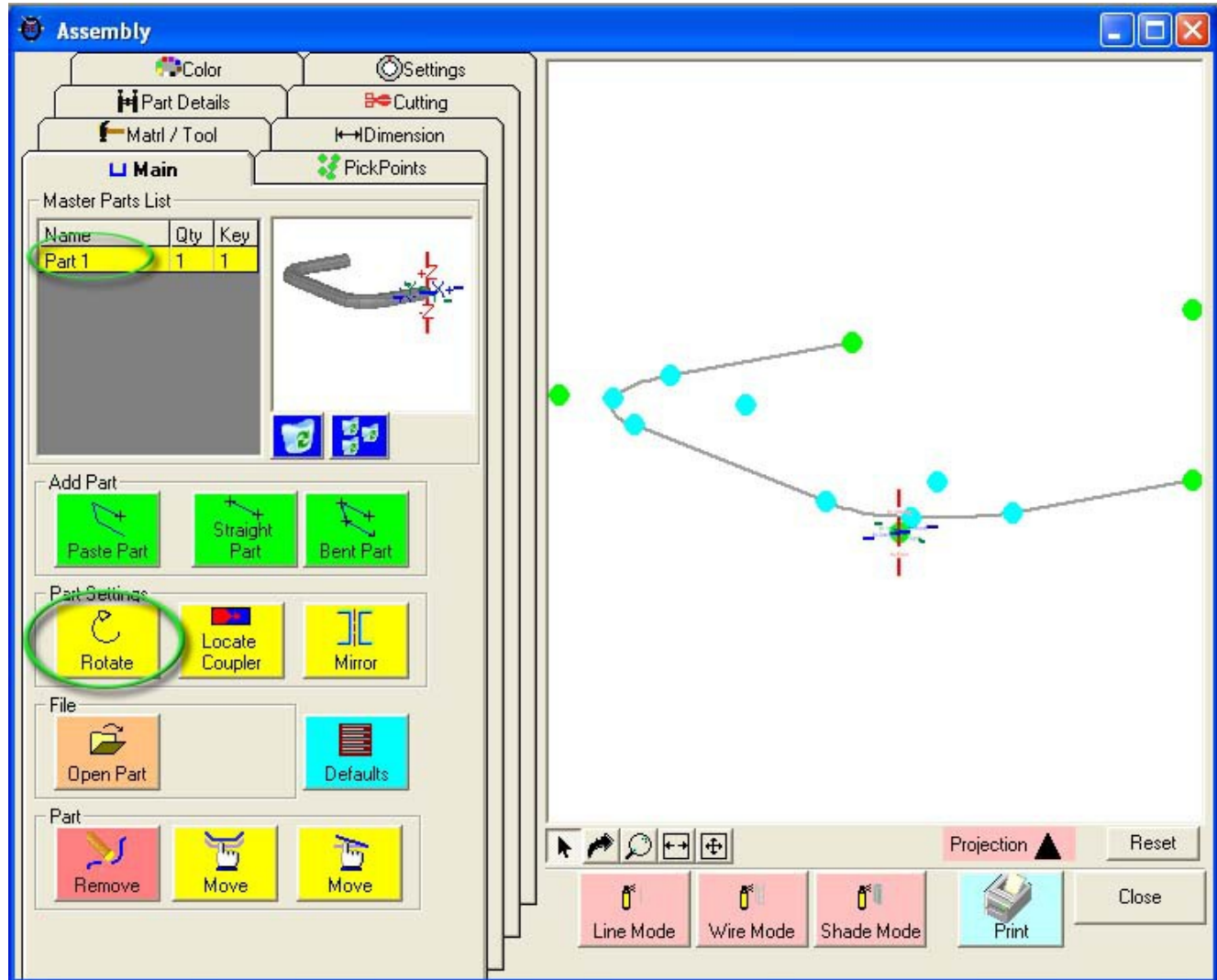


Rotating a part in assembly

This thread will go through showing you how to rotate a part in assembly.

--> Select the **part** from the "**Master Part List**" you wish to rotate.

