

# Move or Rotate Objects

2547 GstarCAD MY /KW November 9, 2021 [Workflow](#) 0 2722

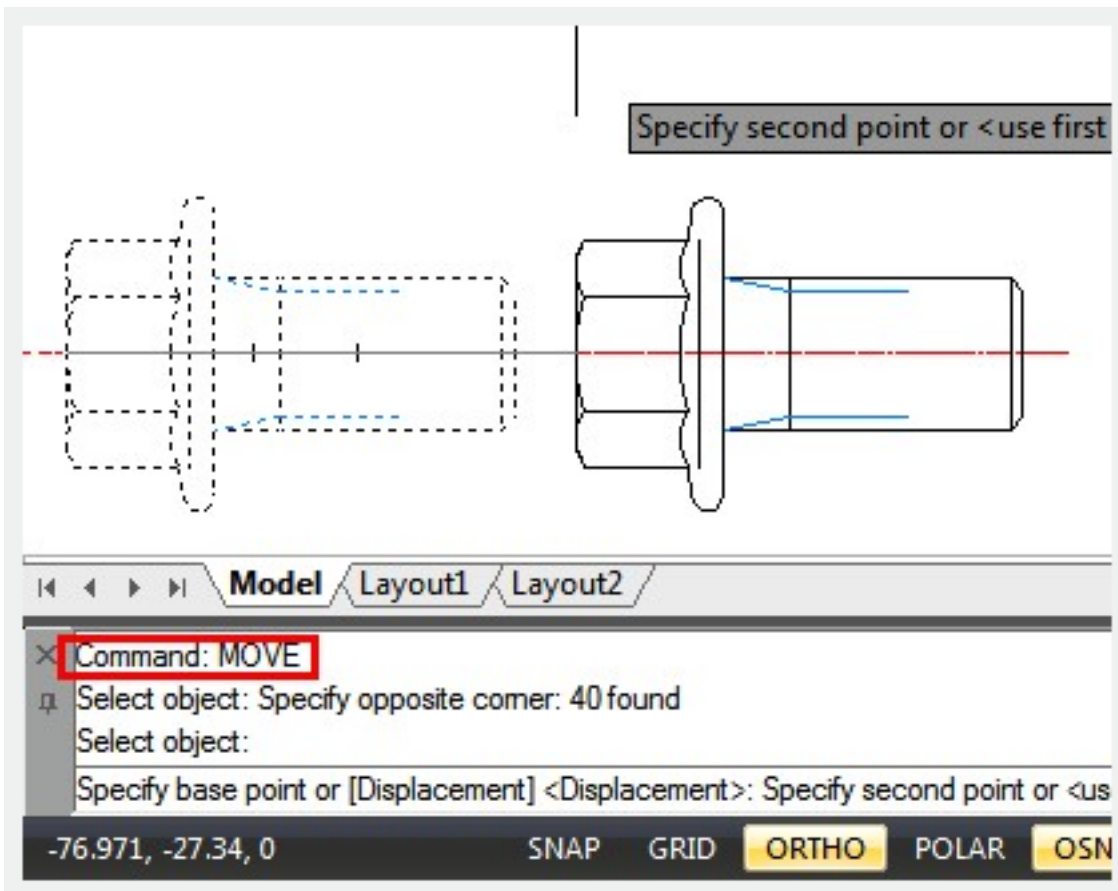
Objects can be moved to a different location or rotated to a new orientation.

## Move Objects

To move objects at a specified distance or direction from the originals, you can use coordinates, grid snap, object snaps and other tools.

