

# XDATA command

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The **XDATA** command is used to attaches extended object data (xdata) to a selected object.

## Command Access :

**Command** : XDATA

**Menu** : Express tools>Tools>Attach Xdata

Select object: Use an object selection method

Input application name: Specify application name

Enter an option [3Real/DIR/DISP/DIST/Hand/Int/LAyer/LOnG/Pos/Real/SCale/STr/eXit] <eXit>:

## Options:

Application name: An ASCII string up to 255 bytes long (group code 1000).

**3Real** : 3 real numbers (group code 1010).

**Dir** : A 3D World space direction (group code 1013).

**Disp** : A 3D World space displacement (group code 1012).

**Dist** : A distance (group code 1041).

**Hand** : An object handle (group code 1005).

**Int** : A 16-bit integer (group code 1070).

**Layer** : A layer name (group code 1003).

**Long** : A 32-bit signed long integer (group code 1071).

**Pos** : A 3D World space position (group code 1011).

**Real** : A real number (group code 1040).

**Scale** : A scale factor (group code 1042).

Online URL: <https://kb.gstarcad.com.my/article/xdata-command-2447.html>