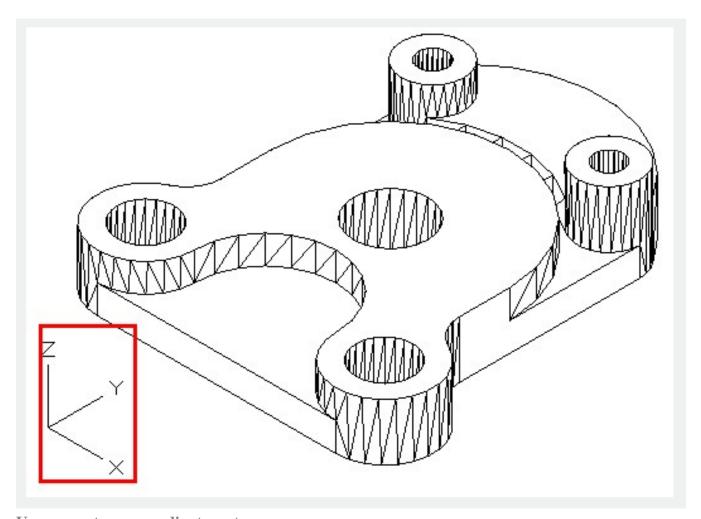
## **User Coordinate Systems**

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## **Define user coordinate systems**

You can apply a user coordinate system ( $\underline{UCS}$ ) with its own 0,0,0 origin and orientation in three-dimensional spaces. To simplify construction of three-dimensional entities, you can create as many user coordinate systems as you want, and then save and recall them as you need them.



Use a preset user coordinate system

You can select a preset UCS in GstarCAD. When you switch the view to top, left, front, bottom, right, or back, the UCS will align to current view automatically.

Online URL: <a href="https://www.kb2.gstarcad.com.my/article.php?id=2493">https://www.kb2.gstarcad.com.my/article.php?id=2493</a>