

Block Attribute Modifier Tutorial

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1. Introduction

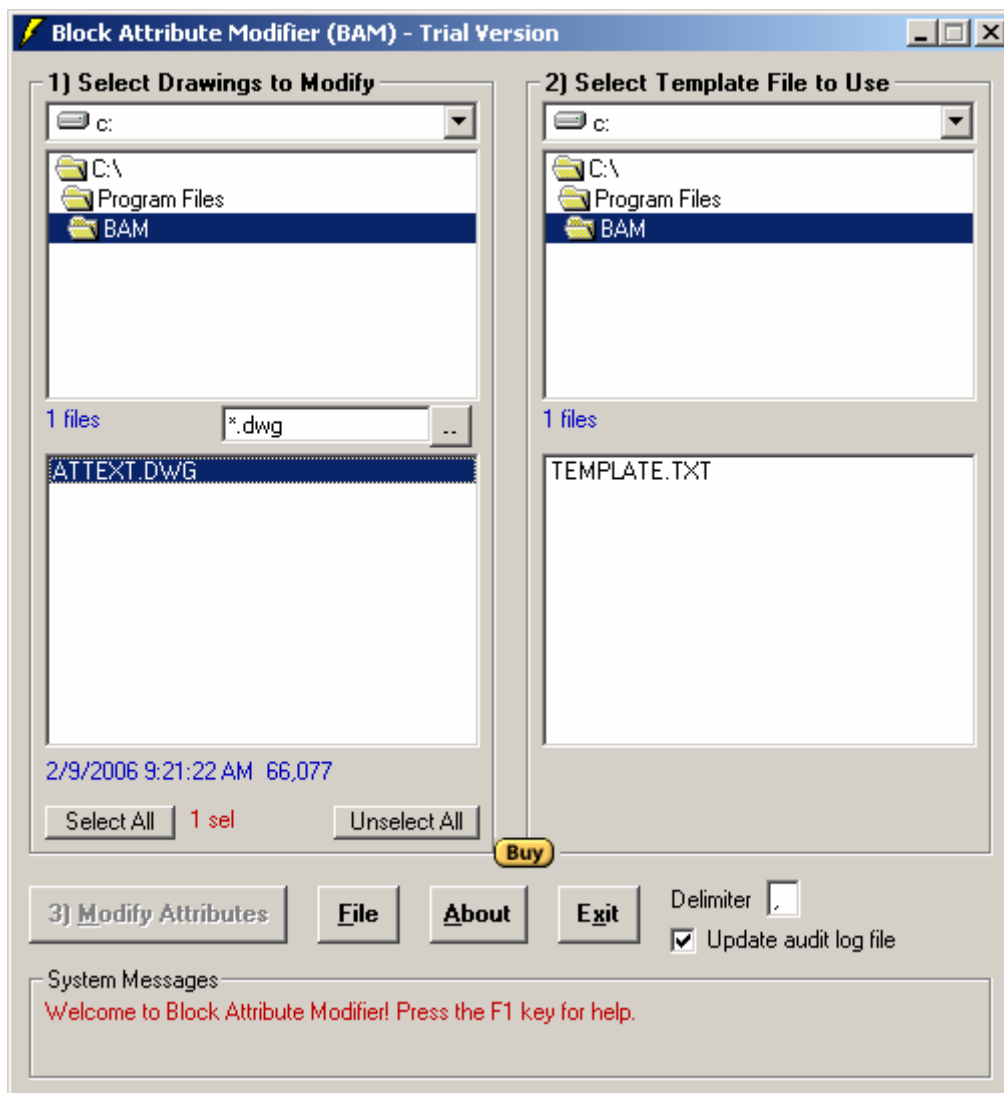
With Block Attribute Modifier (BAM) you can easily automate the process of modifying block attribute values in AutoCAD drawing files. Use BAM to delete attributes, clear attribute values, replace attribute values, and find and replace attribute values. BAM runs very quickly and can process thousands of drawing files with the click of only one button! BAM is compatible with AutoCAD drawing versions 2000 and above. An individual user license is only \$99.95 and a site license (unlimited number of users per building) is only \$499.95. To order from RegNow go to

<https://www.regnow.com/softsell/nph-softsell.cgi?item=4459-28>

2. Running BAM

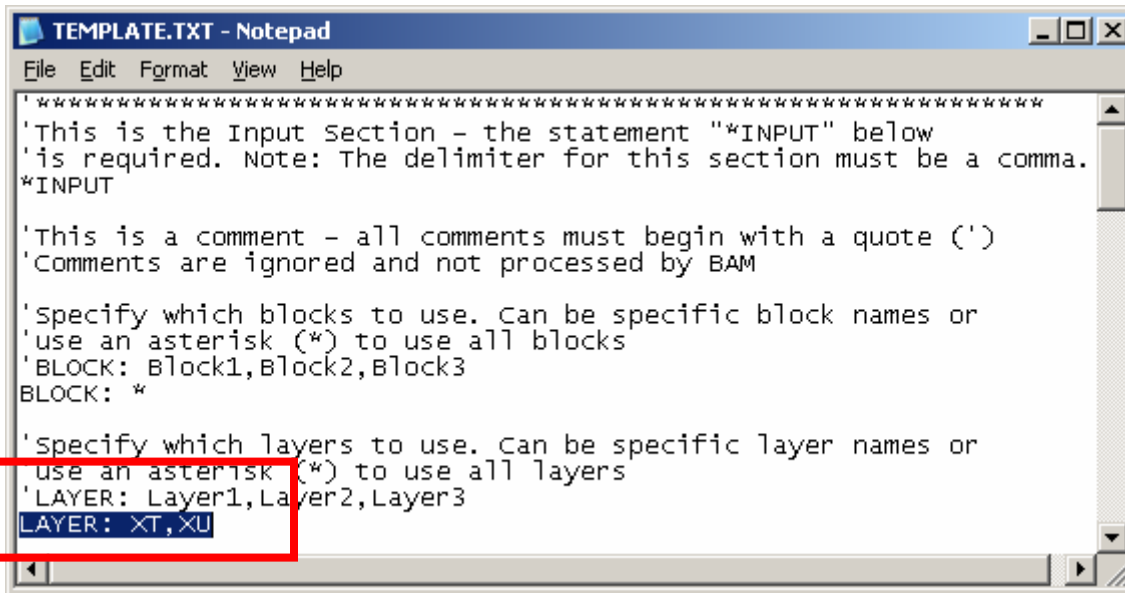
To load BAM click Window's Start Button > All Programs > Block Attribute Modifier

The name of the application executable file is BAM.EXE and is located in folder C:\Program Files\BAM



4. Finding and replacing block attribute values

- a. Double-click on the file TEMPLATE.TXT in the right window to open it with your default text editor (such as Window's Notepad). This file contains information that BAM uses to process drawing files such as drawing filters and block attribute information. Find the section ***INPUT** at the top of the file and change **LAYER: *** to **LAYER: XT,XU**