--> Select the "**Rotate**" command button

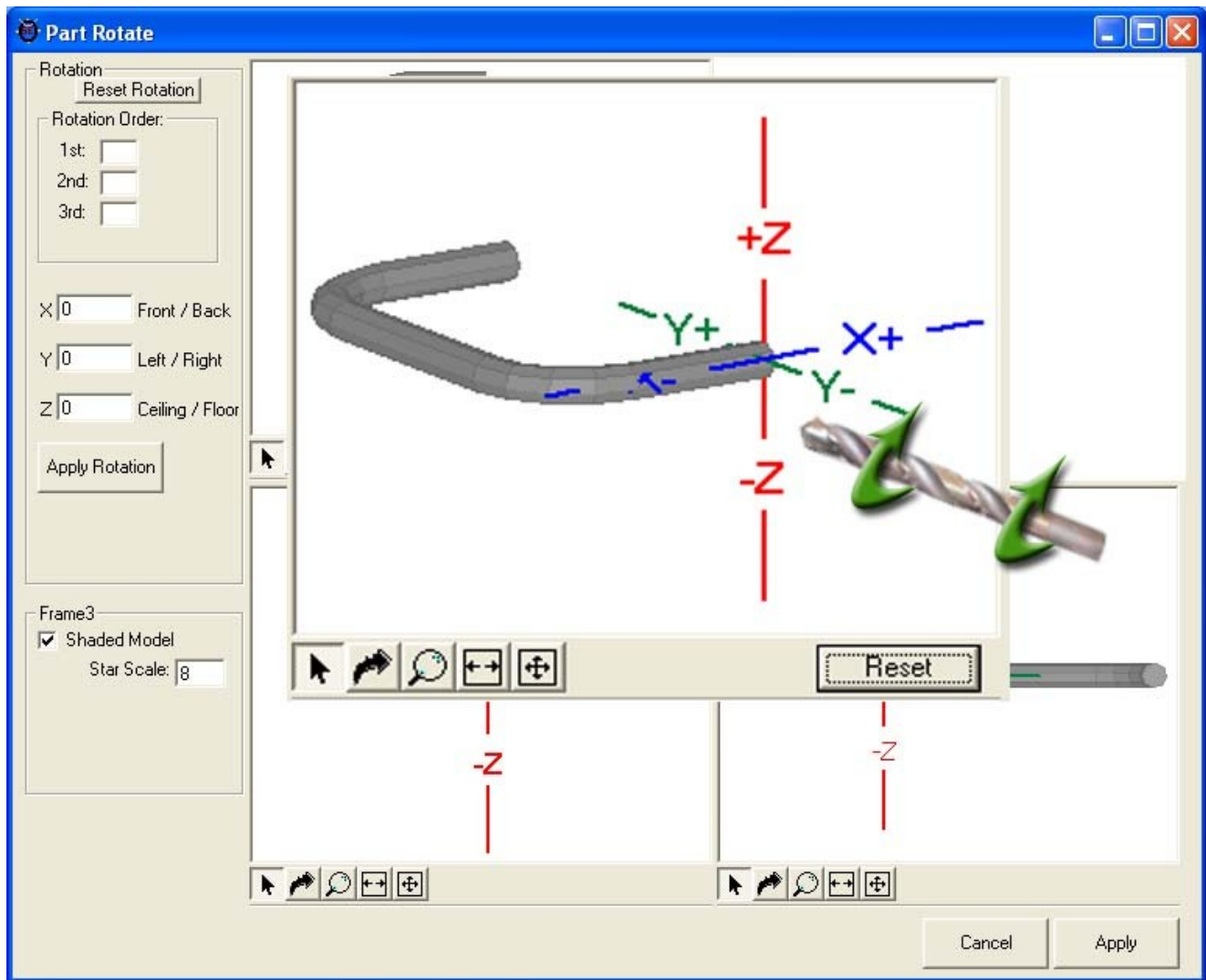


The rotation works like a drill bit spinning an axis of our part. As you can see in our example we want to spin this part up such that the part is standing on its legs. This means we will need to spin our drill bit on the "Y" axis.

Note: Keep in mind you can go negative or positive directions.

