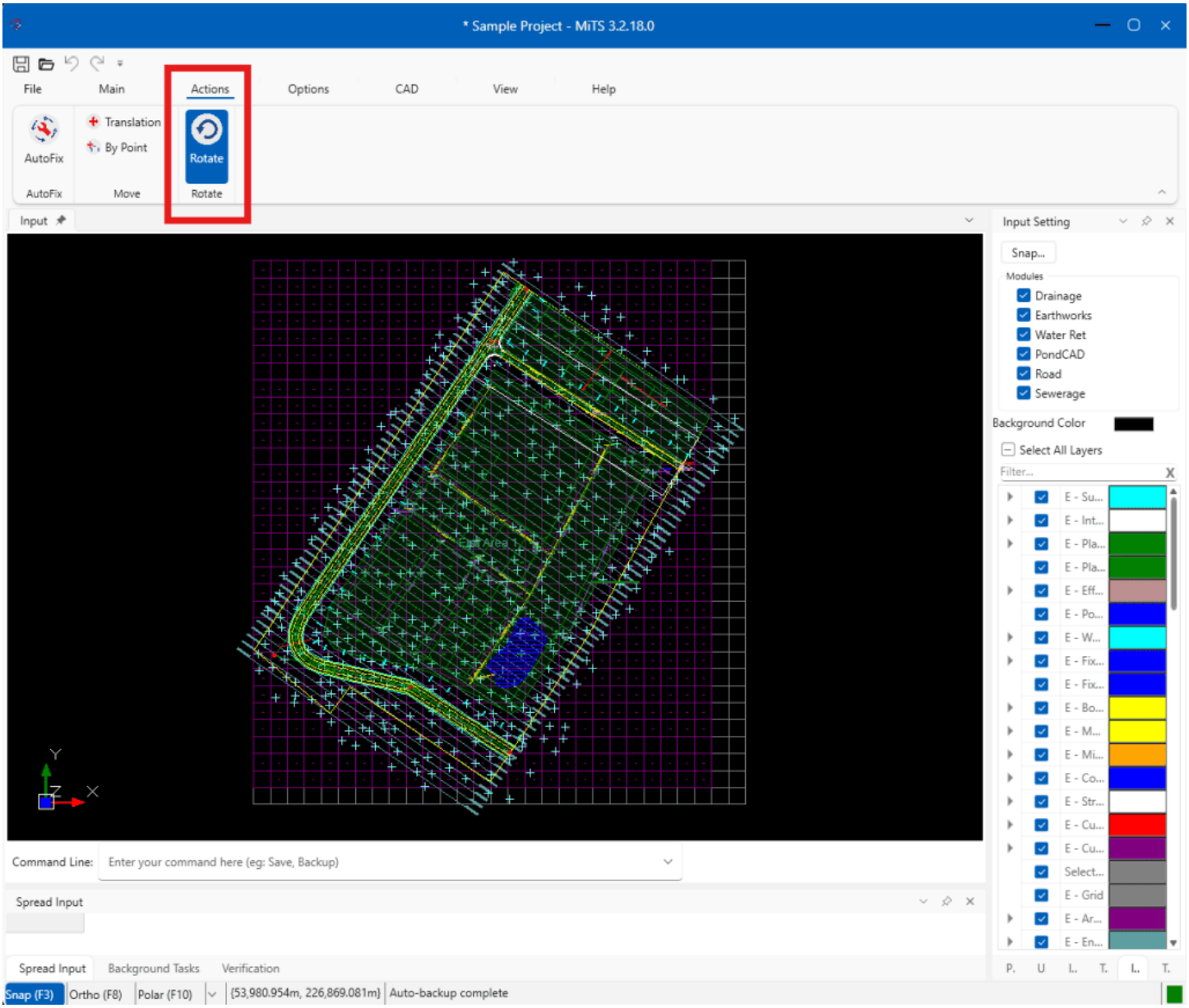
Rotate Entity Feature

Action · https://mes100.com/docs/rotate-entity-feature/

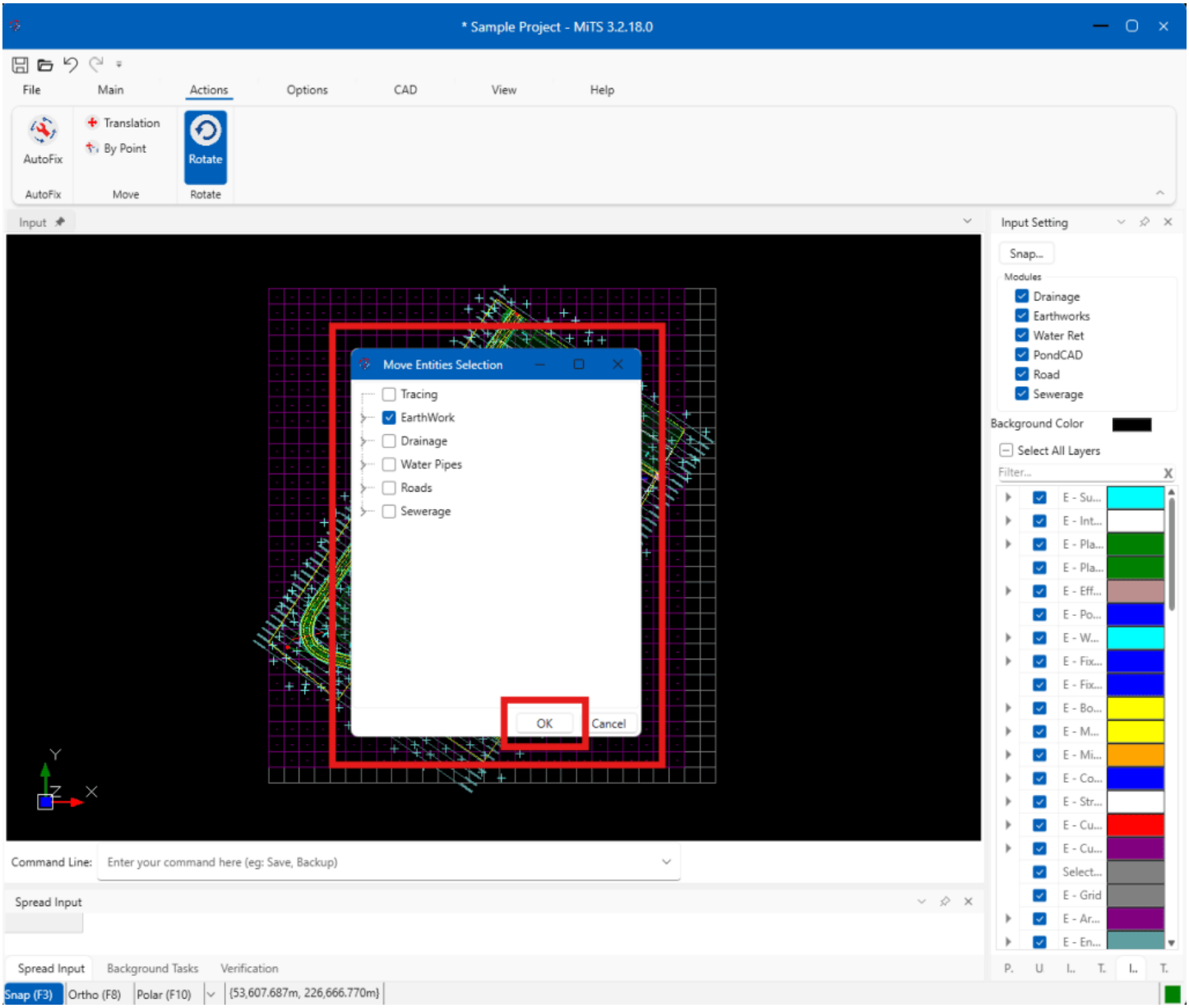
Starting from MiTS 3, users are able to move entities by rotation. Previously, only translation and point moves were allowed in the software. This feature will move the entire entities in the module upon selection.

