Array Path Command

- This is a super useful command to run objects along a path or line. Very simple and effective. The arrays will stay with the line as you move and change the grips.

Step 1 & 2:

Draw an object. It can be a block or objects. Draw the polyline that you're wanting the arrays to be a part of. If you don't want the line to plot then place on a no plot layer. Multiple no plot layers are super convenient when having a bunch of different types of arrays you'll want to create.



Step 3:

Place the object/s on the beginning of the polyline at the desired location. I.e. center, bottom, tangent etc. Then after the object is where you want it to start, type the command "ArrayPath". Then select the object/s that you want.



Step 4:

Once your objects are selected you'll need to select the path curve. This will work on any polyline, regardless of shape.



Step 5:

Once your patch curve is selected you'll need to set the distance between objects along the pathway. Press "I" or click the button below that says "Items"

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Then select the distance that you'll want to be o/c.

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Then it'll ask for the maximum number of objects to be placed. If you want to end it shorter than the line is, then select fewer that it gives as the default.



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Step 6:

Voila. You're done. This array is now dynamic with the polyline. If you selected less than the default amount of objects on the polyline you'll need to update your array. If you want to edit your array just select one of the objects and look at your properties window. You can change a lot of the settings from there.



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