Stretching Sketched Entities

CommandManager:	Sketch > Move Entities flyout > Stretch Entities
SolidWorks menus:	Tools > Sketch Tools > Stretch Entities
Toolbar:	Sketch > Move Entities flyout > Stretch Entities



To stretch the entities, choose the **Stretch Entities** tool from the **Move Entities** flyout in the **Sketch CommandManager**; the **Stretch PropertyManager** will be displayed, as shown in Figure 1. Also, you will be prompted to select the sketched items. By default, the **From/To** radio button is activated in the **Parameters** rollout of the PropertyManager. As a result, you can specify the from and to locations for stretching the entities. Select the entities to be stretched by using the cross selection method, refer to Figure 2; the name of the objects selected will be displayed in the **Entities To Stretch** rollout. Now, you need to specify the base point for stretching the selected sketch entities. To do so, click in the **Stretch about** collector in the **Parameters** rollout and select the corner point as a base point, refer to Figure 3. Now, move the cursor to the desired location; the preview of the stretched entities will be displayed in the drawing area. Click at the desired location up to which you want to stretch the sketched entities. Choose the **OK** button from the PropertyManager; the stretched object will be created. Figure 4 shows the stretched rectangle.

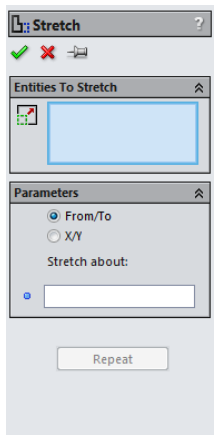


Figure 1 *The* ***Stretch PropertyManager***

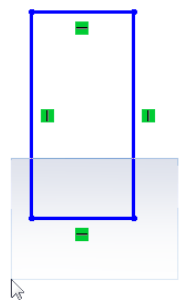


Figure 2 *Selection method for stretching*

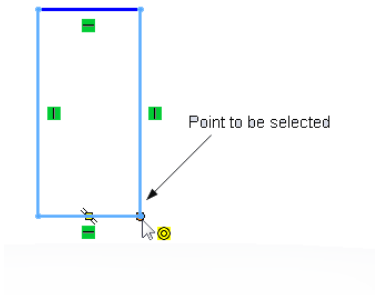


Figure 3 *Point to be selected for stretching*

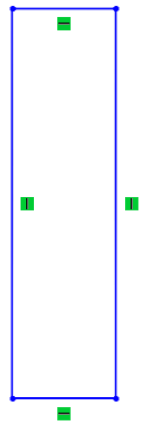


Figure 4 *The sketch after stretching*

You can also stretch an object in X and Y directions by specifying the distances in X and Y directions. To do so, select the **X/Y** radio button from the **Parameters** rollout; the **Parameters** rollout will be modified. Now, set the desired distance values in the **Delta X** and the **Delta Y** spinners; the preview of the object will be displayed in the drawing area as per the specified values. Once the distance values have been specified, choose the **OK** button from the PropertyManager to create the stretched object.