

Editing a Symbol's Rotation

Reference Number: **KB-01021**

Last Modified: **September 19, 2023**

The information in this article applies to:



QUESTION

How can I rotate a symbol so that it displays differently?



*The tools displayed are from the various Tools and Shop bonus catalogs located in



the [3D Library \(https://3dlibrary.chiefarchitect.com/\)](https://3dlibrary.chiefarchitect.com/).

ANSWER

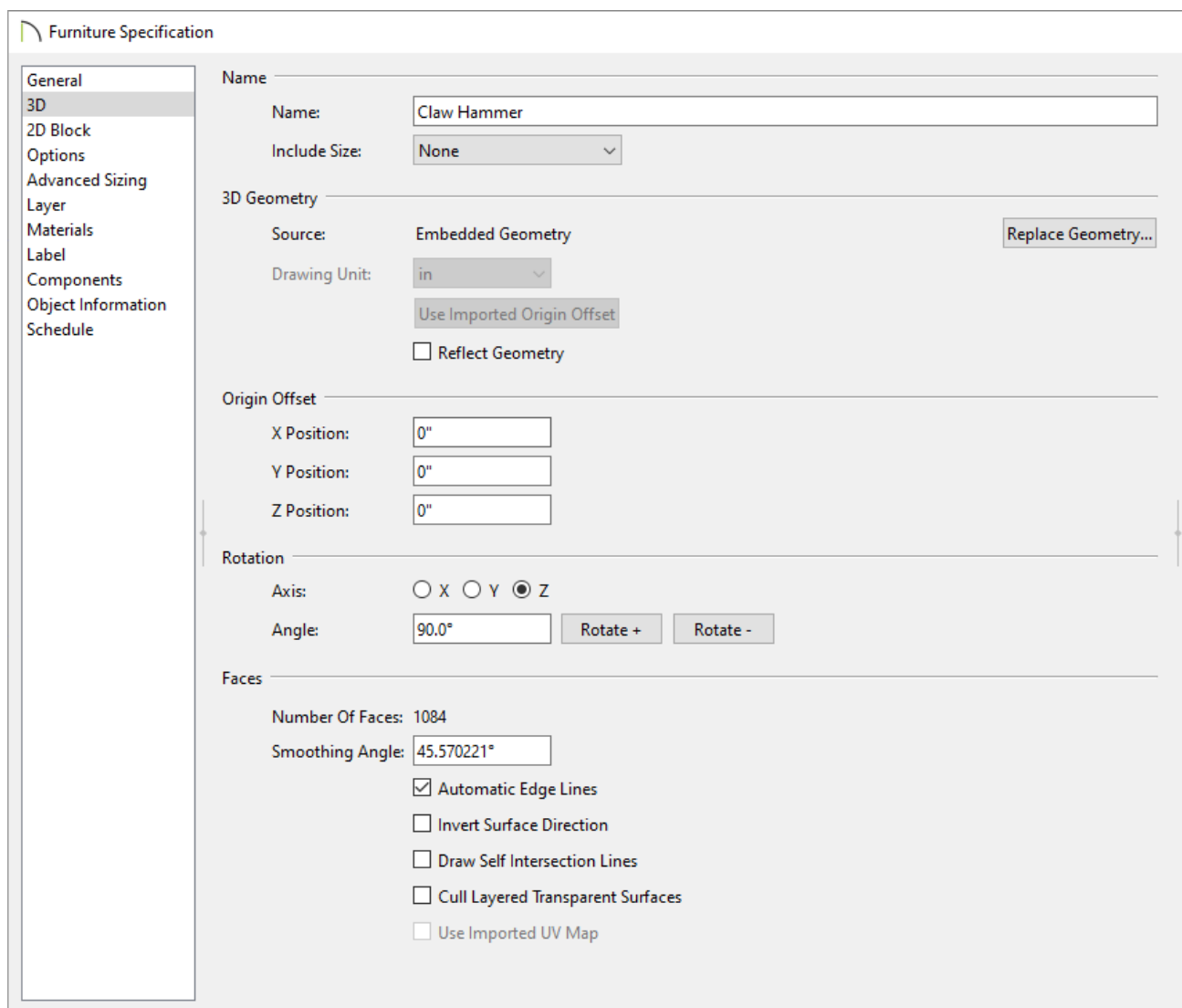
A symbol's orientation, origin, and other characteristics can be adjusted in its Specification dialog.

