Chapter 4

Z Coordinates
Entering 3D Coordinates 4.1

3D Coordinates

Entering 3D Cartesian coordinates (X,Y,Z) is similar to entering 2D coordinates (X,Y). In addition to specifying X and Y values, you specify a Z value.

3D Polyline

1. **Type**

   Any command asking for a “point” at the command prompt.
   
   Command: **3DPOLY**
   
   Specify start point of polyline: **1,1,0**
   
   Specify endpoint of line or [Undo]: **1,2,1**
   
   Specify endpoint of line or [Undo]: **2,2,1**
   
   Specify endpoint of line or [Close/Undo]: **2,1,0**
   
   Specify endpoint of line or [Close/Undo]: **1,1,0**
Moving in the Z Direction 4.2

Move Command

To move an object in the Z direction, use the move command.

1. **Type** MOVE at the command prompt.
   
   Command: move
   
   Select objects: (pick object) 1 found
   
   Select objects: hit enter
   
   Specify base point or displacement: 0,0,0
   
   Specify second point of displacement or <use first point as displacement>: 0,0,1
3D Point Filters 4.3

To place a point 1 inch above the back left corner of the rectangle, you can use point filters. Before issuing the point filter command, use DDPTYPE and choose a visible point style.

1. **Type** Any command asking for a “point” at the command prompt.
   - Command: **point**
   - Point: \texttt{.xy}
   - of end P1
   - of (need Z): 2