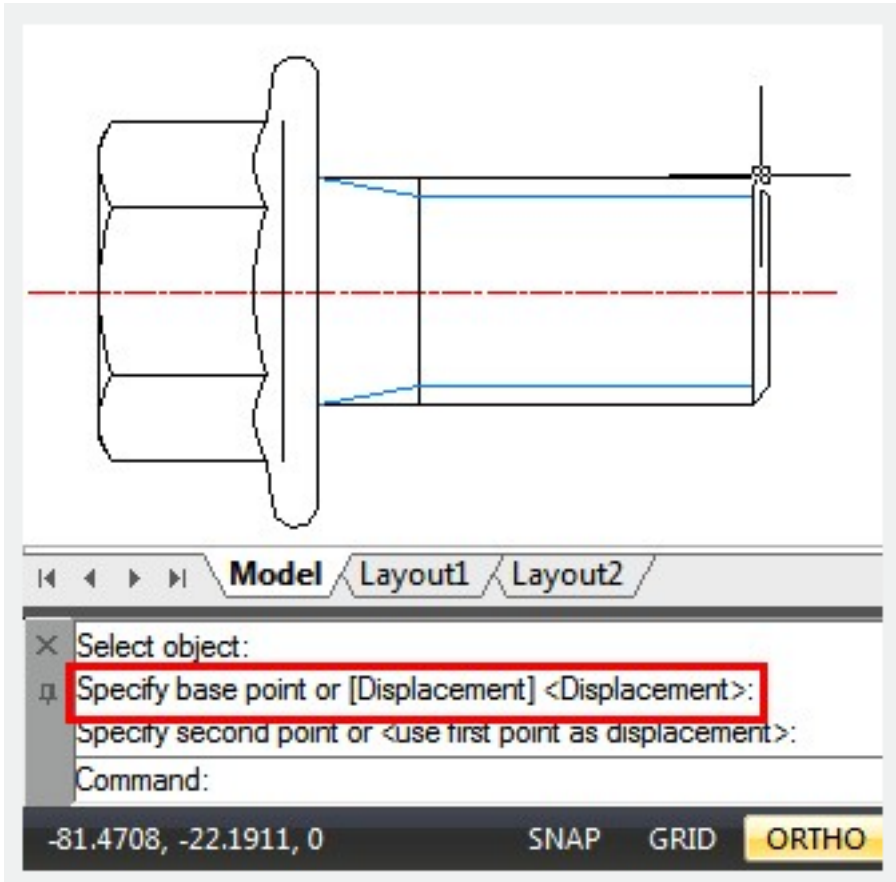
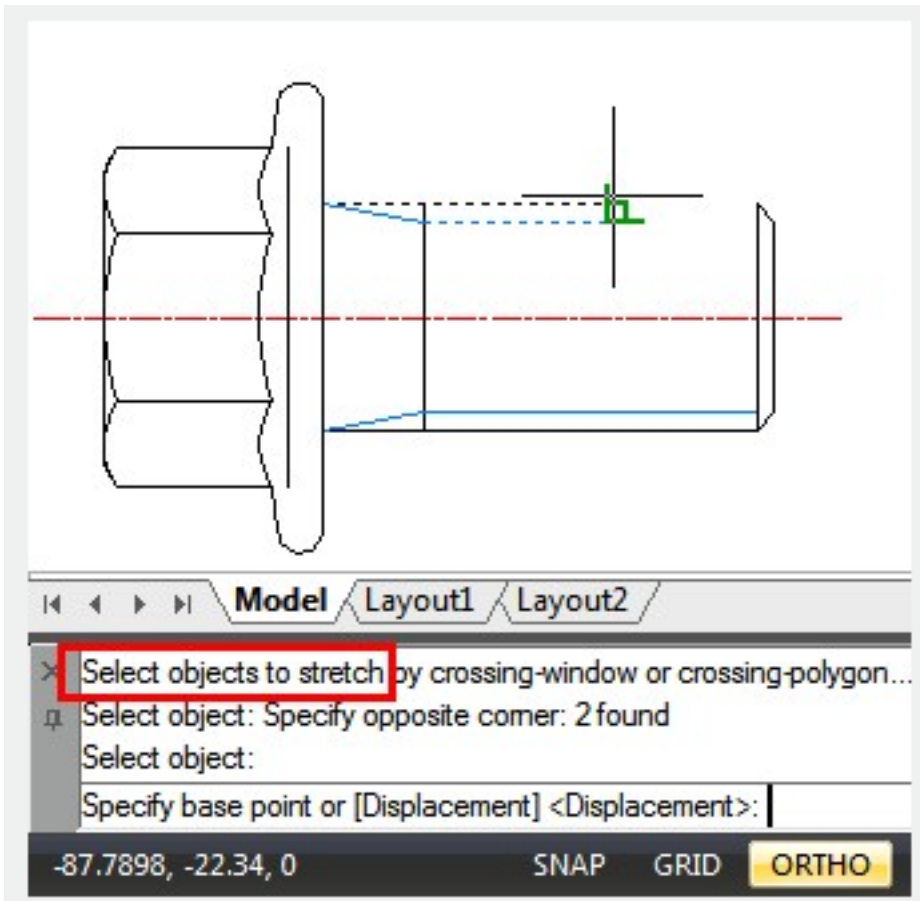
### Specify Distance with Two Points

