

NAVVCUBE — GstarCAD 2027

2786 kbadmin September 25, 2026 [Command Reference](#) 0 10

NAVVCUBE

[GstarCAD 2027](#) · [Command Reference](#)

Commands > N Command > NAVVCUBE

Function Description:

A navigation tool is displayed in 2D or 3D model space, which allows switching between standard and isometric views easier. It consists of a cube, compass and options, is draggable and clickable, and supports switching to any available preset views, rolling the current view, or setting the current view as the Home view.

Command Access:

Menu: /

Ribbon: View>3D Tool>NAVICUBE Show/NAVICUBE Hidden

Toolbar: /

Command:

NAVVCUBE

Alias: NAVICUBE

Command Prompts:

Import mode[ON/OFF] <ON>:

1. Navigation model of NAVVCUBE

- Appearance of NAVVCUBE

The model of NAVVCUBE consists of 6 faces, 12 prisms and 8 vertices. Above the bearing compass by default and inactive.

The colors of faces, texts, prisms and vertices in the model can be customized and modified by the user. The modification method is "OPTIONS command - Display - Colors - 2D model space", in which the size of text and prism can also be customized and adjusted. For details, see the system variables related to NAVVCUBE.

- Features of NAVVCUBE

☐1☐It becomes active when the mouse pointer is placed over the model. When the cursor touches a face, prism, or vertex, all three controls will be highlighted in blue. By clicking the control, you can quickly switch to the standard view corresponding to the control's perspective.

☐2☐When the mouse pointer drags the model, it becomes active and renders the view at the appropriate angle as you drag.

☐3☐If and only if the "FRONT", "BACK", "LEFT" and "RIGHT" faces are the main view, a circle of gray punctuation marks will appear around the model, and clicking on different punctuation marks will rotate to different directions.

a) When you click on the left and right punctuation points of the main view, it will turn to the corresponding left and right adjacent faces, and these two punctuation points support continuous clicking, so you can continuously rotate the navigation model horizontally through these two punctuation points, and then rotate the drawing content all the time.

b) When you click on the upper and lower punctuation points of the main view, it will turn to the top and bottom of the navigation model, respectively. Correspondingly, the content of the drawing will also change accordingly.

c) When you click the direction punctuation points in the four corners of the main view, it will jump to the prism direction of the two adjacent views of the main view. Taking the "FRONT" face as an example, when clicking on the northeast punctuation point, the view will jump to the prism between the upper and right sides of the "FRONT" face.

2. Compass of NAVVCUBE

The compass is displayed below the model, with a total of eight pieces in the shape of a gossip disk, which is used to indicate the direction of the model. You can click the 4 text direction blocks on the compass to rotate the model to the east, south, west, and north directions, or click the 4 non-text direction blocks to rotate to the northeast, southeast, northwest, southwest directions, or simply click Tap and drag the compass to rotate the camera freely.

3. Options menu for NAVVCUBE

Home view

Reverts to the default orientation view style. In addition, you can right-click the mouse in the model to call out the shortcut settings, and perform operations such as setting the home page.

Navicube settings

Opens the detailed settings page (NAVICUBE settings include detailed settings and quick settings). In addition, you can right-click the mouse in the model to call out the shortcut settings, and perform operations such as setting the home page.

Description of dialog options:

- On-screen position
You can select the location of the model, the default location is the upper right corner of the workspace. The selectable positions are upper right, upper left, lower left and lower right.
- Navicube size
Specifies the size of the Navicube.
- Inactive opacity
Controls the opacity of the Navicube when inactive.
- Show UCS Menu
Controls the display of the UCS drop-down menu below the Navicube.
- Zoom to extents after view change
Specifies if the model is forced to fit the current viewport after a view change.
- Orient Navicube to current UCS
Controls whether the Navicube reflects the current UCS or WCS.
- Show compass below the Navicube
Controls whether the compass is displayed below the Navicube tool.
- Restore Defaults
Applies the default settings for the Navicube tool.

3D views

Clicks and selects a view face to quickly rotate the model to the selected cube view face.

Coordinate system

Displays the current coordinate system, left-click to display the coordinate system option box. WCS is the world coordinate, UCS is the user coordinate. The Coordinate System menu displays the name of the current coordinate in the model, which defaults to WCS.

Upside down

Controls the whole model flips 180° back and forth.

90° Clockwise/ 90° Counter Clockwise

Controls the whole model rotates 90° clockwise and counterclockwise. This function only takes effect when the cube is the main view, and the button disappears after the angle is deflected.

4. Quick Settings (right mouse click on the navigation model)

- Home view: Restores the Home view saved with the model.
- Set Current View as Home: Defines the Home view of the model based on the current view.
- Navicube settings: Displays the dialog box where you can adjust the appearance and behavior of the Navicube tool.
- Help: Launches the online Help system and displays the NAVVCUBE command.

Other versions with matching text

[2023](#) · [2024](#) · [2025](#) · [2026](#)

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