--> Enter "**-90**" into our "**Y or Left/Right**" field

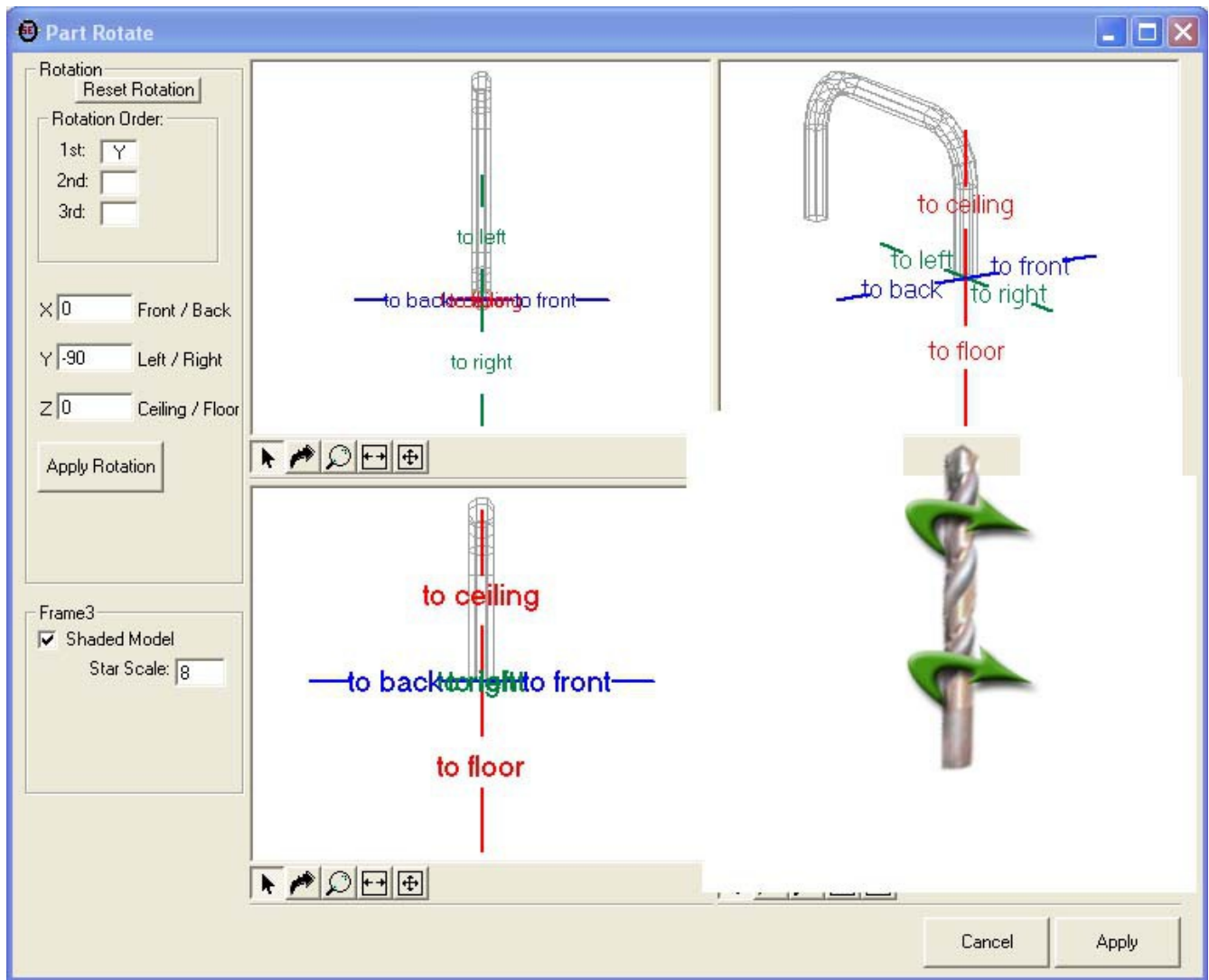
--> Select the "**Apply Rotation**" command button



Now we want to spin our drill bit on the "Z or Ceiling/Floor" axis 45 degrees.

