

CYLINDER Command — GstarCAD 2027

4234 kbadmin September 25, 2026 [Command Reference](#) 0 18

CYLINDER Command

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Function Description:

This command is used to create 3D solid cylinders. During a drawing session, the default value for the base radius is always the previously entered base radius value.

Command Access:

Menu: Draw > Modeling > Cylinder

Ribbon: 3D > Modeling > Cylinder

Toolbar: Modeling > Cylinder

Command: CYLINDER

Alias: CYL

Command Prompts:

Specify center point of base or
[3P/2P/Ttr/Elliptical]:

Specify radius of bottom or
[Diameter]:

Specify height or [2P/Axis endpoint]:

3P

Specifies the cylinder base by 3 points.

- **2p:**
Specifies the cylinder height by 2 points, the distance of 2 points determines cylinder height.
- **Axis endpoint:**
Specifies the endpoint of cylinder axis.

The axis endpoint can be center point of top plane; as well it can be any place in 3D space. The axis endpoint defines the length and direction of the cylinder.

2P

Specifies cylinder base radius by 2 points.

Ttr

Defines cylinder base by specified radius and two tangent objects.

There may be many objects satisfy specified conditions. It will create cylinder base by specified radius and points of tangency that are nearest to the selected point.

Elliptical

Specifies an ellipse base for a cylinder.

- **Center:**
Creates an ellipse base by center point.

Diameter

Specify the diameter of cylinder base.

Related References?

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

Related Tasks?

- [To Create Cylinders](#)

Other versions with matching text

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

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