

About Entering 2D Coordinates — GstarCAD 2027

5003 kbadmin September 25, 2026 [Command Reference](#) 0 17

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Enter absolute coordinate

Absolute coordinates are based on the UCS origin (0,0), which is the intersection of the *X* and *Y* axes. If you know the precise *X* and *Y* values of the point, you can use absolute coordinates.

Enter relative coordinate

The last point entered is used as a base for relative coordinates and you can use them, if you know the location of a point in relation to the previous point.

Enter polar coordinate

When creating objects, you can use absolute or relative polar coordinates (distance and angle) . The distance and the angle separated by an angle bracket (<) when you use polar coordinates to specify a point.

Absolute polar coordinates are based on the origin.

Relative coordinates are based on the last point entered. If you know the location of a point in relation to the previous point, you can use relative coordinates.

Other versions with matching text

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

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