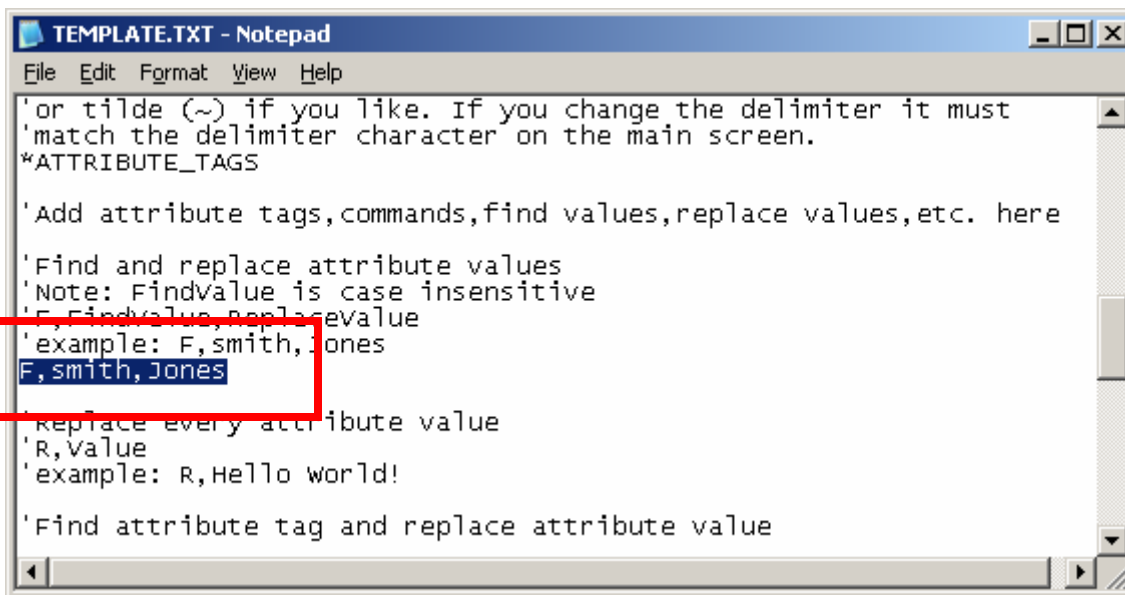
```
*****
'This is the Input Section - the statement "*INPUT" below
'is required. Note: The delimiter for this section must be a comma.
*INPUT

'This is a comment - all comments must begin with a quote (')
'Comments are ignored and not processed by BAM

'Specify which blocks to use. Can be specific block names or
'use an asterisk (*) to use all blocks
'BLOCK: Block1,Block2,Block3
BLOCK: *

'Specify which layers to use. Can be specific layer names or
'use an asterisk (*) to use all layers
'LAYER: Layer1,Layer2,Layer3
LAYER: XT,XU
```

- b. Next, scroll down and find section ***ATTRIBUTE_TAGS** and remove the quote from **F,smith,Jones**



```
'or tilde (~) if you like. If you change the delimiter it must
'match the delimiter character on the main screen.
*ATTRIBUTE_TAGS

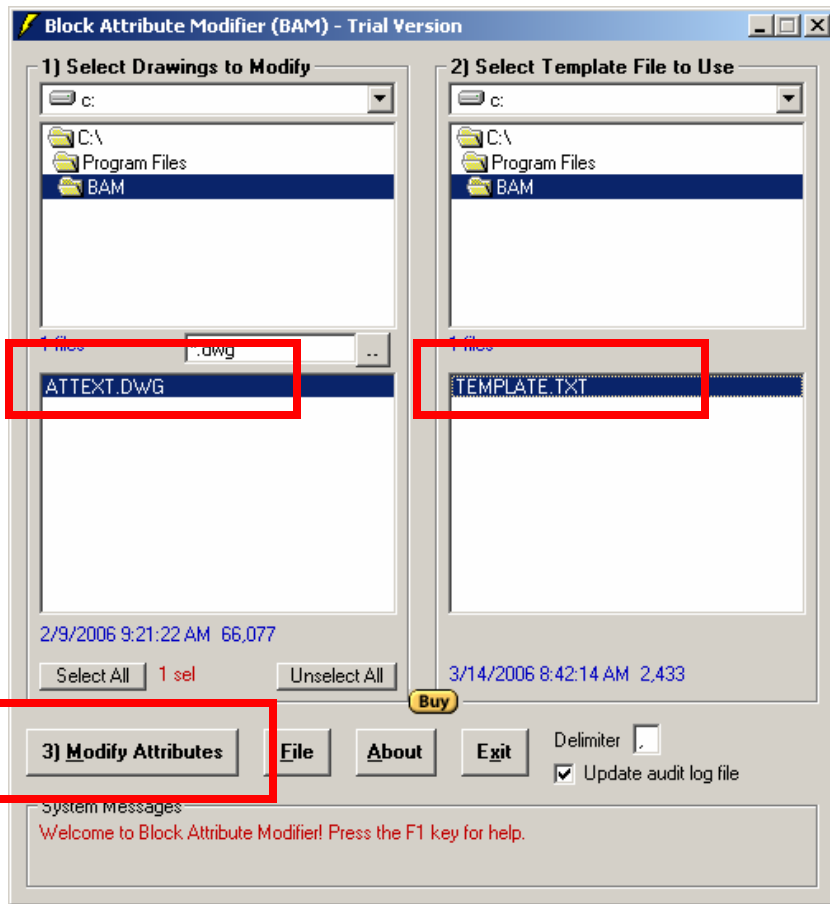
'Add attribute tags,commands,find values,replace values,etc. here

'Find and replace attribute values
'Note: Findvalue is case insensitive
'F,Findvalue,Replacevalue
'example: F,"smith,Jones"
F,smith,Jones

'Replace every attribute value
'R,Value
'example: R,Hello world!

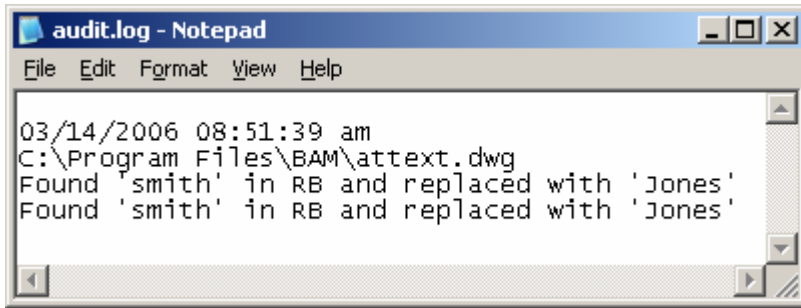
'Find attribute tag and replace attribute value
```

- c. Save and close the template file TEMPLATE.TXT. If using NotePad you can do this from the File Menu. You will now process an AutoCAD drawing file using the data you just set in the template file: Find block attribute values containing 'smith' and replace it with 'Jones' for drawing layers XT and XU only. From BAM's screen select drawing **ATTEXT.DWG** and template file **TEMPLATE.TXT** then click the button **Modify Attributes**.



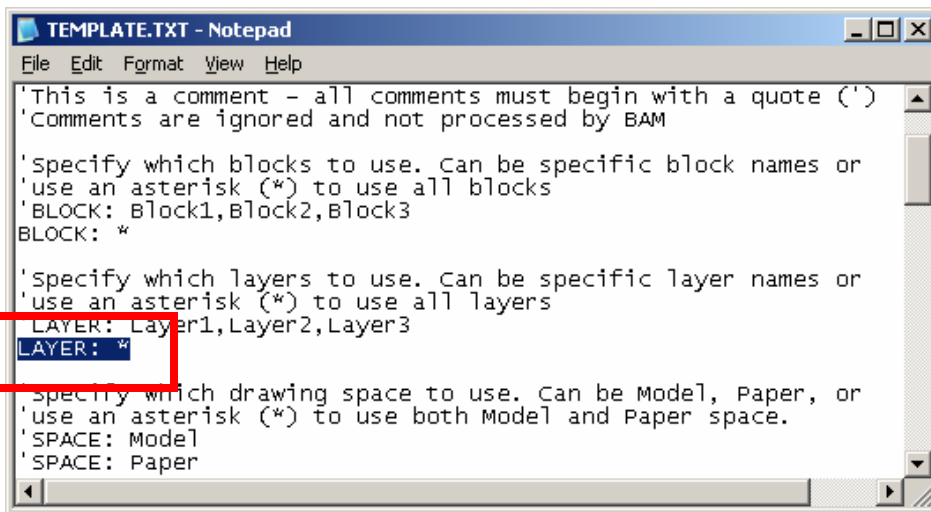
- d. In the System Messages frame at the bottom of the screen you should see “Attributes for 1 file(s) modified in n second(s).” Double-click on drawing **ATTEXT.DWG** to create an open an HTML file containing block attribute values. Scroll to the last column to verify that the block attribute values have been changed from “smith” to “Jones” for layers XT and XU.