In this article, we will change the rotation of a hand tool symbol that ordinarily sits on a table or countertop, so that it stands upright and can be displayed on a vertical pegboard. To do this, we will open its Specification dialog, access the 3D panel, input an appropriate value in the Angle field, then use the Rotate button(s) until the symbol is oriented how we want it.

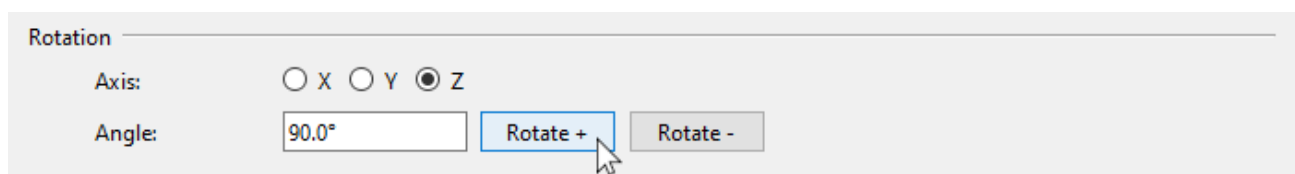
To rotate a symbol

1. Left click on the symbol using the **Select Objects**  tool to select it.
2. Select **Open Object** , then navigate to the 3D PANEL.

In X14 and prior versions, select the **Open Symbol**  edit button instead.



- Under the Rotation heading, you have three options for axis, each of which is represented in the 3D preview to the right with the X, Y, and Z axis lines. To rotate the model, select an **Axis** you wish to rotate on, then enter a rotational value into the **Angle** field. Press **Rotate +** or **Rotate -** to rotate it in the desired direction.

