

4.1.13 Rotate

1. 90° rotation

The 90° rotation functions are available in the toolbar



Green (key **3**): 90° rotation around the Z axis

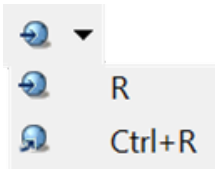
Red: 90° rotation around the X axis

Blue: 90° rotation around the Y axis



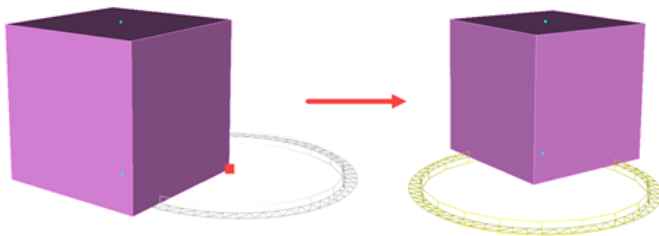
Rotation

Other functions are available in the toolbar



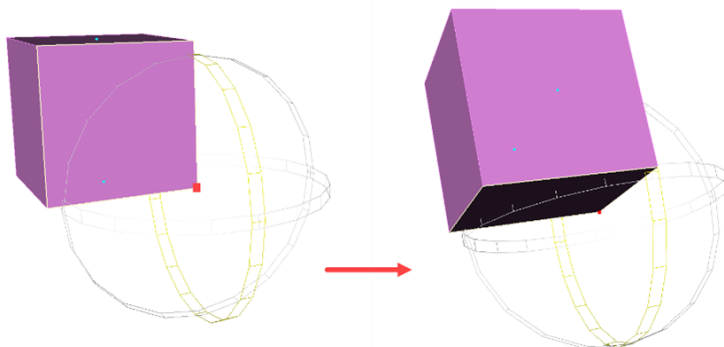
2. rotation around Z / key **R**

Example: activate the point ? **R** key ? rotate the strip with the left mouse button



Rotate / **CTRL** + **R** key

Example: Activate a point -> **CTRL** + **R** key ? Rotate the strip with the left mouse button



3. button 4 / rotation functions

The **4** button allows to rotate an object around the X axis, the base being the active point. There are more advanced applications of function **4** (keyboard shortcuts are described at the bottom left of the window):

Rotate: **H** Horizontal, **V** Vertical, **F** Active facet, **W** Dialogue, **S** Mirror

Example: Horizontal rotation 4, H

Activate the element (the active point is the basis of the rotation) ? key **4** and **H** ? select 2 points ? the 2 selected points and the active point form an angle in the horizontal plane, the element is rotated horizontally according to this angle. (The direction of rotation is indicated at the active point)