- e. Open audit file C:\Program Files\BAM\audit.log. This file is updated each time you modify block attribute values in drawings with BAM. If you do not wish to update this file uncheck option “Update audit log file” near the bottom of BAM’s screen. Note that in the audit log file it lists the date and time the process was run, the drawing file affected, and the block attribute tags and values which were changed.

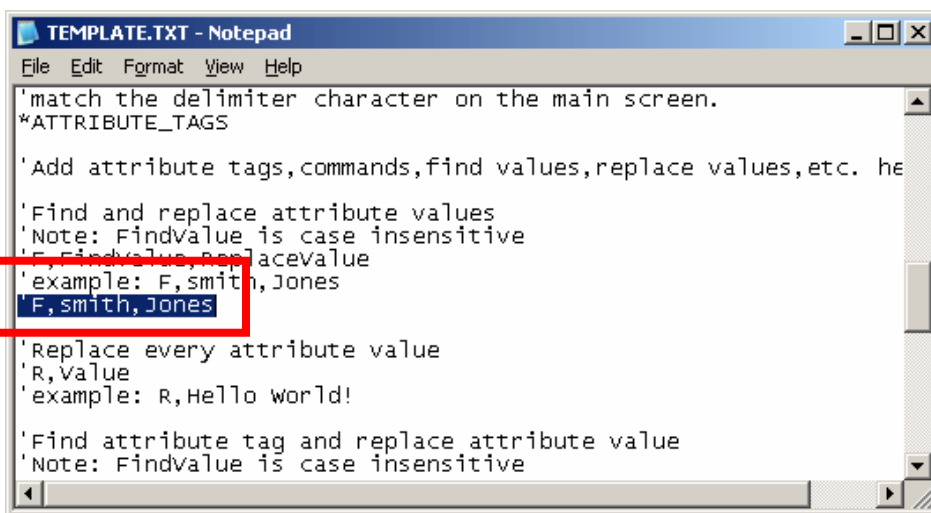


5. Find and replace block attribute values by attribute tag name

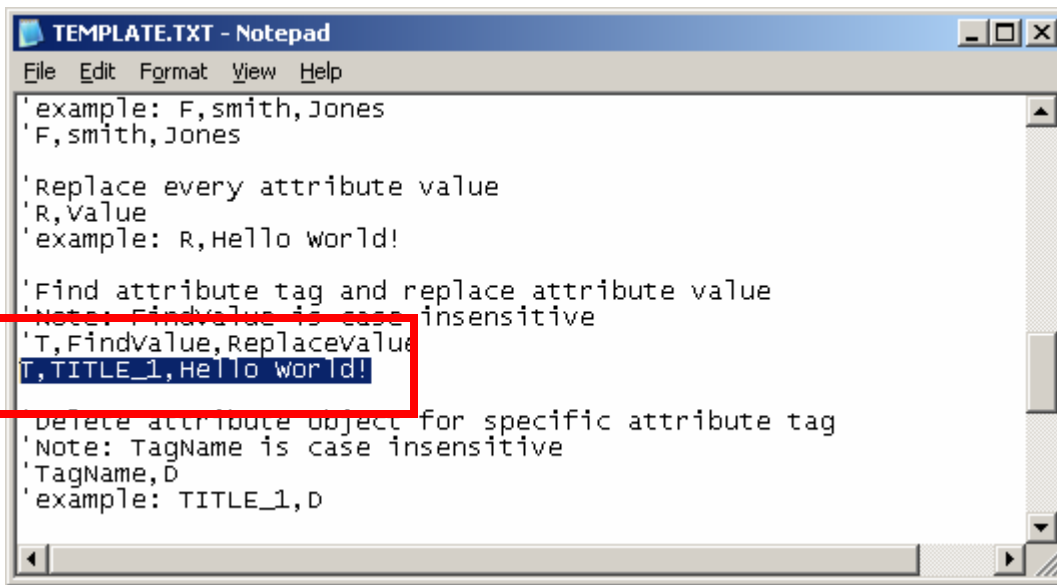
- a. Double-click on the file TEMPLATE.TXT in the right window to open it with your default text editor (such as Window’s Notepad). This file contains information that BAM uses to process drawing files such as drawing filters and block attribute information. Find the section ***INPUT** at the top of the file and change **LAYER: XT,XU** to **LAYER: ***



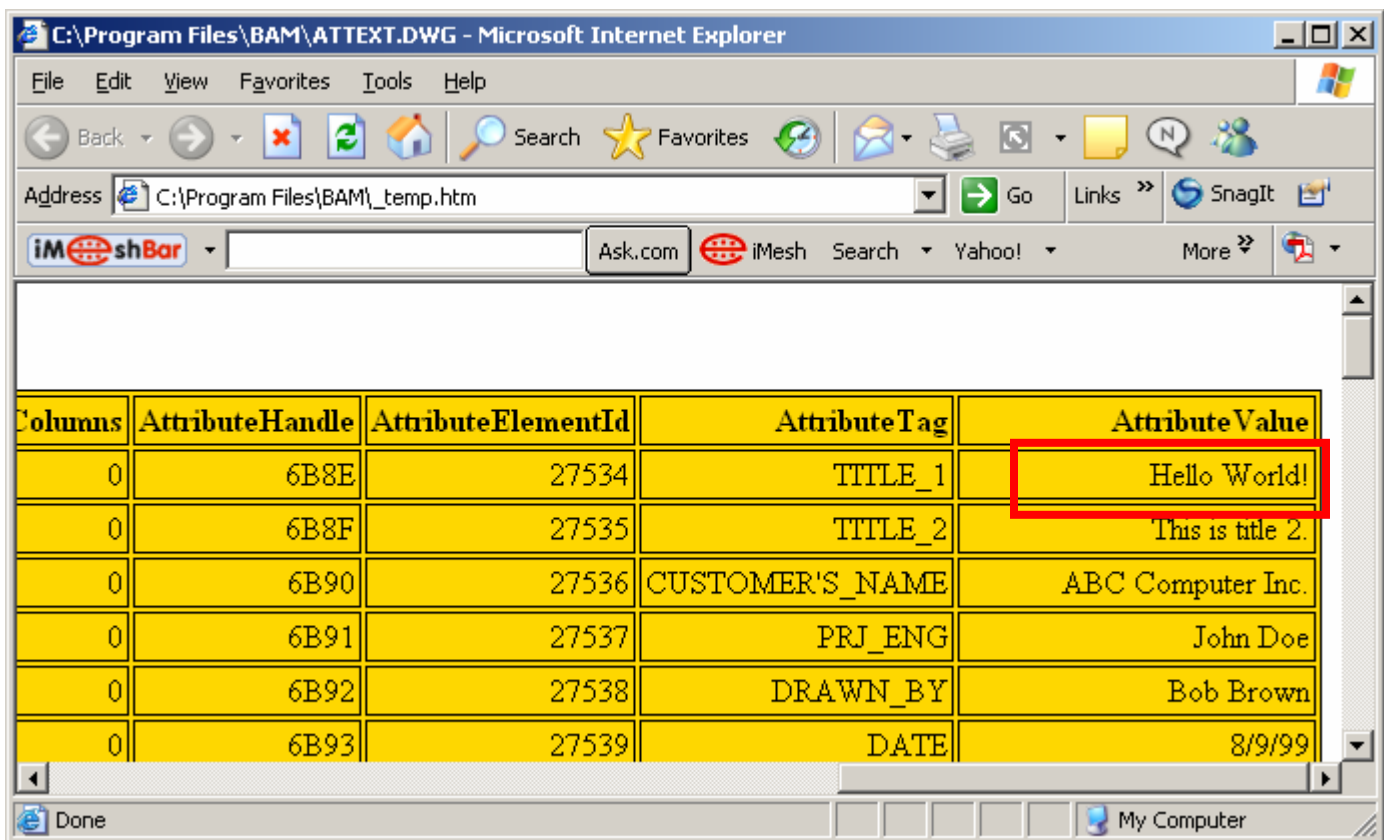
- b. Next, scroll down and find section ***ATTRIBUTE_TAGS** and add a quote before **F,smith,Jones**. This will cause the text to be ignored.



