

HELIX Command — GstarCAD 2027

2908 kbadmin September 25, 2026 [Command Reference](#) 0 14

HELIX Command

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Commands > H Command > HELIX

Function Description:

This command is used to create a 2D helix or a 3D spring. The helix can be used as a sweep path for creating springs, threads, and circular stairways by the SWEEP command.

Command Access:

Menu: Draw > Helix

Ribbon: Home > Draw > Helix

Toolbar: Modeling > Helix

Command: HELIX

Alias: /

Command Prompts:

Specify center point of base:

Specify base radius or [Diameter] <1.0000>:

Specify top radius or [Diameter] <1.0000>:

Specify helix height or [Axis endpoint/Turns/turn Height/tWist] <1.0000>:

Specify center point of base

Sets the center of the helix base point.

Specify base radius

Specifies the radius of the base of the helix.

By default, the base radius is set to 1. During a drawing session, the default value for the base radius is always the previously entered base radius value for any solid primitive or helix.

Diameter (base)

Specifies the diameter of the base of the helix.

By default, the base diameter is set to 2. During a drawing session, the default value for the base diameter is always the previously entered base diameter value.

Specify top radius

Specifies the radius of the top of the helix.

By default, the top radius is always the value for the base radius.

Diameter (top)

Uses a diameter value to set the size of the helix top. The default value for the top diameter is always the value of the base diameter.

Specify helix height

Sets the height of the helix.

Axis Endpoint

Specifies the endpoint location for the helix axis. The axis endpoint can be located anywhere in 3D space. The axis endpoint defines the length and orientation of the helix.

Turns

Specifies the number of turns for the helix. The number of turns for a helix cannot exceed 500. By default, the default value for the number of turns is 3. During a drawing session, the default value for the number of turns is always the previously entered number of turns value.

Turn Height

Specifies the height of one complete turn within the helix.
If the height of turns is specified, the helix turns will be updated automatically.
If the number of turns for the helix has been specified, users can not enter a value for the turn height.

tWist

Specifies the direction in which the helix is twisted.

- **CW:** Draws the helix in a clockwise direction.
- **CCW:** Draws the helix in a counterclockwise direction.

Related References?

- [Commands about Editing Specific Objects](#)
- [Commands about Curved Objects](#)

Related Tasks?

- [To Draw a Helix](#)
- [To Work With Circles](#)
- [To Work With Ellipses](#)
- [To Work With Arcs](#)
- [To Draw Polylines](#)

Other versions with matching text

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

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