

PFACE Command — GstarCAD 2027

3720 kbadmin September 25, 2026 [Command Reference](#) 0 8

PFACE Command

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Commands > P Command > PFACE

Function Description:

This command is used to create a 3D polyface mesh by vertex.

Command Access:

Icon: /
Menu: /
Ribbon: /
Toolbar: /
Command: PFACE
Alias: /

Command Prompts:

Specify location for vertex 1:

as vertex.2or <define faces> specify location:

as vertex.3or <define faces> specify location:

as vertex.4or <define faces> specify location:

as vertex.5or <define faces> specify location:

as vertex.6or <define faces> specify location:

Location for vertex

Specifies all vertices used in the mesh. The vertex numbers displayed in the prompts are the numbers used to reference each vertex. It will not stop prompting until you press Enter, and then press Enter again to specify all vertices on another face.

Define faces

- **Number of vertex:**

Entering all vertex

numbers on face can define a face. Pressing Enter after you have defined the last face, it will automatically create a mesh. If users want to hide one line, they can enter a negative vertex number for the beginning vertex of the edge.

Polygon with arbitrary number of edges also can be created. The PFACE command can automatically break some invisible faces into polyface objects.

- Color:

When creating faces by the PFACE command, the current layer and color will be automatically applied on it. Users can also create polygon meshes with different layers and colors from their superior objects, which is not the same as vertices of polylines. Users can enter colors name or serial number or select colors in Index Color, True Color or Color Books.

- **Layer:**

When creating faces by the PFACE command, the current layer and color will be automatically applied on it. Users can also create polygon meshes with different layers and colors from their superior objects, which is not the same as vertices of polylines. Under normal circumstances, the layer visibility is applied on all faces of multiple meshes. However, if creating polyface meshes on frozen layers, there would be no face created besides faces on non-frozen layers.

Related References?

- [Commands about Creating a Custom Mesh](#)

Related Tasks?

- [To Create a Rectangular Mesh](#)

Other versions with matching text

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

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