

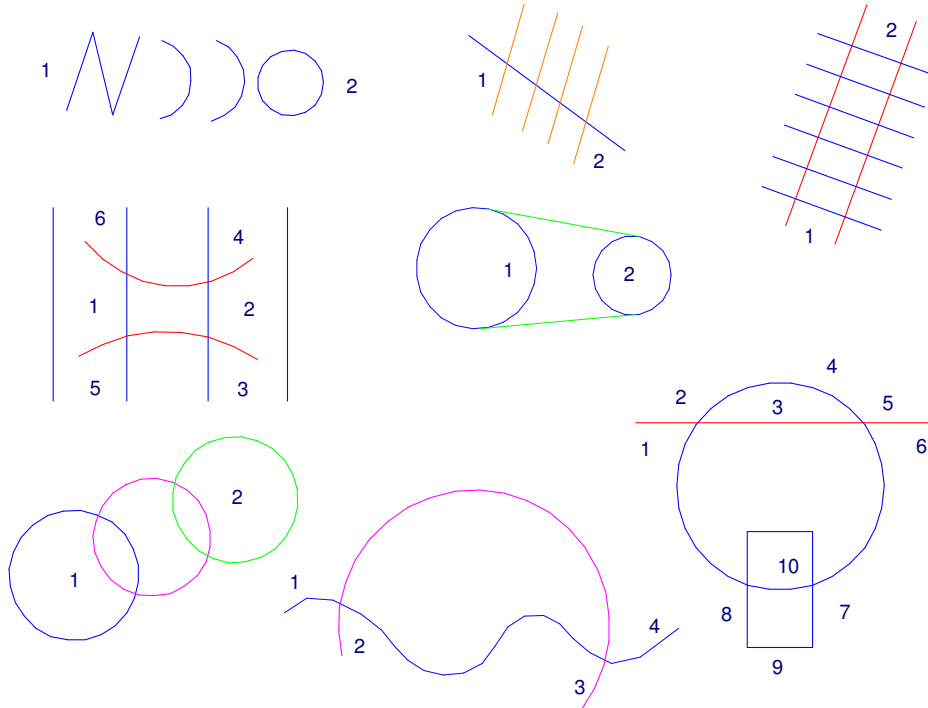
Editing Entities - Magic Eraser Exercise

In this exercise you will learn how to use the **Magic Eraser** to edit entities in RealCAD.

If RealCAD is already running, select **File, Open** on the menu and locate the **Training** folder. Open the file called "**Editing_Entities_Magic_Eraser_Exercise_1.cad**".

If RealCAD is not running, start it and select **Open Existing Drawing** from the Startup menu. Locate the **Training** folder and open the file called "**Editing_Entities_Magic_Eraser_Exercise_1.cad**".

Step 1: Maximise the view of the open file so it fills your viewing area. You should see the following image. (Zoom if necessary)



Be sure no command is running. Check the Prompt; it should say...



Step 2: Hold down the **Alt** key on the keyboard.

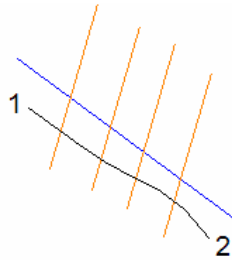
Position the crosshair at the point indicated by the number 1 in the drawing below. Hold down the left mouse button and **drag** the crosshair to point 2, (as indicated by the black line)...then release the mouse button.

Note: DON'T release the Alt key until **AFTER** you release the mouse button!