c. Scroll down and find **example: T,TITLE_1,Hello World!** Remove the word **example:**

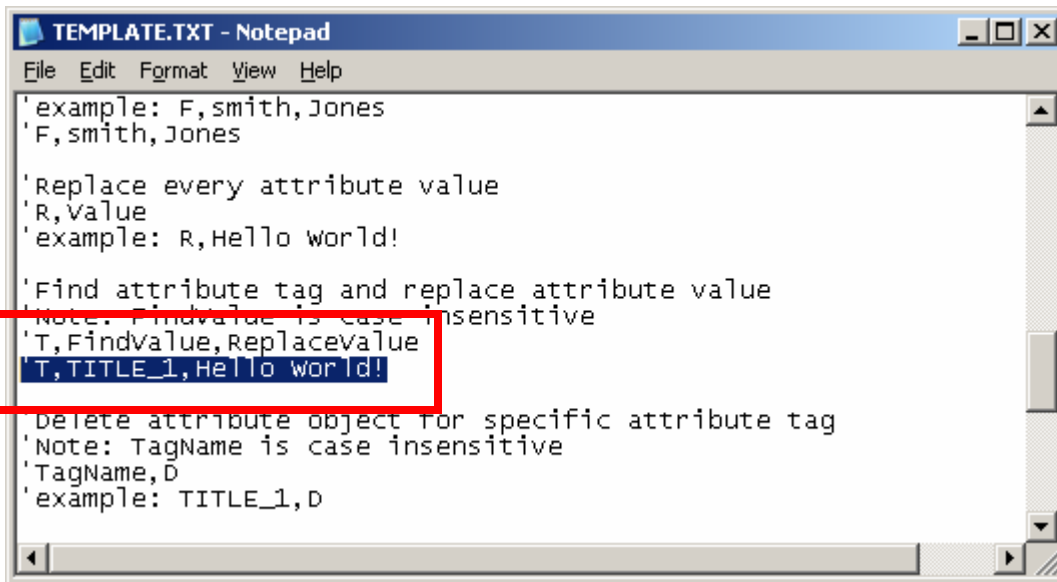


d. Save and close the template file. To change the block attribute value to 'Hello World!' for block attribute tags named TITLE_1 click the button **Modify Attributes** on BAM's screen. Double-click on drawing **ATTEXT.DWG** to create an open an HTML file containing block attribute values. Scroll to the last column to verify that the block attribute values have been changed to "Hello World!" for attribute tag TITLE_1. Scroll down through the HTML file and notice that each occurrence of attribute tag TITLE_1 has been changed.

