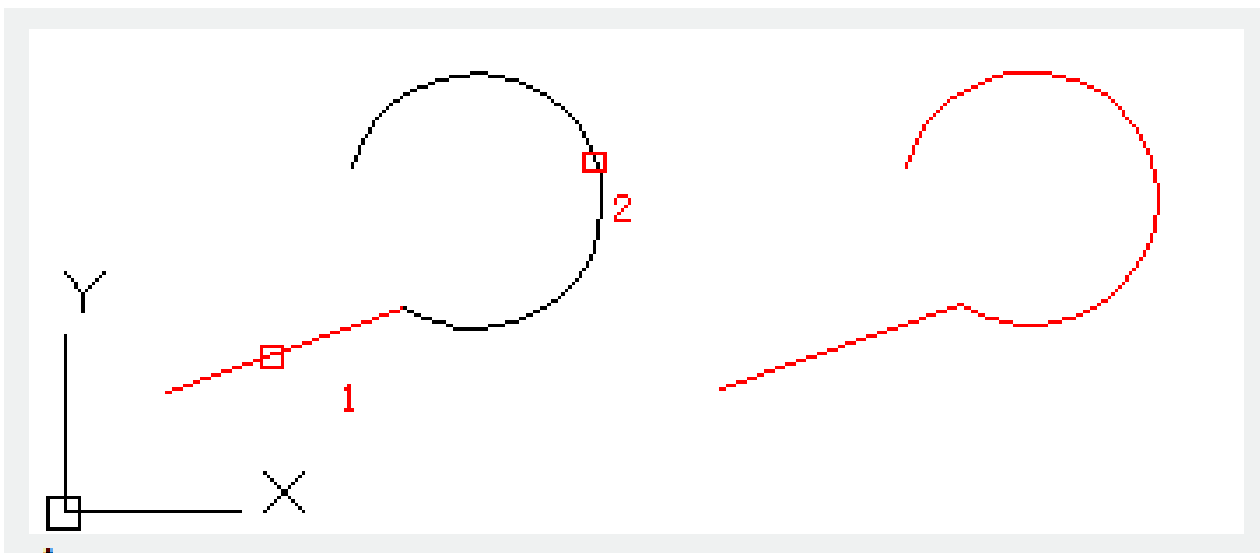
Source object : Specify a source object and press ENTER to select other objects to join to source. The following are rules:

Line : Only straight line could be joined to source line. The selected straight line must be collinear with the source line, but there could be a gap between two lines. Depending on the source object selected, one of the following prompts is displayed:



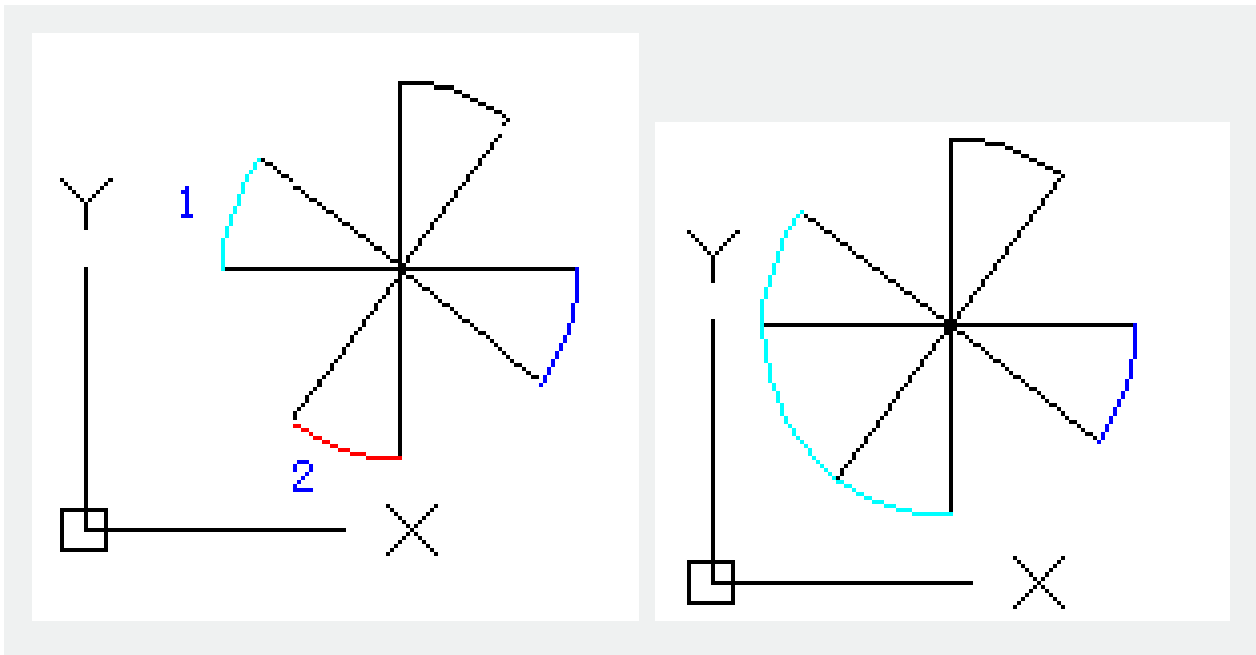
Polyline:

Users could join a line and an arc to form a polyline. The selected line and arc must on the same plane in XY plane of UCS and share a common vertex.



