

PYRAMID Command — GstarCAD 2027

3744 kbadmin September 25, 2026 [Command Reference](#) 0 13

PYRAMID Command

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Commands > P Command > PYRAMID

Function Description:

This command is used to create a 3D solid pyramid.

By default, users can define a pyramid by the center of the base point, a point on the middle of the edge, and another point that determines the height.

At first, the default base radius is not set to any value. During drawing, the default base radius is the previously used base radius. Users can select the Top radius option to create a pyramid of flat section.

Command Access:

Menu: Draw > Modeling > Pyramid

Ribbon: 3D > Modeling > Pyramid

Toolbar: Modeling > Pyramid

Command: PYRAMID

Alias: PYR

Command Prompts:

Specify center point of base or [Edge/Sides]:

Specify center point of base

Sets the center point of the pyramid base.

Edge

Selects two points (1 and 2) to specify one edge.

Sides

Sets the number of sides for the pyramid. Users can specify a number from 3 to 32. At first, the number of sides is set to 4, during drawing, the default number of side is the previously entered value.

Inscribed

Specifies the inscribed circle base radius of the pyramid (internal drawing) on the bottom of pyramid.

Circumscribed

Specifies the circumscribed circle base radius of the pyramid (internal drawing) on the bottom of pyramid.

2P

Specifies the height of the pyramid to be the distance between two specified points.

Axis endpoint

Specifies the location of axis endpoint of the pyramid. This endpoint is the vertex of the pyramid and it can be located anywhere in 3D space. The axis endpoint defines the length and orientation of the pyramid.

Top radius

Specifies the top radius of the pyramid and creates a pyramid with flat section. At first, the default top radius is not set to any value; during drawing, the default top radius is always the previously entered top radius value for any solid primitive.

Users could specify the height by 2 points or axis endpoint.

- **2P:** Specifies the height of the pyramid to be the distance between two specified points.
- **Axis endpoint:** Specifies the location of the endpoint of the pyramid axis. This endpoint is the vertex of the pyramid and it can be located anywhere in 3D space. The axis endpoint defines the length and orientation of the pyramid.

Related References?

- [Commands about Creating 3D Solids](#)

Related Tasks?

- [To Create Boxes](#)
- [To Create Cones](#)
- [To Create Cylinders](#)
- [To Create Pyramids](#)

Other versions with matching text

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

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