[MOVE](#) an object using the distance and direction specified by a base point followed by a second point.



## Use a Stretch-Move

If the endpoints of an object are all completely located in the selection window, you can also move objects with [STRETCH](#). If you want to move objects at a specific angle, you have to turn on [ORTHOMODE](#) or polar tracking ([POLARMODE](#)). Only the endpoints that lie within the crossing selection will be moved as a result.

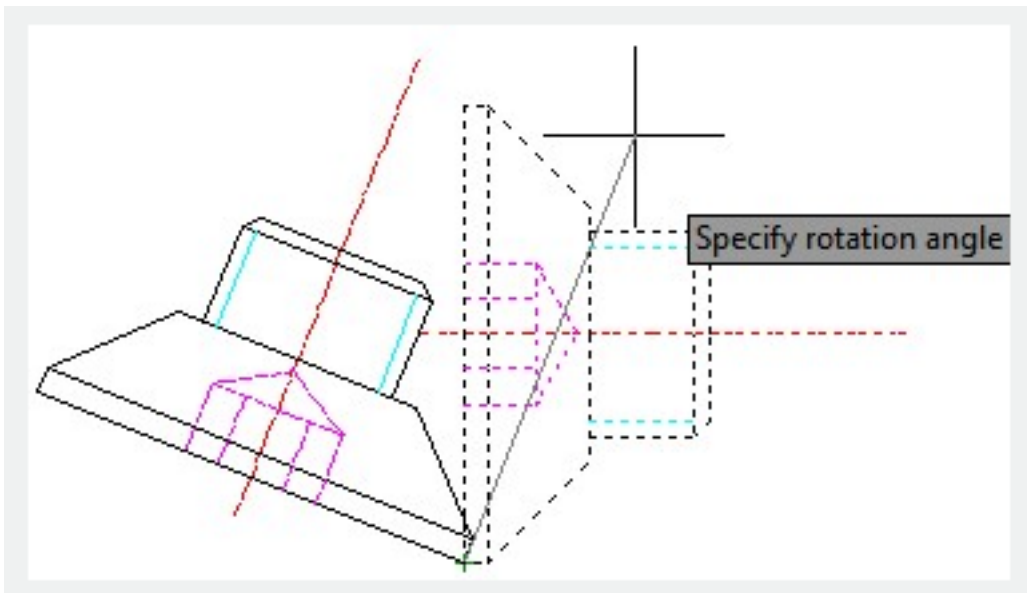


Rotate Objects

Objects in your drawing can be rotated around a specified base point. You can enter an angle value, drag using the cursor or specify a reference angle to align to an absolute angle, to set the rotation angle.