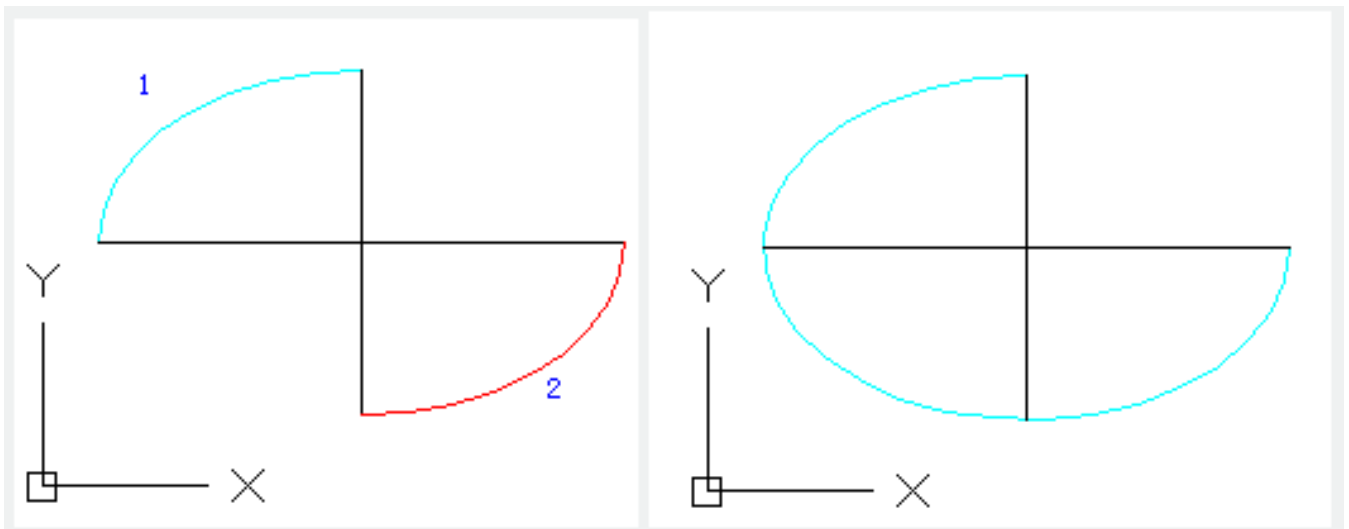
Arc:

An arc could be joined to source arc. The selected arc must have the same radius and center point with the source arc, but there could be a gap between two arcs. It will join the selected arc along counterclockwise direction to the source arc. Select the "Close" option to convert arc to a circle.



Elliptical arc:

An elliptical arc could only be joined to source elliptical arc. The selected elliptical arc must have the same major axis and minor axis with the source elliptical arc, but there could be gap between two elliptical arcs. Select the "Close" option to convert elliptical arc to a whole ellipse.

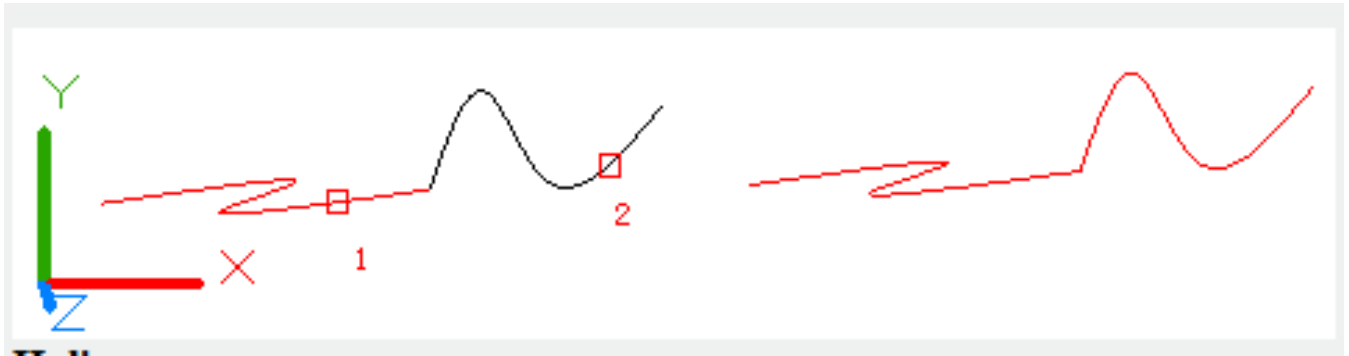


Note:

It will join the selected elliptical arc along counterclockwise direction to the source elliptical arc.

Spline:

The source spline should share the common vertex with selected object. They could on different planes. The source spline and selected object form a single spline.



Helix:

The helix objects could join together to form a single spline. The selected two objects should share one common vertex.

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