

# VPCLIP command

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The **VPCLIP** command is used to clip the object in layout viewport and adjust the viewport frame shape.

## Command Access:

**Menu** : Modify > Clip> Viewport

**Command** : VPCLIP

## Command Prompts:

Select viewport to clip:

Select clipping object or [Polygonal]<Polygonal> :

Specify start point:

Specify next point or [Arc/Length/Undo]:

## Function Description:

Users could choose existing object to be new boundary or specify points to create new boundary. The new boundary will not clip old boundary, but redefine old boundary.

Note: users could use CLIP command to clip graph, external reference, viewport and reference image.

## Relative Glossary:

Clipping object:

Specify object to be clipping boundary.

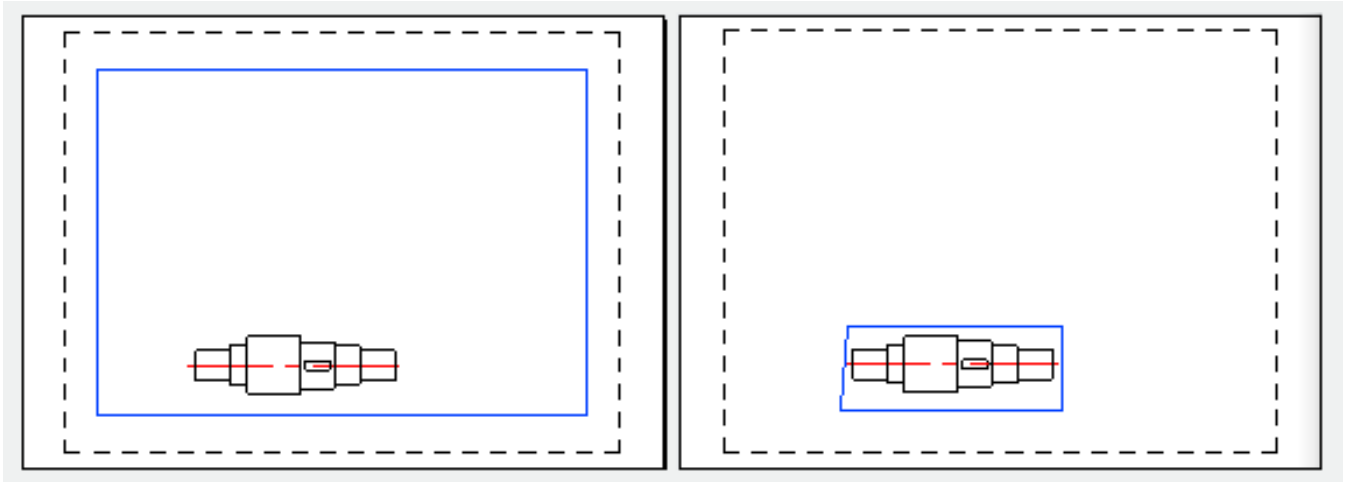
The clipping boundary object could be closed polyline, circle, ellipse, closed spline and region.

Polygonal:

Draw clipping boundary. Users could specify points to draw straight lines and arcs. It will display the following command prompt:

Specify next point or [Arc/Length/Undo]:

The "next point", "Arc", "Length", "Undo" options have the same functions as them in the PLINE command.



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