

SOLVIEW Command — GstarCAD 2027

4079 kbadmin September 25, 2026 [Command Reference](#) 0 8

SOLVIEW Command

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Function Description:

This command is used to create orthogonal views, layers and layout viewports for 3D solids.

Note: The SOLVIEW command must run in the layout tab, if running it in the model tab, the last active layout tab becomes the current layout tab.

The SOLVIEW command places objects on the VPORTS layer, if it does not exist, the SOLVIEW command creates it.

The final drawing view is generated by all information saved in its viewport.

The SOLVIEW command creates layers to place visible and hidden lines for views created by the SOLDRAW command (view name-VIS, view name-HID and view name-HAT), as well creates layers to place visible dimensions for each viewport (view name-DIM).

Warning: When running the SOLDRAW command, it removes and updates saved layer information. Please do not place information on those layers permanent.

Command Access:

Menu: Draw > Modeling > Setup > View

Ribbon: 3D > Settings > View

Toolbar: /

Command: SOLVIEW

Alias: /

Command Prompts:

Enter an option [Ucs/Ortho/Auxiliary/Section]:

Ucs

Creates a projection viewport according to the UCS. If there is no viewport existing, the UCS option is a good way to create an original viewport, and other viewports can also be created through this way. All options of the SOLVIEW command should be operated in an existing viewport.

Users can use the current UCS or previously saved one as the profile plane. The created projection viewport is parallel to the XY plane, the positive direction of the X axis is along the right direction and the Y axis is along vertical direction.

- **Named:**
Creates a profile view by the XY plane of a named UCS.
Entering the UCS name and view scale. Users can scale the viewport by entering a view scale in paper space. The view center is determined by scope of the current model space.
- **World:**
Creates a profile view by the XY plane of the WCS.
Entering the UCS name and view scale. Users can scale the viewport by entering a view scale in paper space. The view center is determined by scope of the current model space.
- **?:**
Lists all existed UCS names. Filter list by entering combined wildcard character (the wildcard characters that can be used in the UCS are valid here).
- **Current:**
Creates a profile view by the XY plane of the current UCS.
Entering the UCS name and view scale. Users can scale the viewport by entering a view scale in paper space. The view center is determined by scope of the current model space.

Ortho

Creates a folded orthogonal view by an existing view.

After selecting the side of the viewport to project, one vertical line appears to guide locating the view center.

Auxiliary

Creates an auxiliary view by an existing view. The auxiliary view projects to the existing view and inclines to adjacent plane.

The inclined plane is defined by two points, and these two points are at the same viewport. After selecting the side of the viewport to project, one vertical line appears to guide locating the view center.

Section

Creates a sectional plane by two points in the original viewport. Specifies the side of the viewing by selecting one point. Users can scale the viewport by entering a view scale, the default value is 1, the scale factor is equal to zoom 1.0×p. Users can define the view center under the prompt of specify view center. Pressing Enter to accept the default scale, the vertical line appears to guide locating the view center, otherwise, users can place the section view at any position.

Related References[?]

- [Commands about Creating and Modifying Flattened Views](#)

Related Tasks[?]

- [To Create a Flattened View of a 3D Model](#)

Other versions with matching text

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

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