PEDIT command

The **PEDIT** command is used to edit polylines and 3D polygon meshes.

Command Access:

Ribbon : Home > Modify > PEDIT
Menu : Modify > Object > Polyline
Command : PEDIT
Shortcut : select the polyline to be edited, right click and select "Polyline" option, click "Edit Polyline" when there is no command active

Command Prompts:

When selecting a 2D polyline, 3D polyline or 3D polygon mesh, it will display the following prompt:
Enter an option [Close/Join/Width/Edit vertex/Fit/Spline/Decurve/Ltype gen/Reverse/Undo]:
When selecting a spline, it will display the following prompt:
Specify a precision<10>:

Function Description:

Users could use the PEDIT command to join 2D polylines and convert lines and arcs into 2D polylines, as well convert polylines to curves as B spline.
The setting of PLINECONVERTMODE system variable could determine that the polyline drawn by linear segments or arcs.
The conversion of the PEDIT and SPLINEDIT system variables are obey the rules of the DELOBJ system variable.
The inputted precision value could determine the precision extend of the source polyline and final polyline.

Online URL: https://kb.gstarcad.com.my/article/pedit-command-2277.html