MIRROR command

The **MIRROR** command is used to create mirror copies of selected objects.

Command Access:

Ribbon : Home > Modify > Mirror
Menu : Modify > Mirror
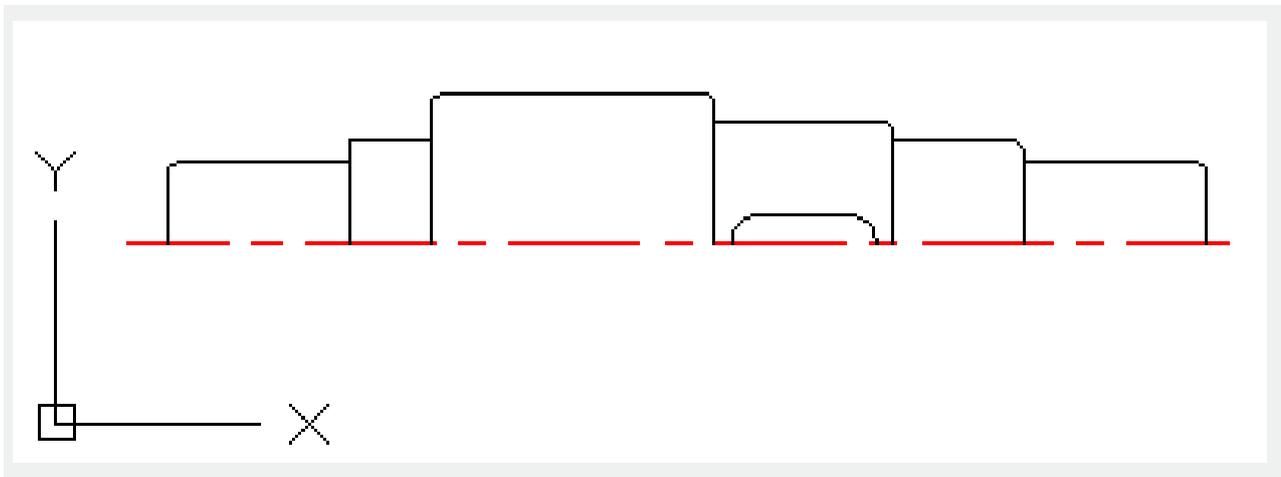**Command** : MIRROR

Command Prompts:

Select object:
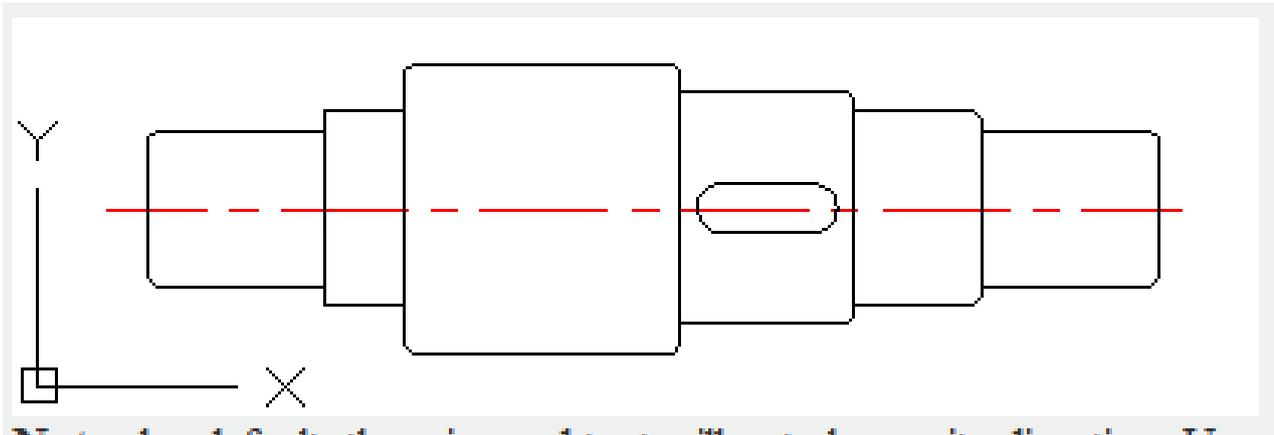Specify first point of mirror line:
Specify second point of mirror line:
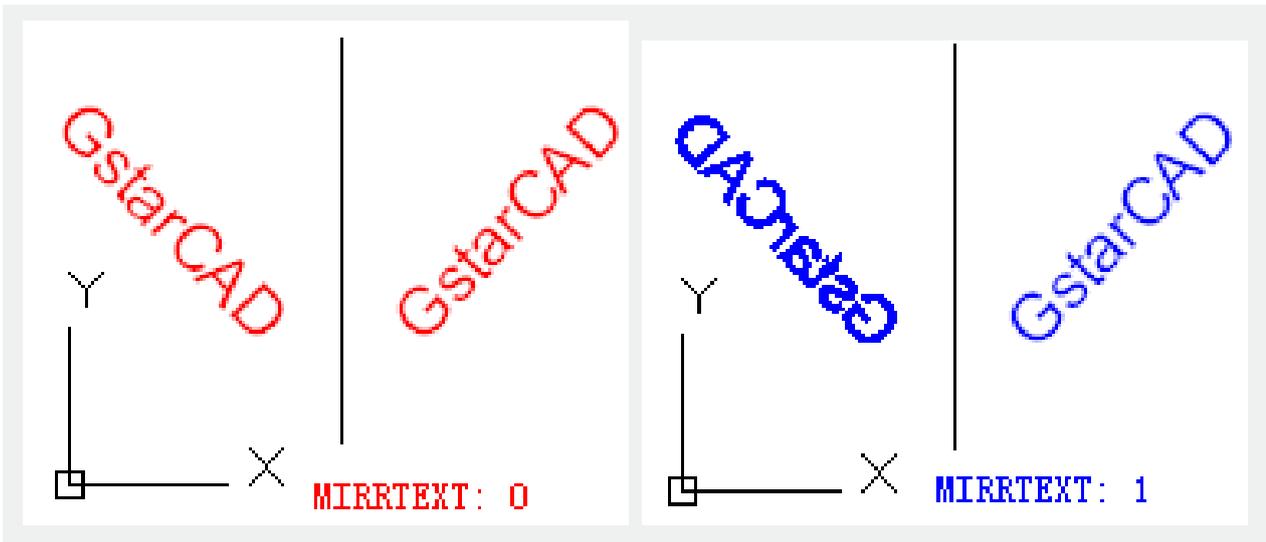Delete source objects? [Yes/No]:

