

MVIEW Command — GstarCAD 2027

3651 kbadmin September 25, 2026 [Command Reference](#) 0 10

MVIEW Command

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

Commands > M Command > MVIEW

Function Description:

This command is used to create and control a layout viewport. Users can create any number of viewports if necessary, but only 64 of them can be active at one time (reference to MAXACTVP system variable). Objects in model space can be seen in active viewports. The inactive viewport displays nothing. Users can select ON or OFF options to control the viewport to be active or inactive.

Command Access:

Icon: /
Menu: /
Ribbon: /
Toolbar: /
Command: MVIEW
Alias: MV

Command Prompts:

Specify corner of viewport or [ON/OFF/Fit/Shadeplot/Lock/Object/Polygonal/Restore/LAyer/2/3/4]
<Fit>:

Corner of viewport

Specifies the first corner of a layout viewport.

ON

Activates a selected layout viewport. Objects in model space are displayed in active viewports. The MAXACTVP system variable can control the maximum number of active viewport. If the entered number has exceeded the maximum of the MAXACTVP defined, it closes one viewport to display another one.

OFF

Makes s selected layout viewport inactive. Objects in model space are not displayed in an inactive layout viewport.

Fit

Creates a single layout viewport to cover all printable area of the layout.

Shadeplot

Specifies how to plot a selected layout viewport in a named paper space.

- **As Displayed:** Plots the viewport as the displayed way.
- **Wireframe:**
Specifies the wireframe of plotting viewport without regardless to the current display mode.
- **Hidden:**
Eliminates hidden lines when plotting a specified viewport without regardless to the current display mode.
- **Visual styles:**
Plots a viewport by specified visual styles.
- **Rendered:** Plots a viewport by specified rendered styles.

Lock

When working in the model space, it is forbidden to modify the scale factor of a specified layout viewport.

Object

Specifies a closed object and converts it into a layout viewport. The closed objects can be polylines, ellipses, splines, regions, or circles. The selected polyline must be closed and contain three vertices at least. It can contain arc segments as well as line segments.

Polygonal

Creates an irregularly polygon shaped layout viewport by specified points.

- **Arc:**
Adds arc segments to polygonal viewport. Users can reference to the ARC options of the PLINE command to create arcs.
- **Length:**
Draws a line with a specified length and the same angle of the last one (line or arc). If the last object is an arc, the new line is tangent to it.
- **Undo:**
Deletes the new added line or arc in polygonal viewport.

Restore

Restores viewport settings saved by the VPORTS command.

- **Specify first corner:**
Specifies the position and size of new layout viewports by box selecting and adjusting the selected region.
- **Fit:**
Adjusts the size of new layout viewports to fill the layout.

LAYER

Resets the selected layout viewport layer property overrides to their global properties.

2

Divides the specified region into two equal layout viewports in horizontal or vertical direction.

- **First corner:**

Specifies the position and size of new layout viewports by box selecting and adjust the selected region.

- **Fit:**
Adjusts the new layout viewports to fill the layout.

3

Divides the specified region into three layout viewports.

The Horizontal and Vertical options split the specified region into three viewports and other options (Above, Below, Left, Right) can specify the position of the larger viewport.

4

Divides the specified region into four equal layout viewports.

Related References?

- [Commands about Layouts](#)
- [Commands about Model Shading, Edge Effects and Visual Effect Performance](#)
- [Commands about Layout Viewports](#)

Other versions with matching text

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

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