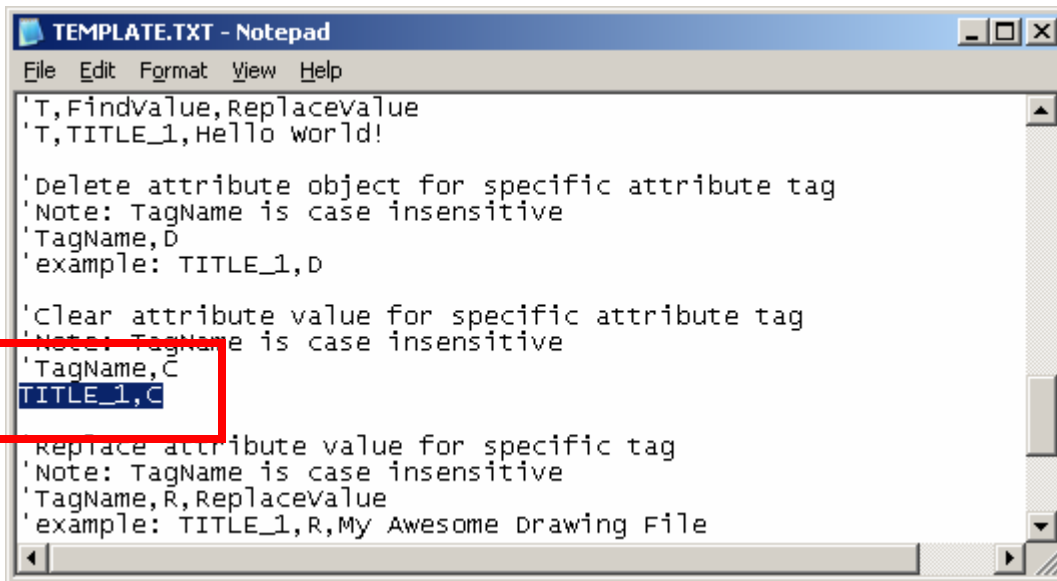


6. Clearing block attribute values by attribute tag name

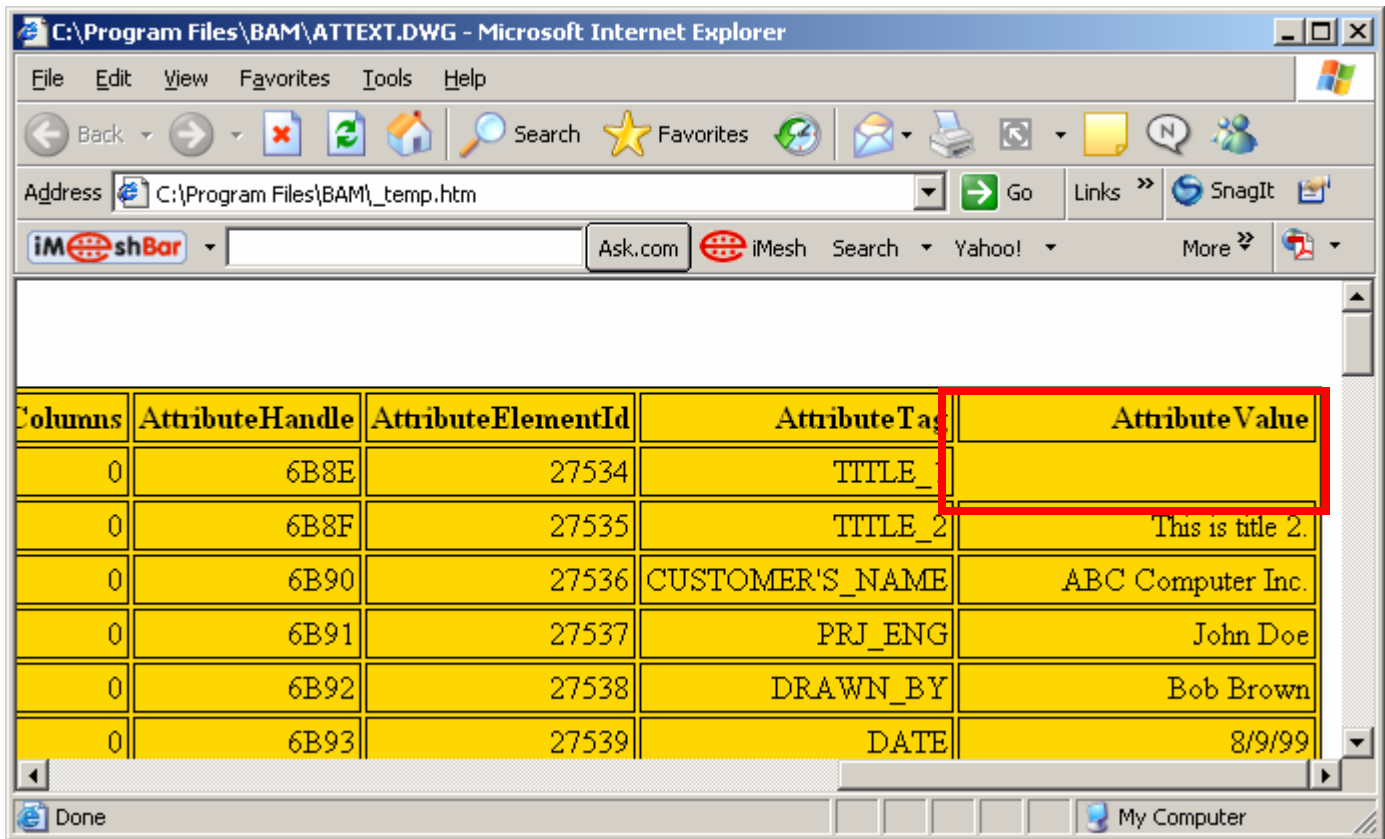
- a. Double-click on the file TEMPLATE.TXT in the right window to open it with your default text editor (such as Window's Notepad). Scroll down and find section ***ATTRIBUTE_TAGS** and add a quote before **T,TITLE_1,Hello World!**. This will cause the text to be ignored.



- b. Scroll down and find **example: TITLE_1,C** Remove the word **example:**

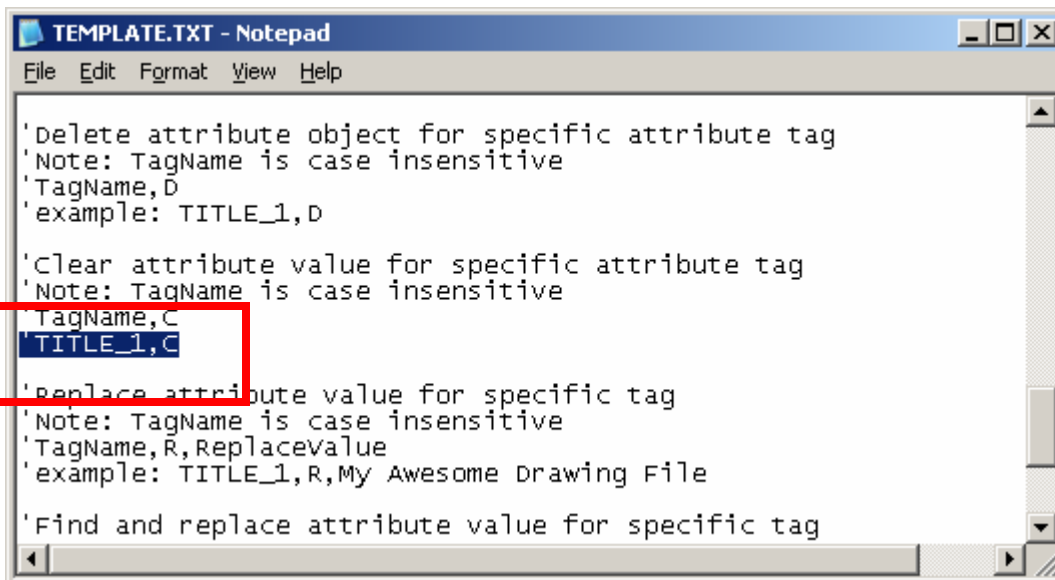


- c. Save and close the template file. To clear the block attribute value for block attribute tags named TITLE_1 click the button **Modify Attributes** on BAM's screen. Double-click on drawing **ATTEXT.DWG** to create an open an HTML file containing block attribute values. Scroll to the last column to verify that the block attribute values have been cleared for attribute tag TITLE_1. Scroll down through the HTML file and notice that each occurrence of attribute tag TITLE_1 has been changed.