Function Description:

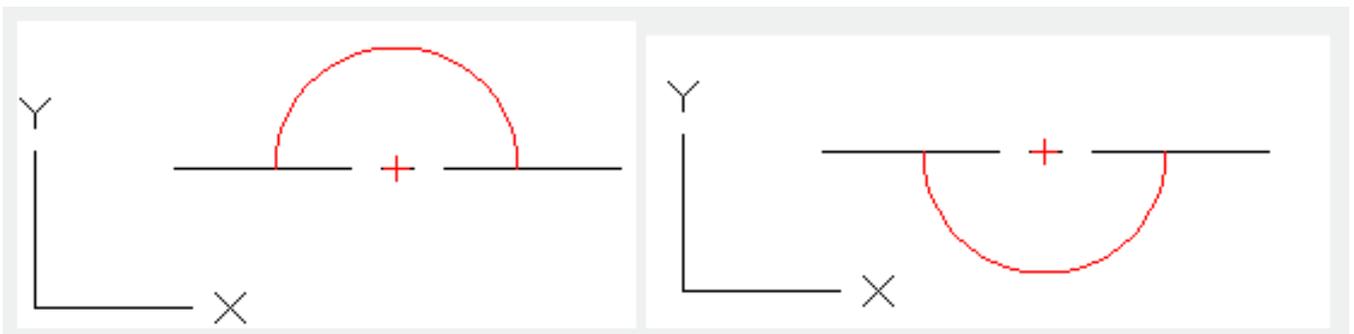Users could select a graph as half of an object and use the MIRROR command to create another half of it.

Note: by default, the mirrored text will not change its direction. Users could specify the MIRRTEXT system variable to 1 to change its direction. In 2D space, the specified two points form a straight line and the selected objects will be mirrored by this line. In 3D model space, the specified two points also form a straight line; the mirror plane is defined by a plane that goes through this straight line and is perpendicular to XY plane of current UCS.
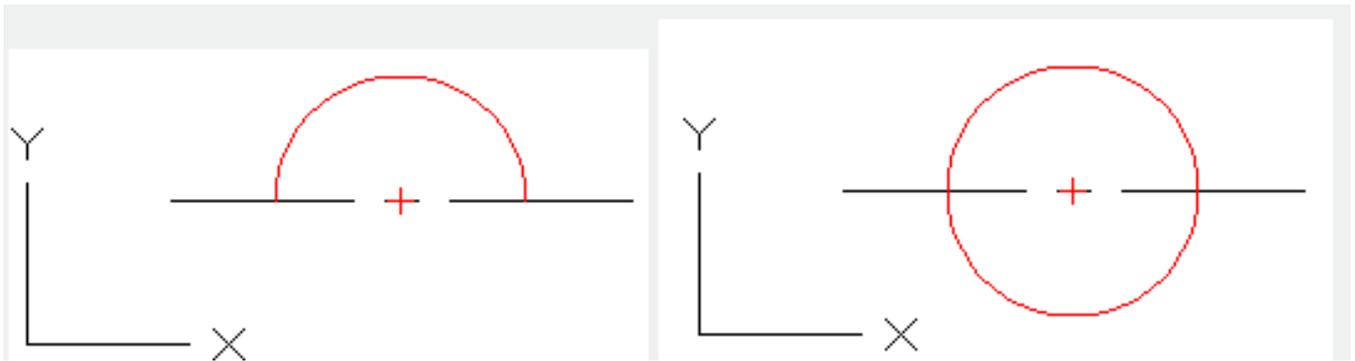

Relative Glossary:

Delete source objects? [Yes/No] :
Yes: Place the mirrored objects in the drawing and delete the source objects.

No : Place the mirrored objects in the drawing and reserve the source objects.

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- [Properties command](#) 05:54
- [Mirror command](#) 05:16

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