



Knowledge Base Topic:

Rotating Views

Software: AutoCAD All Versions

You will want to be able to rotate the view to an exact angle defined by an object for the purposes of:

- *Labeling*
- *Maximizing the use of workspace*
- *Enable the designer to quickly draw parallel/perpendicular lines*

DVIEW Twist and Untwist - FDOT Tools

Maximizing the use of workspace

Enable the designer to quickly draw parallel/perpendicular lines

 **2 Point Twist**

 **Untwist View**

2 Point Twist - Twists view in modelspace by indicating an angle with 2 points. WCS is preserved.

Untwist View - Untwists the view back to original orientation

UCS command Method

Labeling

Enable the designer to quickly draw parallel/perpendicular lines

The User Coordinate System (UCS) will allow rotation given a linear object or an origin and an end point. This allows the user to override world coordinate system. The advantage is that it rotates the X and Y angle which is desirable for labeling.

Working with the User Coordinate System can affect the perceived origin and therefore affect the "location" of the job. Avoid this work that requires the rotation of view should be performed in a layout viewport.

- 1 Set **UCSFOLLOW** = 1

Rotate UCS

- 2 Go to Layout tab. In an active viewport
- 3 **UCS** > **Object** command. Pick any Civil 3D object or AutoCAD entity to set rotation angle.

NOTE: When using Civil 3D Plan Production automation and labeling text it is advised that you use the clip borders for the rotation object. That way all text (text, mtext, labels) will all show properly on the view.

Reset UCS –

- 1 UCS>World

NOTE: If UCSFollow is turned off, it is necessary to use the PLAN command and choose World to reset the coordinates to the original orientation.