

# Flip — GstarCAD 2027

3439 kbadmin September 25, 2026 [User Guide](#) 0 16

## Flip

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When you use the "roughness symbol block" to label the spare parts, the symbol is sometimes already in the right position, however, the characters' direction is not right. We need to add the "character flip" function to receive the correct label.

### 1. Add flip parameter

Click the "flip"parameter button, add the flip parameter according to prompt, as shown in the picture below.

## 2. Add flip action

Click the flip action button on the action panel, match parameter and object for the action. Herein, we choose "roughness" as the object, and position the action button, as shown in below picture.

Use the same method to add a pair of flip parameter and action of the vertical direction, as shown in below picture.

### 3. Test dynamic block

As you can see, after adding the flip parameter, if you only click the flip grip, you can turn the characters into the correct direction.

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