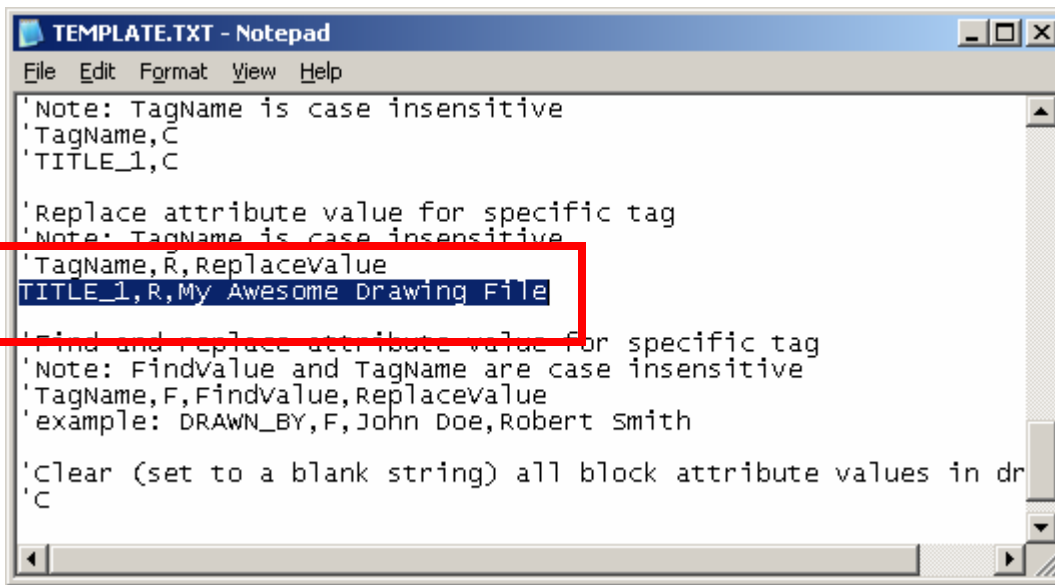


7. Replace block attribute values by attribute tag name

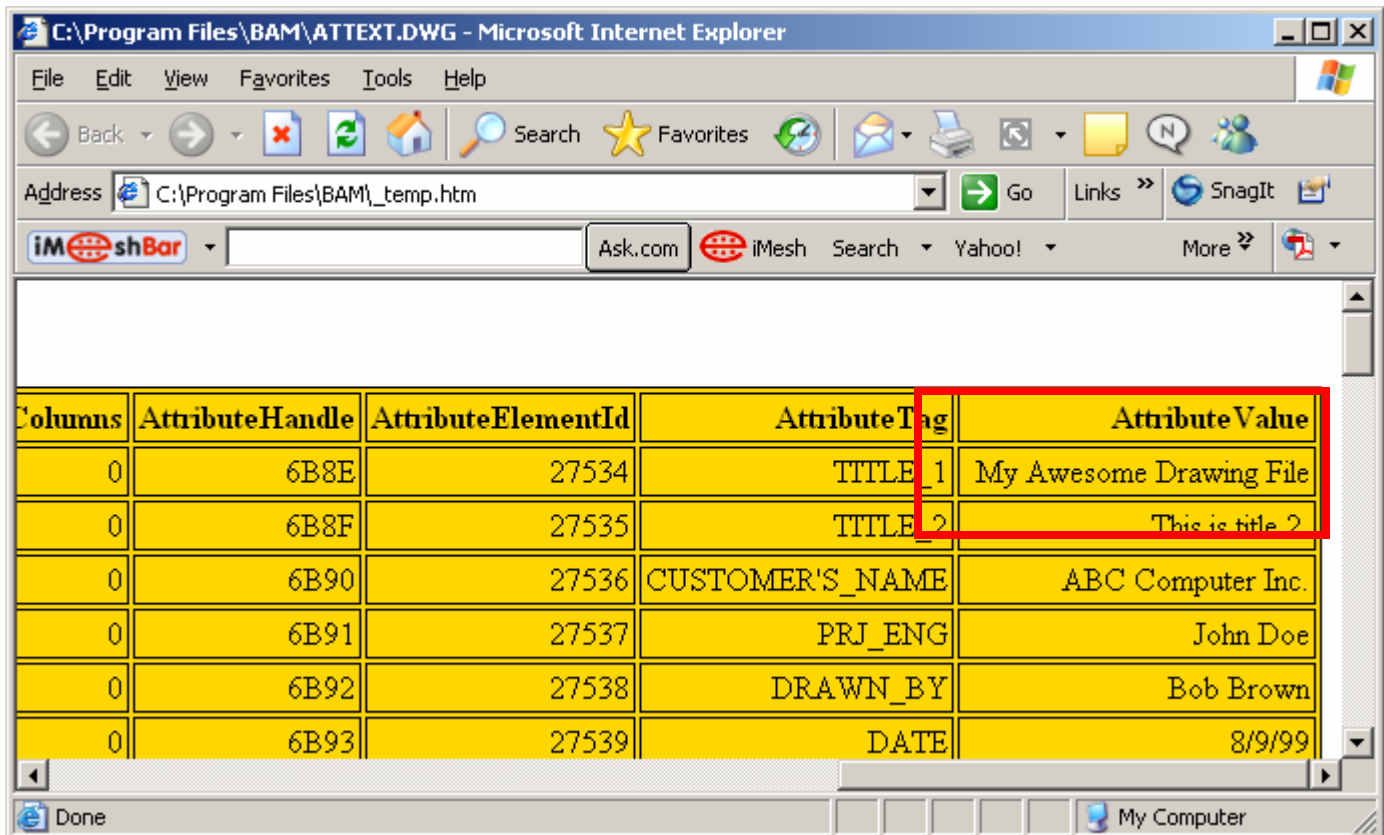
- a. Double-click on the file TEMPLATE.TXT in the right window to open it with your default text editor (such as Window's Notepad). Scroll down and find section *ATTRIBUTE_TAGS and add a quote before TITLE_1,C. This will cause the text to be ignored.



b. Scroll down and find **example: TITLE_1,R,My Awesome Drawing File** Remove the word **example:**



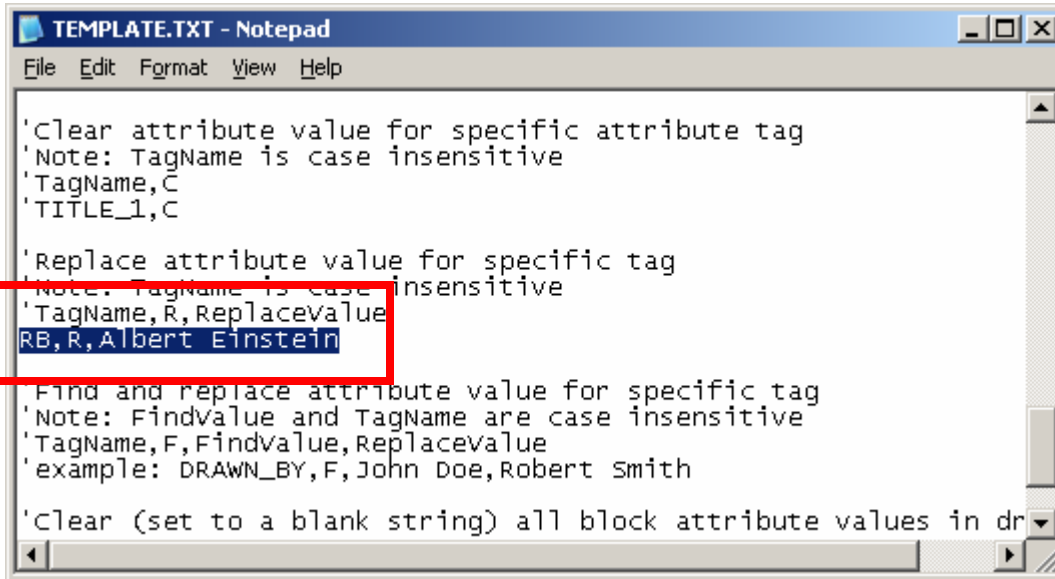
c. Save and close the template file. To set the block attribute value for block attribute tags named TITLE_1 to 'My Awesome Drawing File' click the button **Modify Attributes** on BAM's screen. Double-click on drawing **ATTEXT.DWG** to create an open an HTML file containing block attribute values. Scroll to the last column to verify that the block attribute values have been changed for attribute tag TITLE_1. Scroll down through the HTML file and notice that each occurrence of attribute tag TITLE_1 has been changed.



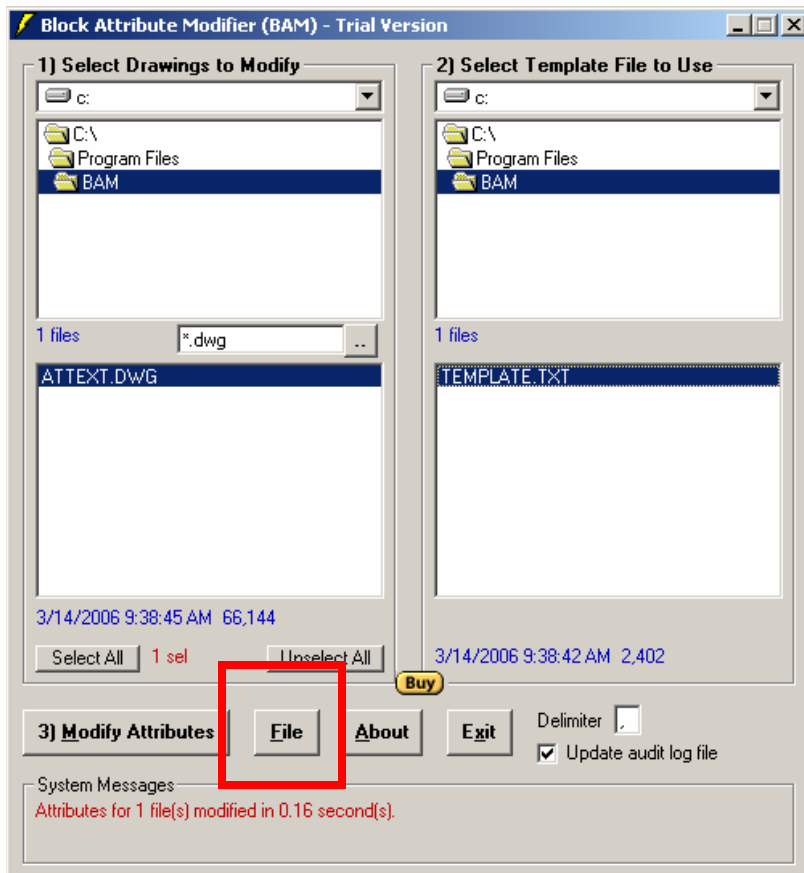
With BAM you can also find and replace attribute values for specific tags, clear each attribute value, replace each attribute value, delete a specific attribute object by tag name, and delete all attribute objects. The template file TEMPLATE.TXT contains examples for each.

