

Defining User Coordinate Systems — GstarCAD 2027

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Defining User Coordinate Systems

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Define user coordinate systems

You can apply a user coordinate system (UCS) with its own 0,0,0 origin and orientation in three-dimensional spaces. To simplify construction of three-dimensional entities, you can create as many user coordinate systems as you want, and then save and recall them as you need them.

Use a preset user coordinate system

You can select a preset UCS in GstarCAD. When you switch the view to top, left, front, bottom, right, or back, the UCS will align to the current view automatically.

Other versions with matching text

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