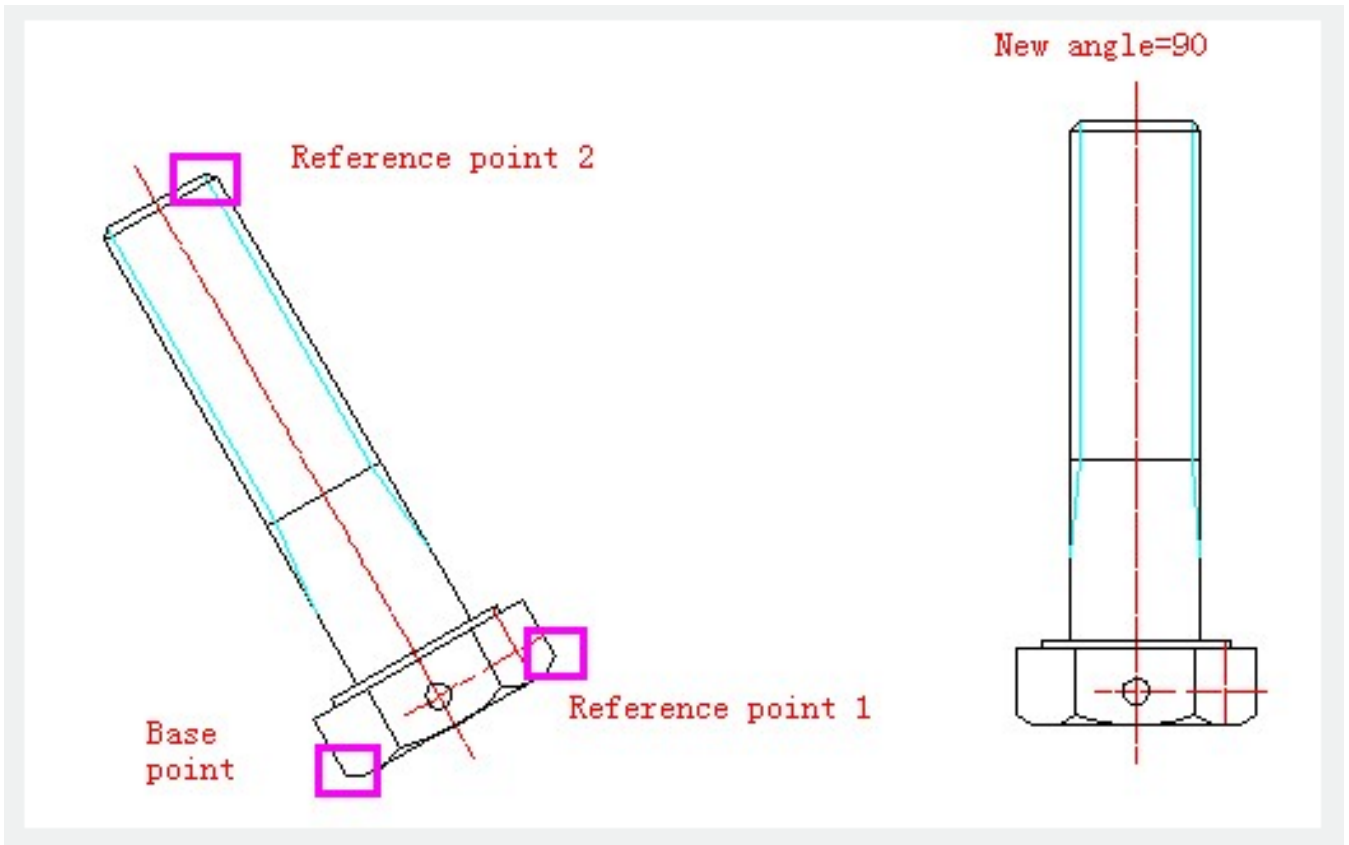
### Rotate an Object by Dragging

You can drag the object around the base point and identify a second point. For greater accuracy you can use Ortho mode, polar tracking or object snaps ([OSNAP](#)).



### Rotate an Object to an Absolute Angle

If you want to [ROTATE](#) an object to align it to an absolute angle, you can use the Reference option.



### Rotate an Object in 3D

You can use ROTATE or [ROTATE3D](#) to rotate 3D objects.

ROTATE rotates objects around a specified base point. The axis of rotation passes through the base point and is parallel to the Z axis of the current [UCS](#).

With ROTATE3D, you can specify the axis of rotation using either two points; an object; the X, Y, or Z axis; or the Z direction of the current view.

Online URL: <https://www.kb2.gstarcad.com.my/article.php?id=2547>