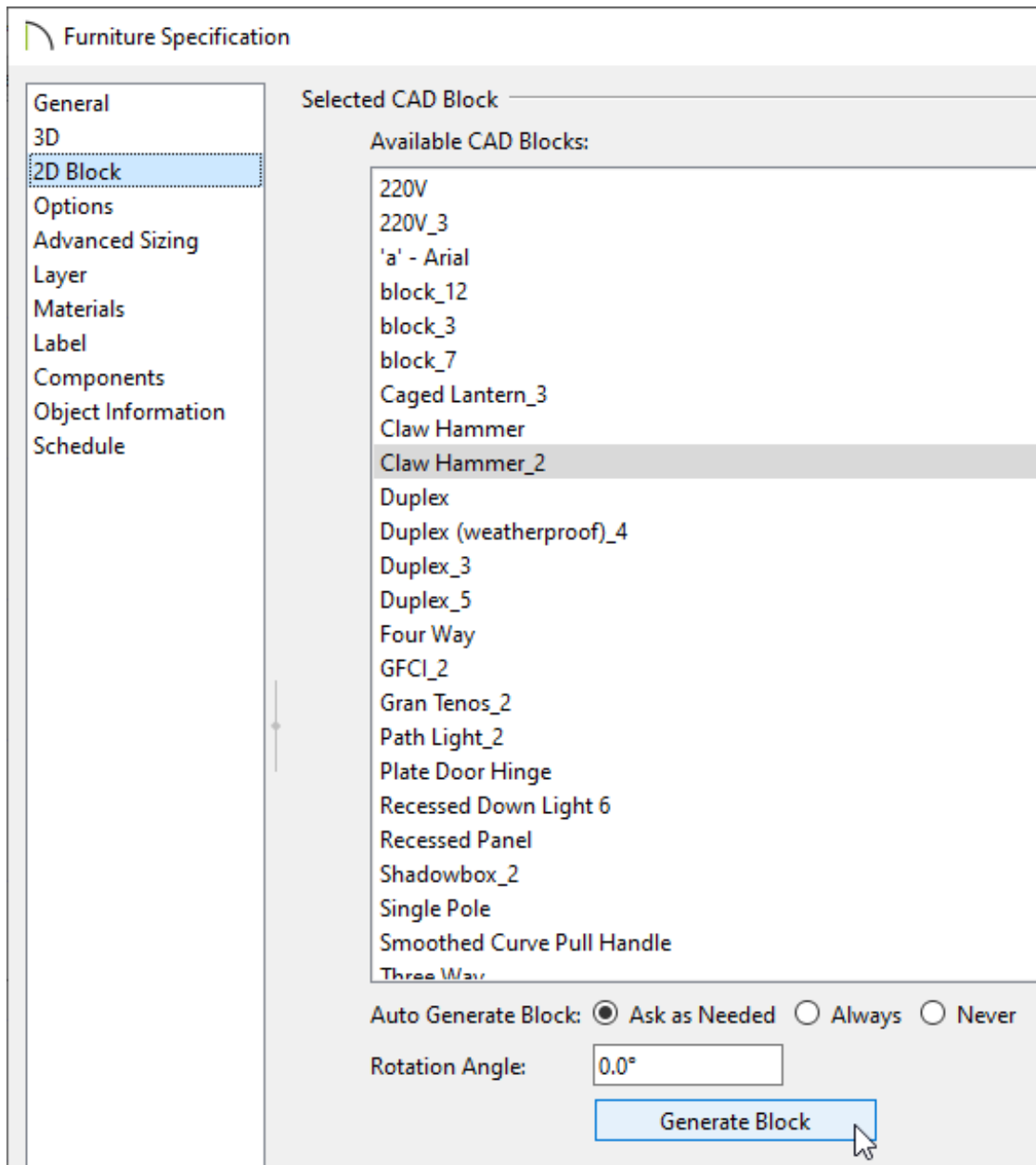


To update a symbol's 2D CAD block

Now that we have adjusted the orientation of our 3D symbol, we are ready to adjust the display of this object in 2D as well.

- With the **Symbol Specification** dialog still open, select the **2D BLOCK** panel.

2. Click on the **Generate Block** button to automatically generate a CAD block based on an overhead projection of the selected symbol.



In the Symbol Specification dialog, you can also choose how this object is placed in the plan on the "Options" panel, its Materials on the "Materials" panel, and its Sizing on the "Sizing" panel.

Click on the Help button for more detailed information on the data contained in this dialog.

3. Once you have completed making changes in this dialog, click **OK**.

Related Articles

[📄 Controlling an Object's Bounding Box \(/support/article/KB-01048/controlling-an-object-s-bounding-box.html\)](/support/article/KB-01048/controlling-an-object-s-bounding-box.html)

[📄 Converting an Object into a Symbol \(/support/article/KB-00809/convert-ing-an-object-into-a-symbol.html\)](/support/article/KB-00809/convert-ing-an-object-into-a-symbol.html)

[📄 Editing 2D CAD Blocks Assigned to 3D Symbols \(/support/article/KB-00805/editing-2d-cad-blocks-assigned-to-3d-symbols.html\)](/support/article/KB-00805/editing-2d-cad-blocks-assigned-to-3d-symbols.html)



[\(https://chieftalk.chiefarchitect.com/\)](https://chieftalk.chiefarchitect.com/)

 [\(/blog/\)](/blog/)



[\(https://www.facebook.com/ChiefArchitect\)](https://www.facebook.com/ChiefArchitect)



[\(https://www.youtube.com/user/ChiefArchitectInc\)](https://www.youtube.com/user/ChiefArchitectInc)



[\(https://www.instagram.com/chiefarchitect/\)](https://www.instagram.com/chiefarchitect/)



[\(https://www.houzz.com/pro/chiefarchitect/\)](https://www.houzz.com/pro/chiefarchitect/)



[\(https://www.pinterest.com/chiefarchitect/\)](https://www.pinterest.com/chiefarchitect/)