

## 3DCORBIT Command, continuously orbit

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The 3DCORBIT is used to continuously rotate 3D objects.

### Command

3DCORBIT

**Ribbon :** View >Navigate 2D>Continuous Orbit

**Menu :** View >Orbit >3D Continuous Orbit

**Shortcut :** Start any 3D navigation command, right-click in the drawing area and select Continuous Orbit, Press ESC or ENTER to exit, or right-click to display shortcut-menu.

### Function Description :

- Before running this command, users could choose to display one or more objects or the entire drawing by selecting specified objects. If selected one of multiple objects before running 3DCORBIT command, it will only display selected object.
- Users could right-click to display other options in shortcut menu when this command is active.
- Click the cross cursor in drawing area and drag it to arbitrary direction, objects will be rotated around the dragging direction. After releasing the mouse button, objects keep rotating. The rotating speed is determined by the speed set for cross cursor.
- Users could change dynamical view direction by clicking and dragging again or right click in drawing area and select options in shortcut menu.

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