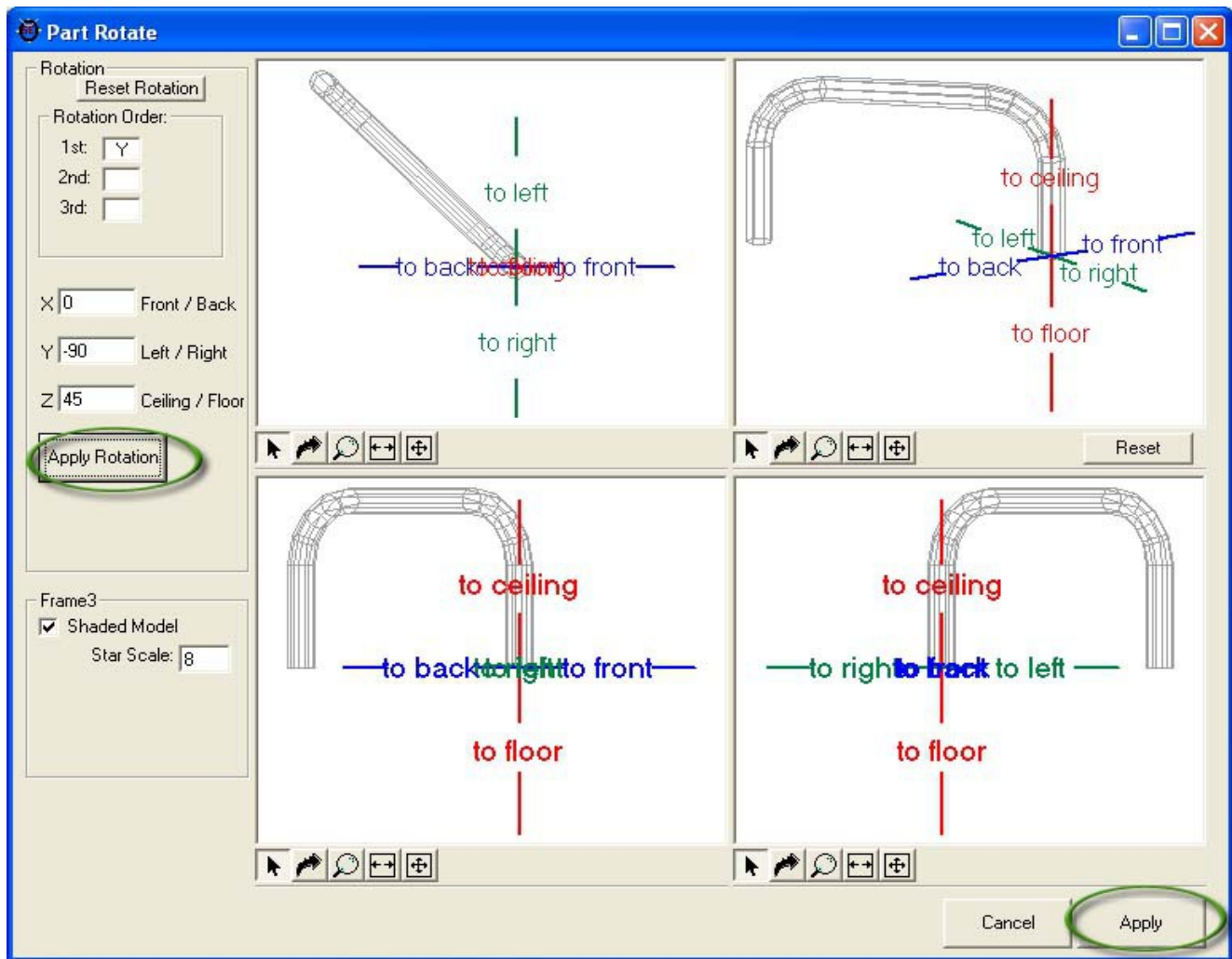
--> Enter "**45**" into the "**Z or Ceiling/Floor**" field

--> Select the "**Apply Rotation**" command button



The order in which you do the rotating can affect the end result. If you find you made a mistake you are best to select the "Cancel" command button and start over.

--> Select the "**Apply**" command button in the lower right corner of the window.



--> Select your **part** from the "**Master Parts List**"

--> Use the "**Paste Part**" command button to attach it to your assembly.

