# 3DORBIT command

The **3DORBIT** command is used to dynamically observe 3D objects in 3D space, but it is limited in horizontal and vertical directions.

**Command Access:**

**Ribbon** : View > Navigate 2D > Constrained Orbit > Constrained Orbit
**Menu** : View > Orbit > Constrained Orbit
**Command** : 3DORBIT
**Shortcut** : Start any 3D navigation command, right-click in the drawing area and select Continuous Orbit

**Command Prompts:**

Press ESC or ENTER to exit, or right-click to display shortcut-menu.

**Function Description**:

Before running the 3DORBIT 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 3DORBIT command, it will only display selected object. Users could right-click to display other options in shortcut menu when 3DORBIT command is active. Dragging the cross cursor and moving it horizontally, the camera will move parallel to the XY plane; Dragging the cross cursor and moving it vertically, the camera will move along the Z axis. Note: when the 3DORBIT command is active, users could not edit objects.

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