8. Processing multiple drawings with multiple template files using Drawing List Files (DLF)

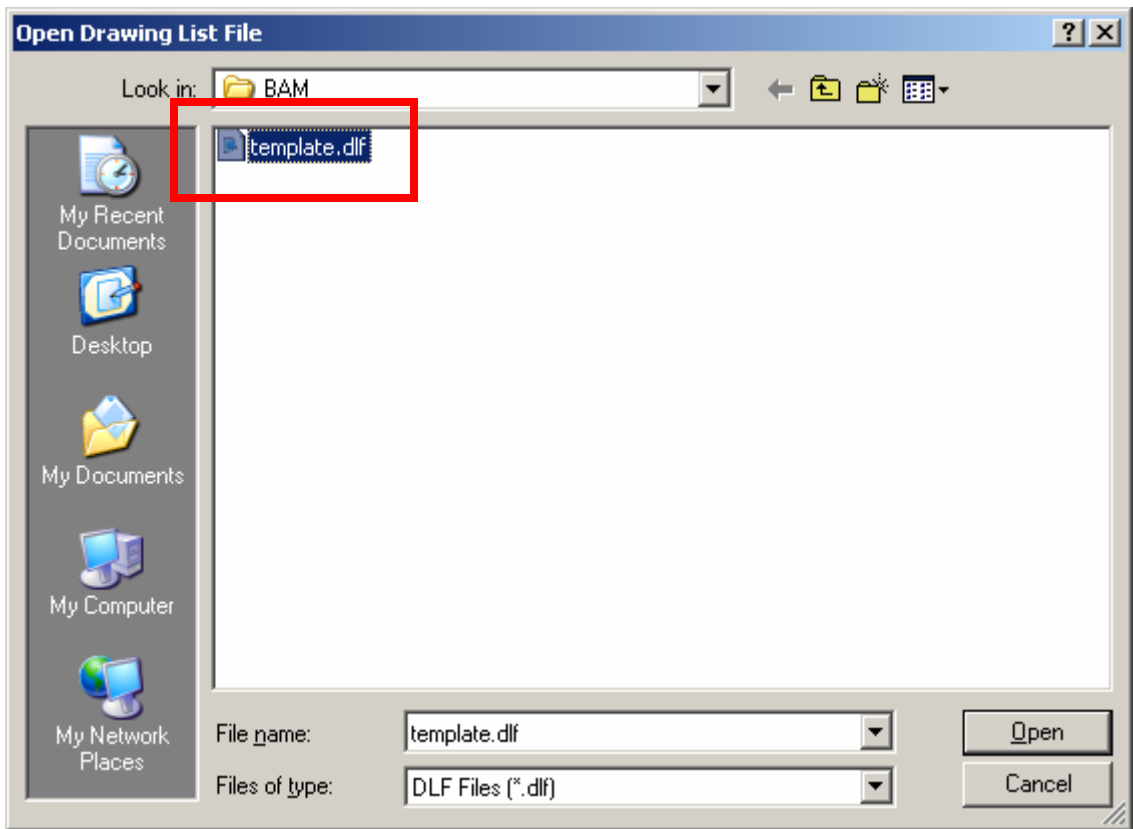
- a. Using DLFs you can easily modify block attribute values in hundreds or even thousands of drawings by simply clicking a few buttons! In this demonstration we will change the value of attribute tag RB to 'Albert Einstein'. Double-click on the file TEMPLATE.TXT in the right window to open it with your default text editor (such as Window's Notepad). Scroll down and find section *ATTRIBUTE_TAGS and replace **TITLE_1,R,My Awesome Drawing File** with **RB,R,Albert Einstein**.



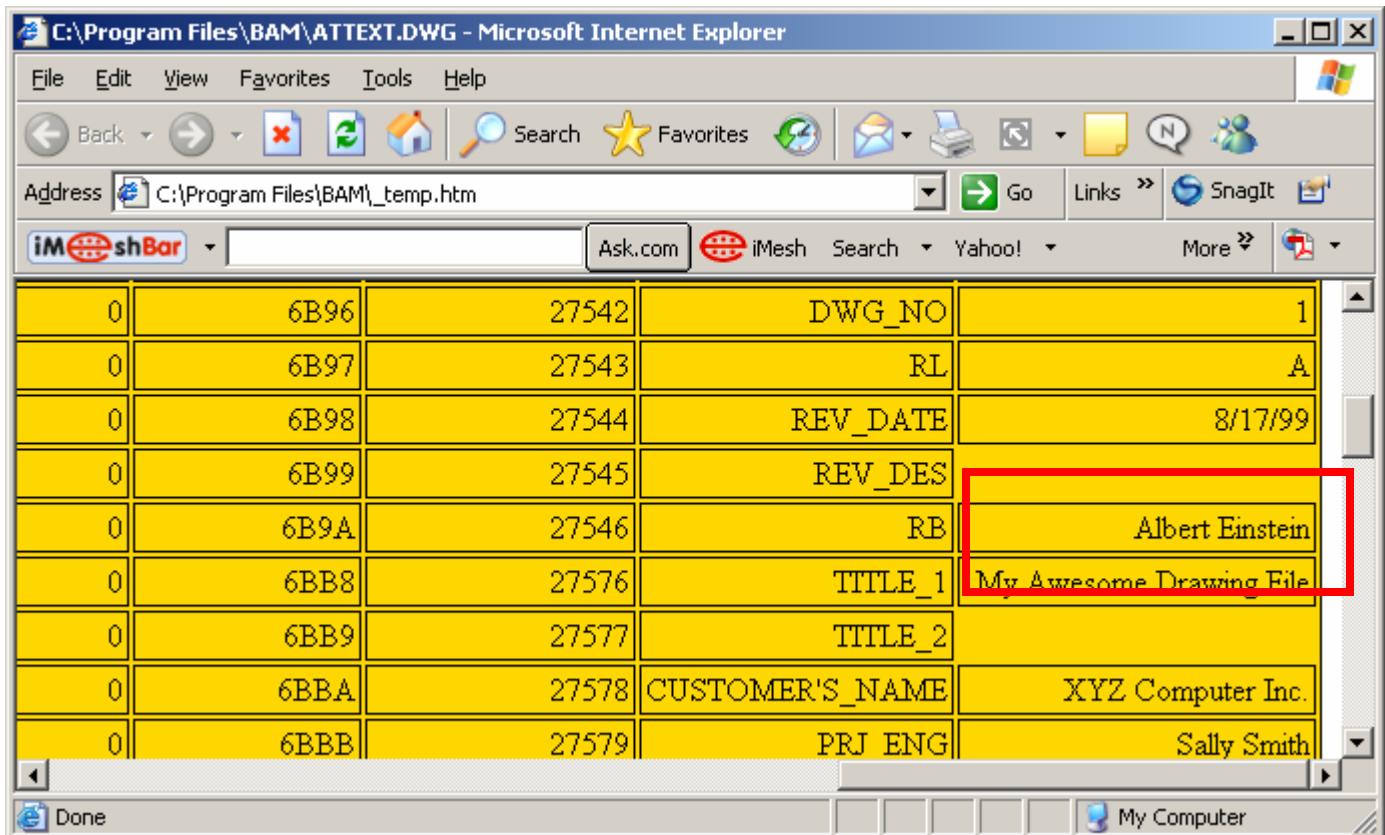
- b. Save and close the template file. To set the block attribute value for block attribute tags named RB to 'Albert Einstein' click the button **File** on BAM's screen.



