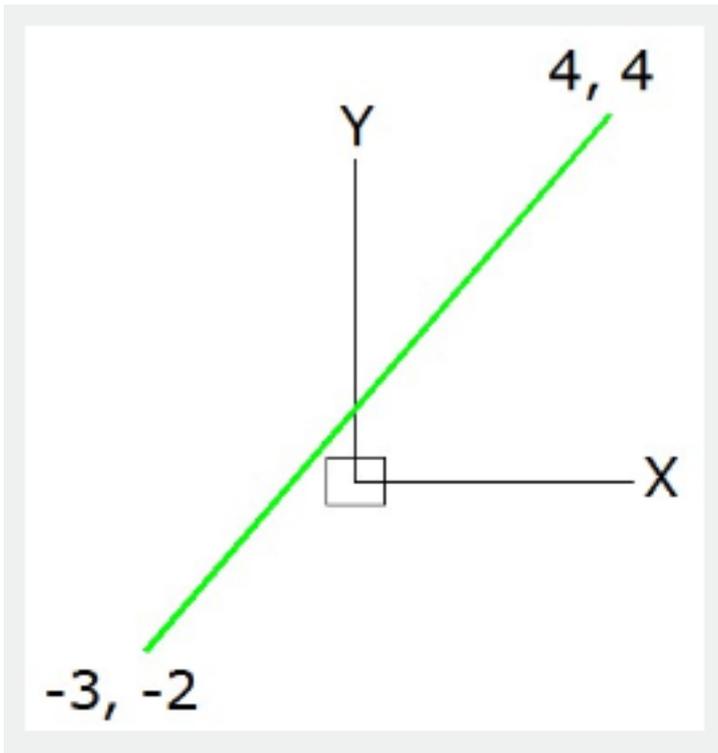


Enter 2D Coordinates

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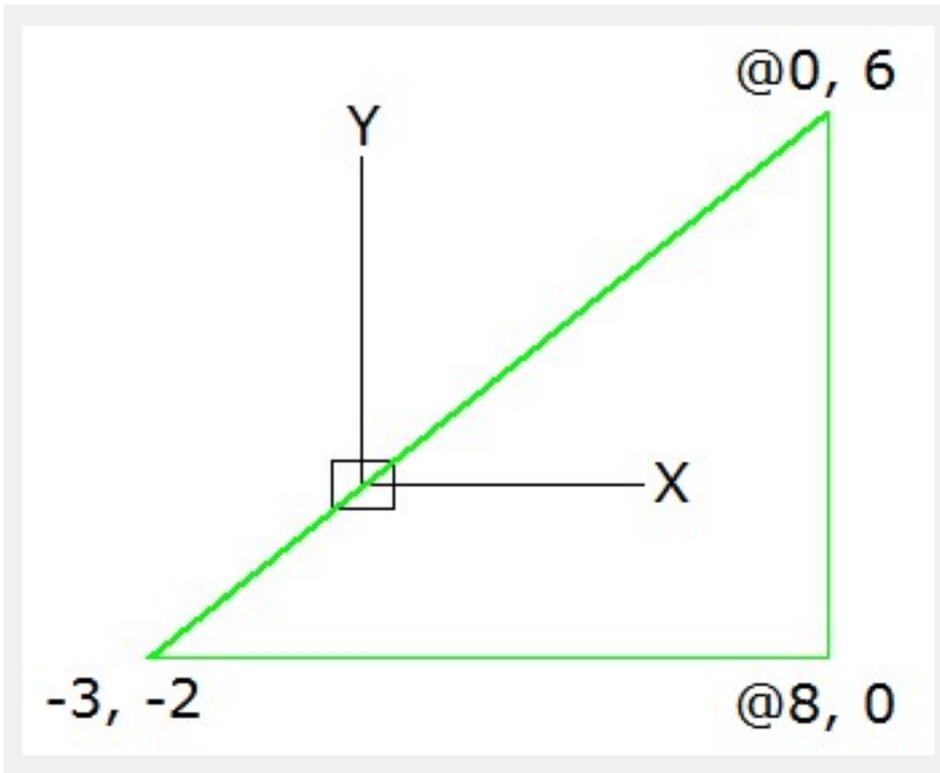
Enter absolute coordinate

Absolute coordinates are based on the [UCS](#) origin (0,0), which is the intersection of the X and Y axis. If you know the precise X and Y values of the point, you can use absolute coordinates.



