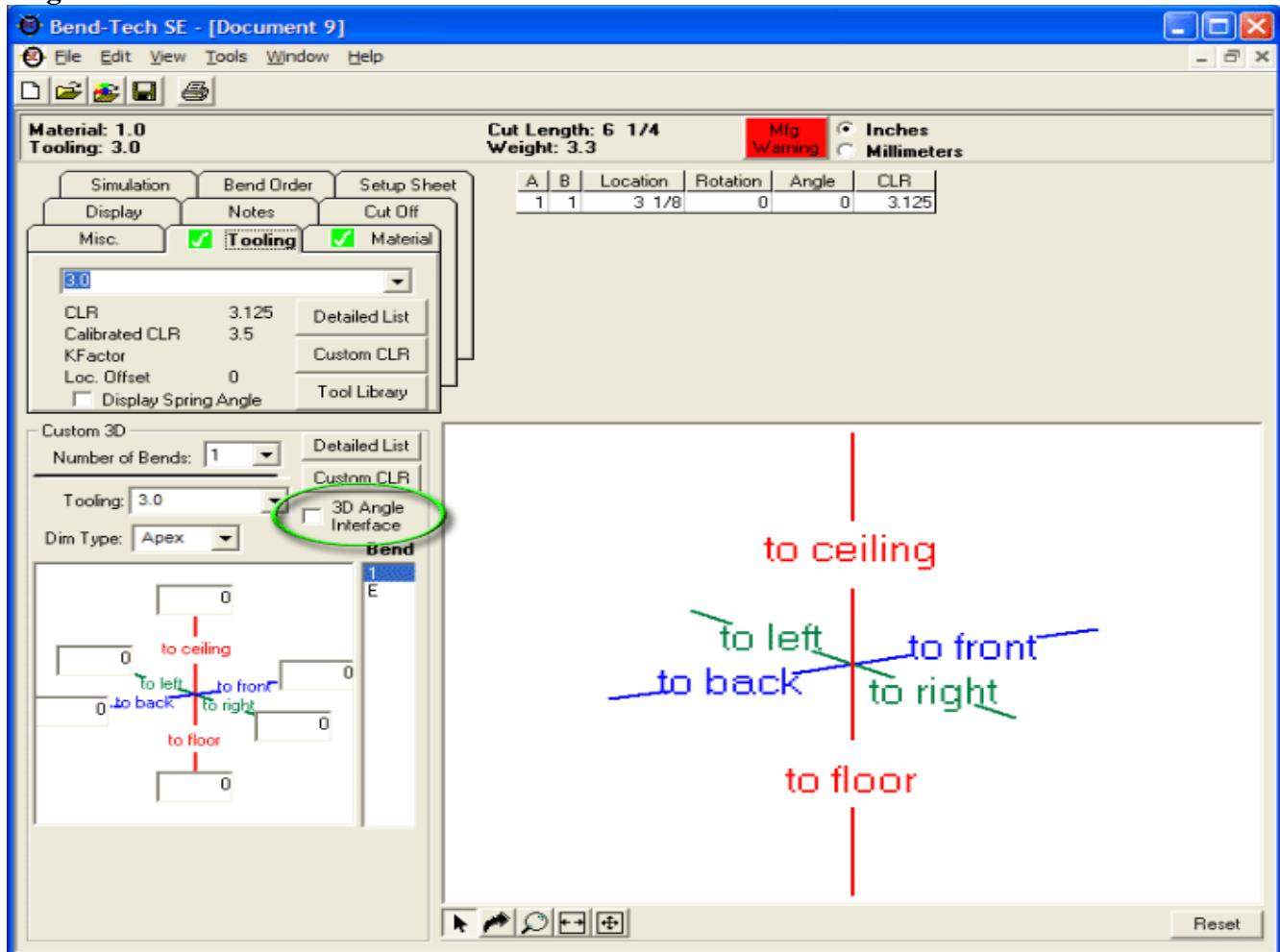
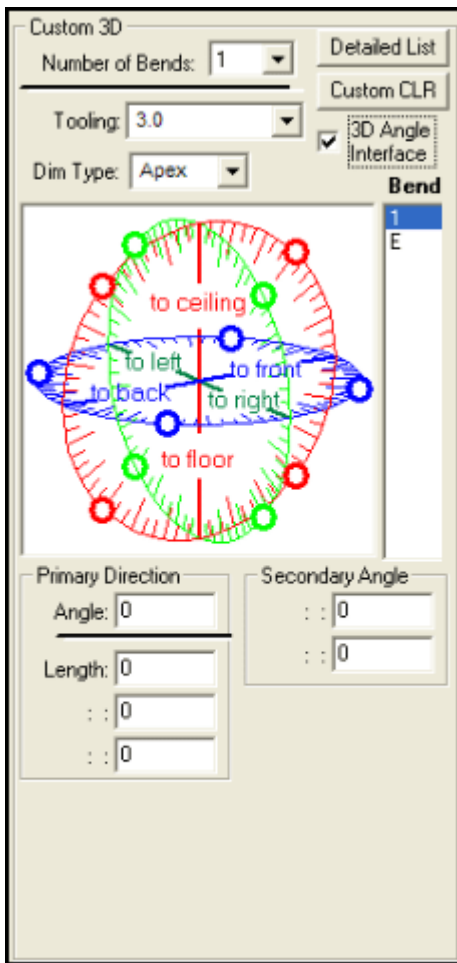


## Angle Interface in Custom 3D

The Custom 3D interface also contains the 3D Angle interface. To access it, simply click the "3D Angle Interface" check box in Custom 3D.



Once you click the check box, underneath it you will notice that the "tri-globe" has replaced the "tri-star".



From here, it functions very much like it does in [Assembly](#).