

TABSURF Command — GstarCAD 2027

3467 kbadmin September 25, 2026 [Command Reference](#) 0 10

TABSURF Command

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Function Description:

This command is used to create meshes by sweeping a line or curve along a straight path.

Users can select a line, arc, circle, ellipse or polyline for a path and select a line for direction vector. This direction vector can specify the direction and length of created meshes. The MESHTYPE system variable can set the mesh type. By default, it creates mesh objects. Users can create traditional polyface or polygon meshes by specifying the MESHTYPE system variable to 0.

According to polygon meshes, the TABSURF system variable can create $2 \times n$ meshes and the n value is determined by the SURFTAB1 system variable. The M direction is along the direction vector and is always 2. The N direction is along the path curve. If the path curve is a line, arc, circle, ellipse or polyline that fitted by spline, the created meshes divide the path curve into equal space which set by SURFTAB1 system variable. If the path curve is a Polyline that is not fit by Spline, the created meshes begin at the endpoint of straight segments and divide the arc segment into equal space which set by SURFTAB1 system variable.

Command Access:

Menu: Draw > Modeling > Meshes > Tabulated Mesh

Ribbon: 3D > Mesh > TABSURF

Toolbar: /

Command: TABSURF

Alias: /

Command Prompts:

Select object for path curve:

Select object

for direction vector:

Select object for path curve

Specifies the object to be swept.

The path curve defines the approximated polygon mesh surface. It can be a line, arc, circle, ellipse, 2D or 3D polyline. It creates meshes from the nearest point of the selected point on the path curve.

Select object for direction vector

Specifies a line or a open polyline to define the sweep direction.

The first point and the last point of the polyline are taken into consideration, middle vertices are ignored. The direction vector specifies the stretch direction and length. The selected point on the polyline determines the stretch direction. If the original path curve drawn by wide lines, it helps users to observe how the direction vector influences creating meshes.

Related References?

- [Commands about Creating Mesh](#)
- [Commands about Creating Meshes From Objects](#)

Related Tasks?

- [To Create a Ruled Mesh](#)
- [To Create a Tabulated Mesh](#)
- [To Create a Revolved Mesh](#)

Other versions with matching text

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

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