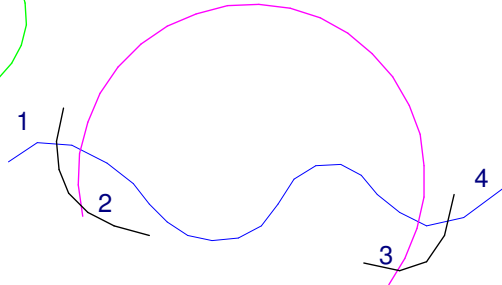
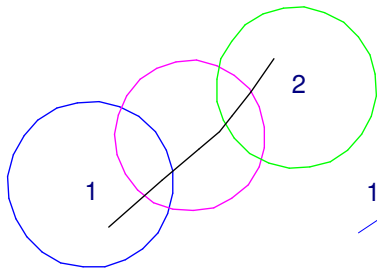
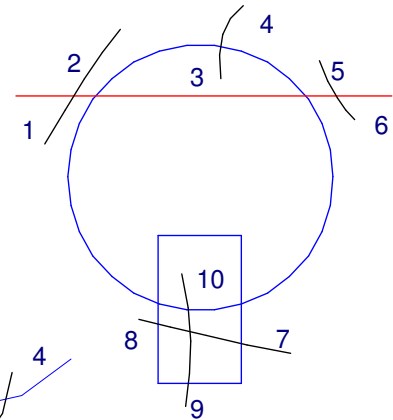
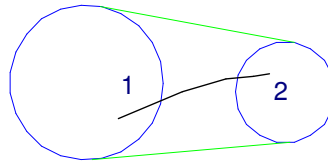
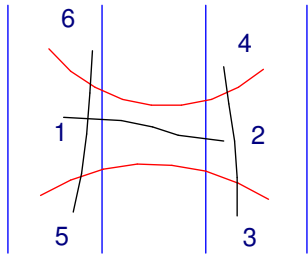
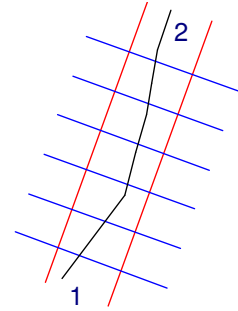
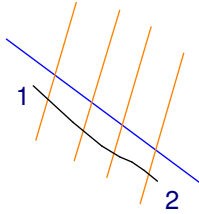
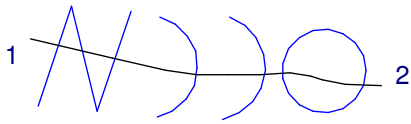
All the entities in this example will be deleted because they are free standing; they are not crossed by any other entities.

Repeat for the example in your drawing as shown below.



Because the blue line crosses the orange lines, those parts of the orange lines touched by the Magic Eraser are **trimmed** back to the blue line.

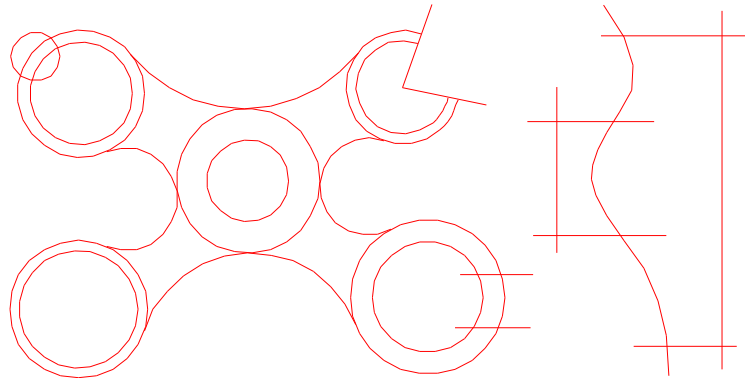
Repeat the command for the remaining examples to get used to it.



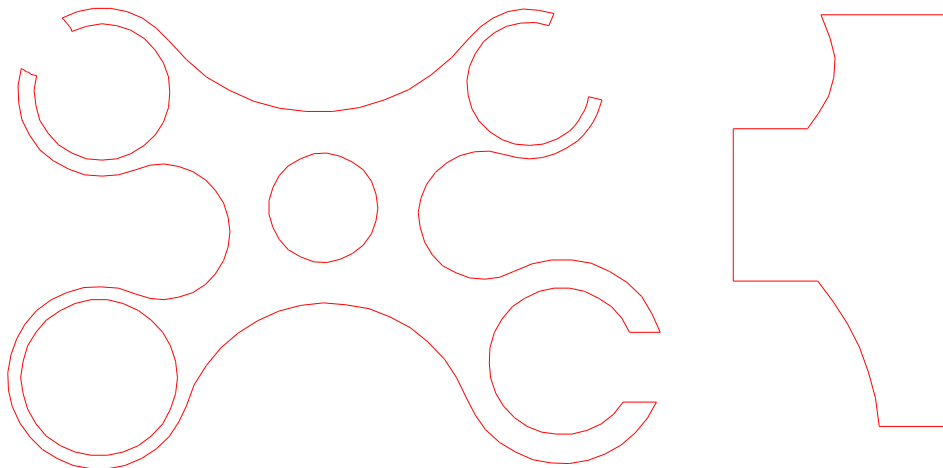
Advanced

If you feel confident, try the advanced exercise.

Open the file called "**Editing_Entities_Magic_Eraser_Exercise_2.cad**" to reveal the following drawing.



Now use the Magic Eraser to trim and delete to produce the following.



Advanced 'Super Selector'

The same idea used with the Magic Eraser can be used to select entities too.

Step 1: Hold down the **CTRL** and the **ALT** keys together and drag your cursor over the desired entities whilst holding the left mouse button. It will select them. Cool!

Note: these two tools will automatically only select linear entities such as lines, arcs, circles and curves whilst purposely missing surface planes, figures, text, dimensions etc.