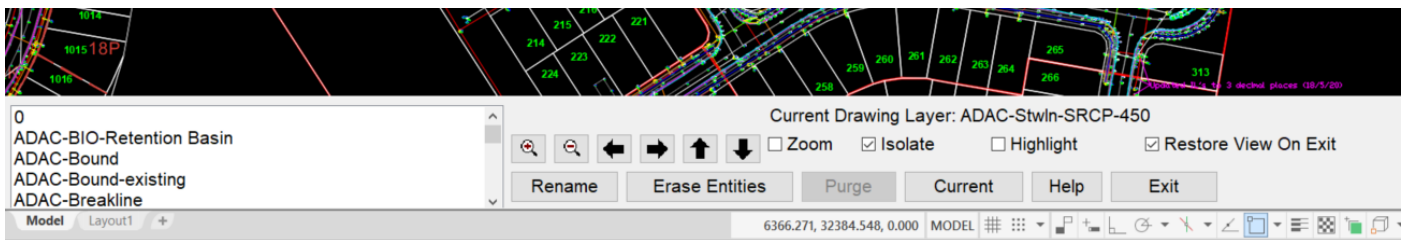


## Layer Inspector

**Layer Inspector** can be found in the **Inquiry** tab or by typing 'layer\_inspect' in the command bar.

This command is used to inspect and work with layers in the drawing. This command is ideal when you are working on a very dense and complex drawing which has many layers and you want to review the entities on different layers. In some cases, there will be layers that you would want to erase. Another scenario might be that you'd like to highlight a layer that is hard to find and see.

The **Layer Inspector** command has a dialog that docks to the bottom of the drawing window which keeps the drawing window visible while running the command. On the left of the dialog is a list of all the layers in the drawing.



To inspect a layer, highlight the layer name from this list. You can inspect multiple layers at a time by selecting multiple layers in the list using the Shift and Ctrl keys while picking in the list. When a layer is selected, the **Entity Count** reports how many entities in the drawing are set to that layer. The **Zoom** toggle will zoom the drawing window to the extents of the entities on the layer. The **Isolate** toggle will freeze all other layers. The **Highlight** toggle will highlight all the entities on the layer. The **Restore View On Exit** will set the drawing window to the original position when **Layer Inspector** was started. The magnify and arrow buttons are used to zoom in/out and pan the drawing window. The **Rename** button allows you to rename the layer. The **Erase Entities** button will erase all the entities on the layer. **The Purge** button will purge the layer from the drawing which is only available when there are no entities on the layer. The **Current** button sets the layer as the current layer for the drawing.