Enter relative coordinate

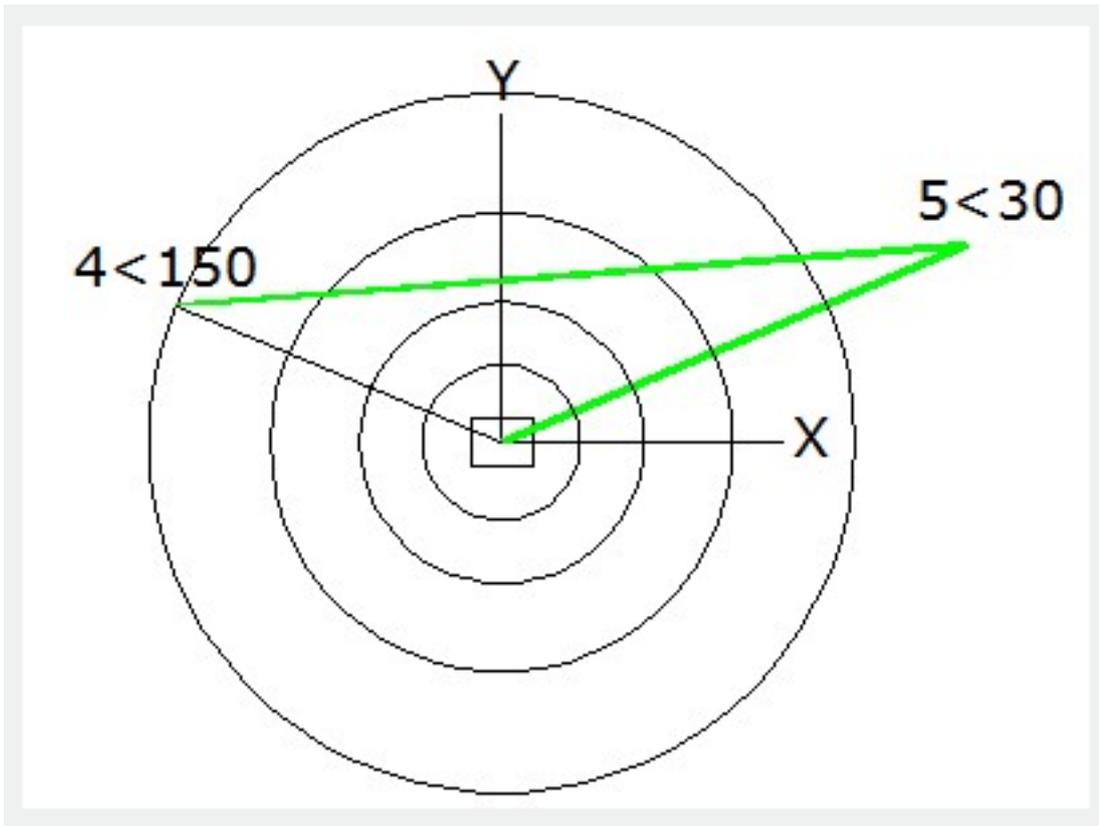
The last point entered is used as a base for Relative coordinates and you can use them, if you know the location of a point in relation to the previous point.



