

 Click to view related online training videos

## Moving Objects Using Dimensions

Most objects can be moved by changing an automatic, manual, or temporary dimension value that locates it. This technique can be applied in nearly any situation where dimensions are present, including angular dimensions. See [Moving Objects](#).

In addition, some objects can be resized using dimensions. See [Resizing Objects](#).

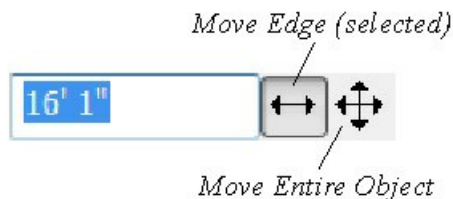
Your pointer indicates which dimensions can be used to relocate the selected object by changing to a pointing hand icon.

Another way to tell is to select an object and drag it in the desired direction. As you drag, note which dimensions update. These dimensions are the dimensions that can be used to move that object.

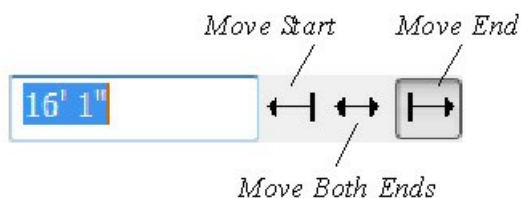
Note: A selected object can be moved and resized using a dimension line even when that dimension's layer is locked. See [Locking Layers](#).


### To move an object using dimensions

1. Select the object and click on a dimension line that locates it. An inline text field opens at the location where you clicked.
  - The actual distance displays in the text field.
  - If the dimension is locating two different objects and the selected object is polyline-based, the **Move Edge** and **Move Entire Object** buttons display to the right of the text field.



- If the dimension describes a selected wall's length, additional buttons display to the right. See [Using Dimensions](#).



2. Click the **Move** button of your choice.
3. Enter a new value in text field.
  - To use a different unit, include its indicator after the value.
  - To move the selected object past a second object, to its opposite side, enter a negative value.
  - Basic math operations can also be performed in the inline text box, just as they can in dialogs. See [Math Operations in Dialogs](#).
4. The selected object moves or resizes when you press the Enter key or click outside of the text field.
5. If **Bumping/Pushing**  is enabled, the object being moved will bump into any objects in its move path and not move the entire distance. Hold down the Ctrl key when you press Enter to override this move restriction. See [Bumping/Pushing](#).

A variety of polyline- and box-based objects can also be resized using dimensions.

### To resize an object using dimensions

1. Select the object along the edge that you would like to move. See [Selected Edge](#).

- 2. Click on a dimension line that indicates its distance from the object's opposite side.
- 3. In the inline text field, enter a value.
- 4. Click **Move edge** to move the selected edge only.
- 5. The selected edge moves, resizing the object, when you press the Enter key.


 You can cancel a move or resize operation using dimensions at any time by pressing the Esc key.

### Resizing Walls Using Exterior Dimensions


When resizing a structure using dimensions, it is important to work your way around it in one direction. Relocate one wall at a time in succession so that you do not redefine the same dimension more than once.

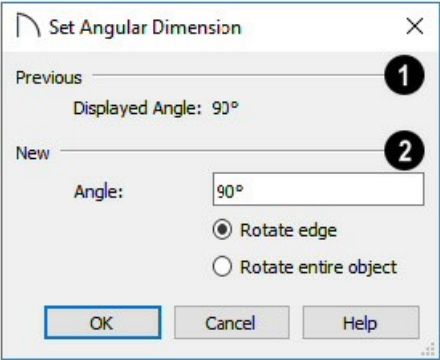
For more information, see [Measuring Walls](#).

### Using Angular Dimensions

 **Angular Dimensions** are useful for adjusting the angles of polyline-based objects and walls.

#### To change an angular dimension

- 1. Draw an **CAD> Dimensions> Angular Dimension** , then click and drag to draw an arc within the angle you wish to measure.
  - 2. Select the edge that you want to move.
  - 3. Click the dimension value to open the **Set Angular Dimension** dialog.
- The **Set Angular Dimension** dialog indicates the **Previous Value** in degrees, minutes and seconds.



The image shows the 'Set Angular Dimension' dialog box. It has a title bar with a close button. Inside, there are two sections: 'Previous' and 'New'. The 'Previous' section has a text field showing '90°' and is marked with a circled '1'. The 'New' section has a text field for 'Angle' also showing '90°', marked with a circled '2'. Below the 'New' section are two radio buttons: 'Rotate edge' (which is selected) and 'Rotate entire object'. At the bottom are three buttons: 'OK', 'Cancel', and 'Help'.

- 4. Enter a value in the **New Value** field.
- 5. Specify what you want to rotate:
  - Select **Rotate edge** to move the selected edge when you click OK, or
  - Select **Rotate entire polyline** to rotate the entire object about the corner formed by the edges that the Angular Dimension locates, maintaining the previous value of that angle.
- 6. Click **OK** to apply the change.