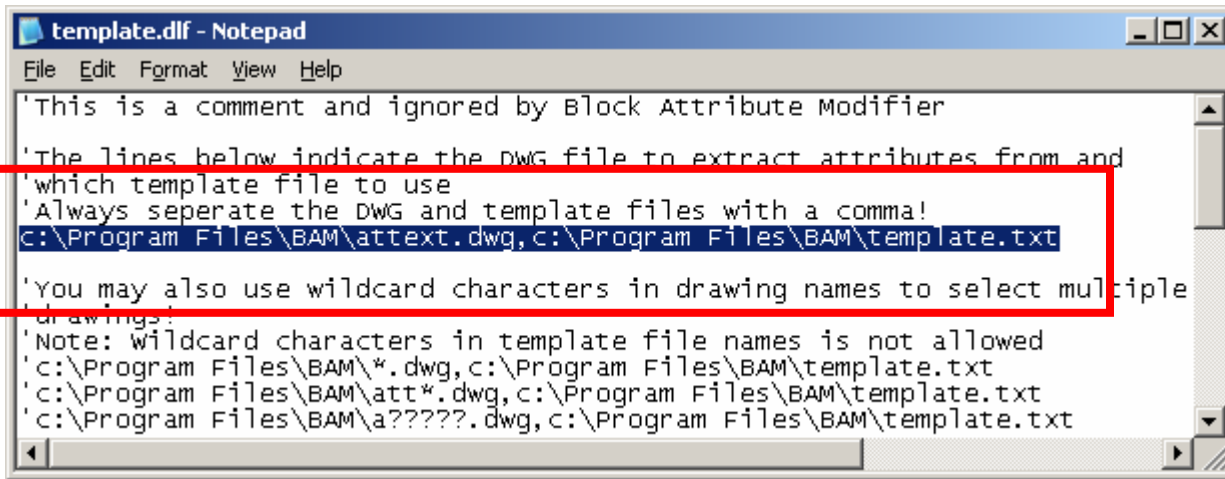
c. Double-click on file **TEMPLATE.DLF** to open it. BAM will use the DLF file to update block attributes.



d. Double-click on drawing **ATTEXT.DWG** to create an open an HTML file containing block attribute values. Scroll to the last column to verify that the block attribute values have been changed for attribute tag **RB**. Scroll down through the HTML file and notice that each occurrence of attribute tag **RB** has been changed.



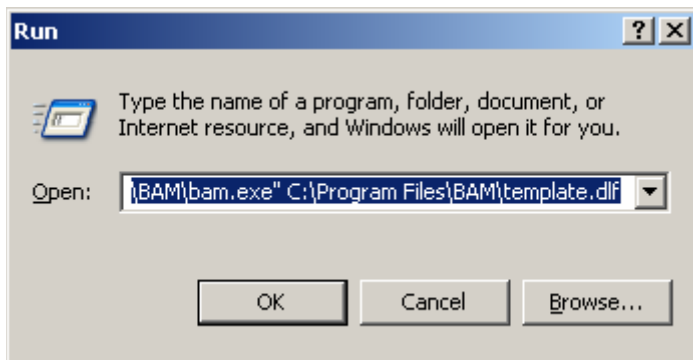
- e. By now you are probably wondering “How did file template.dlf change the block attribute values?” To learn the answer open file C:\Program Files\BAM\TEMPLATE.DLF with a text editor such as Window’s Notepad. The line highlighted below indicates the drawing (or drawings) to be processed and the template file to use. There is no limit to the number of drawings you can enter into the DLF file. You can even use wildcard characters ‘*’ and ‘?’ for drawing names! If you’d like BAM to close after processing the DLF use the word **End** at the bottom of the file.



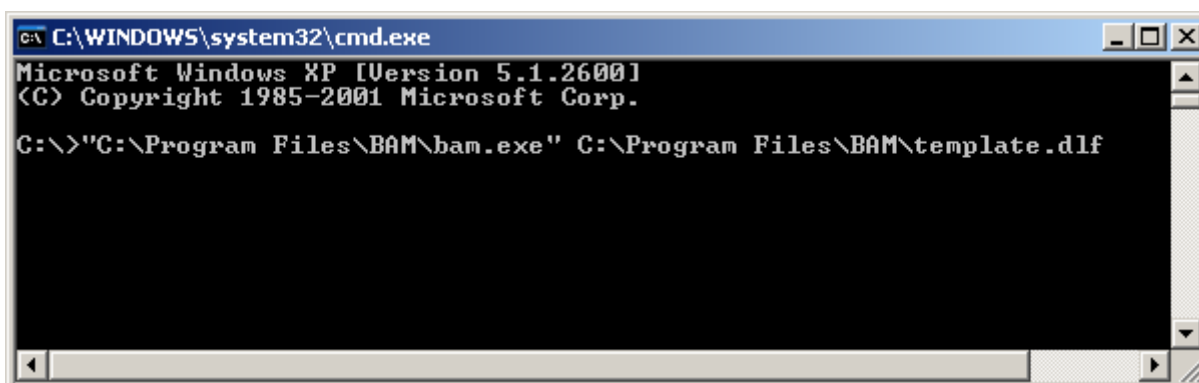
9. Processing a DLF file from the command prompt

Using Windows’s there are two methods:

- a. Click Window’s Start Button > Run... and enter “**C:\Program Files\BAM\bam.exe**” **C:\Program Files\BAM\template.dlf** then click the OK button. Note the double quotes surrounding **C:\Program Files\BAM\bam.exe** which are necessary because of the space between the word **Program** and **Files**.

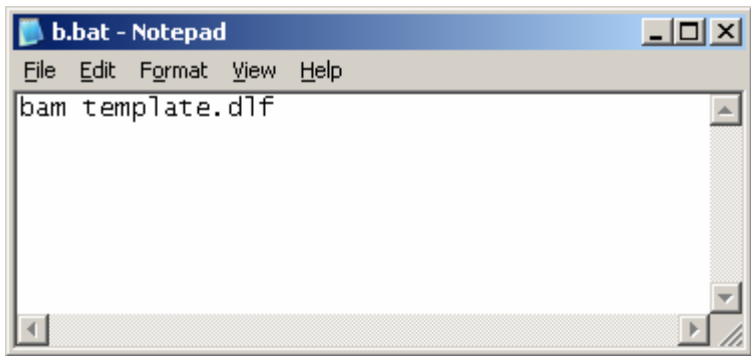


- b. Click Window’s Start Button > Run... and enter **cmd** to invoke the DOS window. Type “**C:\Program Files\BAM\bam.exe**” **C:\Program Files\BAM\template.dlf** and press the ENTER key.



10. Running a DLF file from a batch (BAT) file

Open a text editor such as Window's notepad and enter text as such:



Save the batch file in the same directory as the BAM application (folder C:\Program Files\BAM).

Open Window's Explorer and double-click on the batch file to run it.