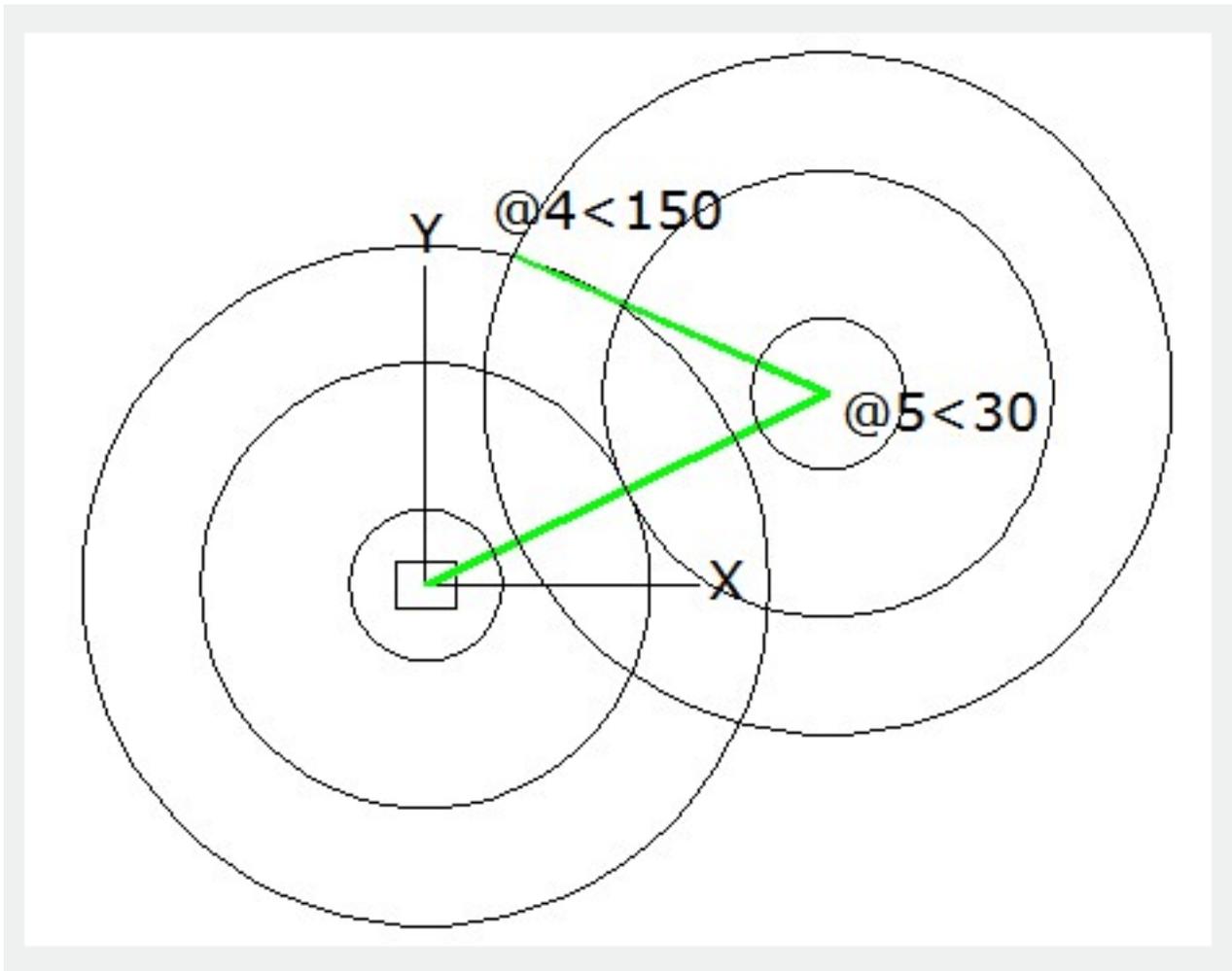
Enter Polar Coordinates

When creating objects, you can use absolute or relative polar coordinates (distance and angle) . The distance and the angle separated by an angle bracket (<) when you use polar coordinates to specify a point.

Absolute polar coordinates are based on the origin.



Relative coordinates are based on the last point entered. If you know the location of a point in relation to the previous point, you can use relative coordinates.



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