Steps to move the entities

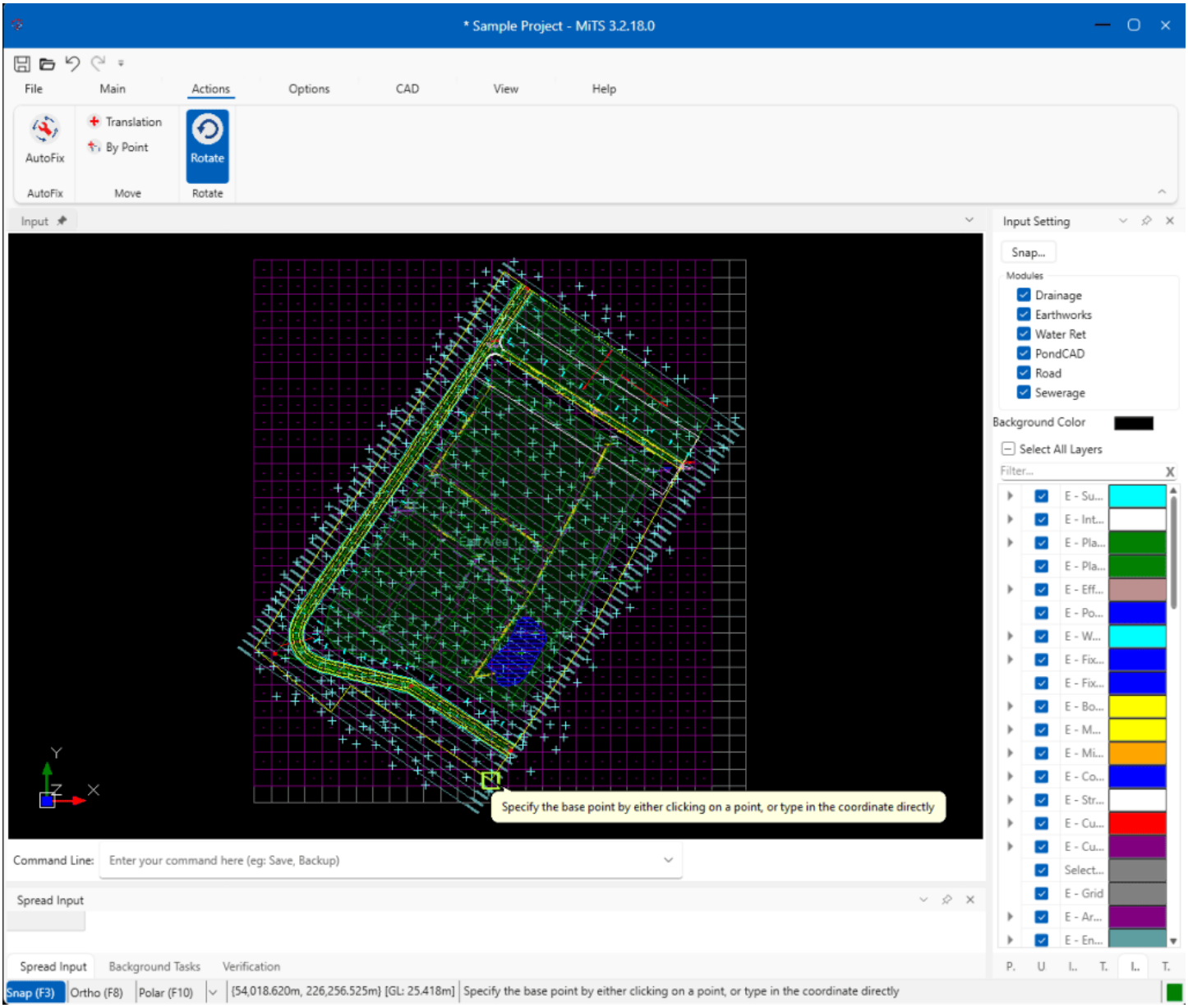
1. Go to Action tab > click Rotate



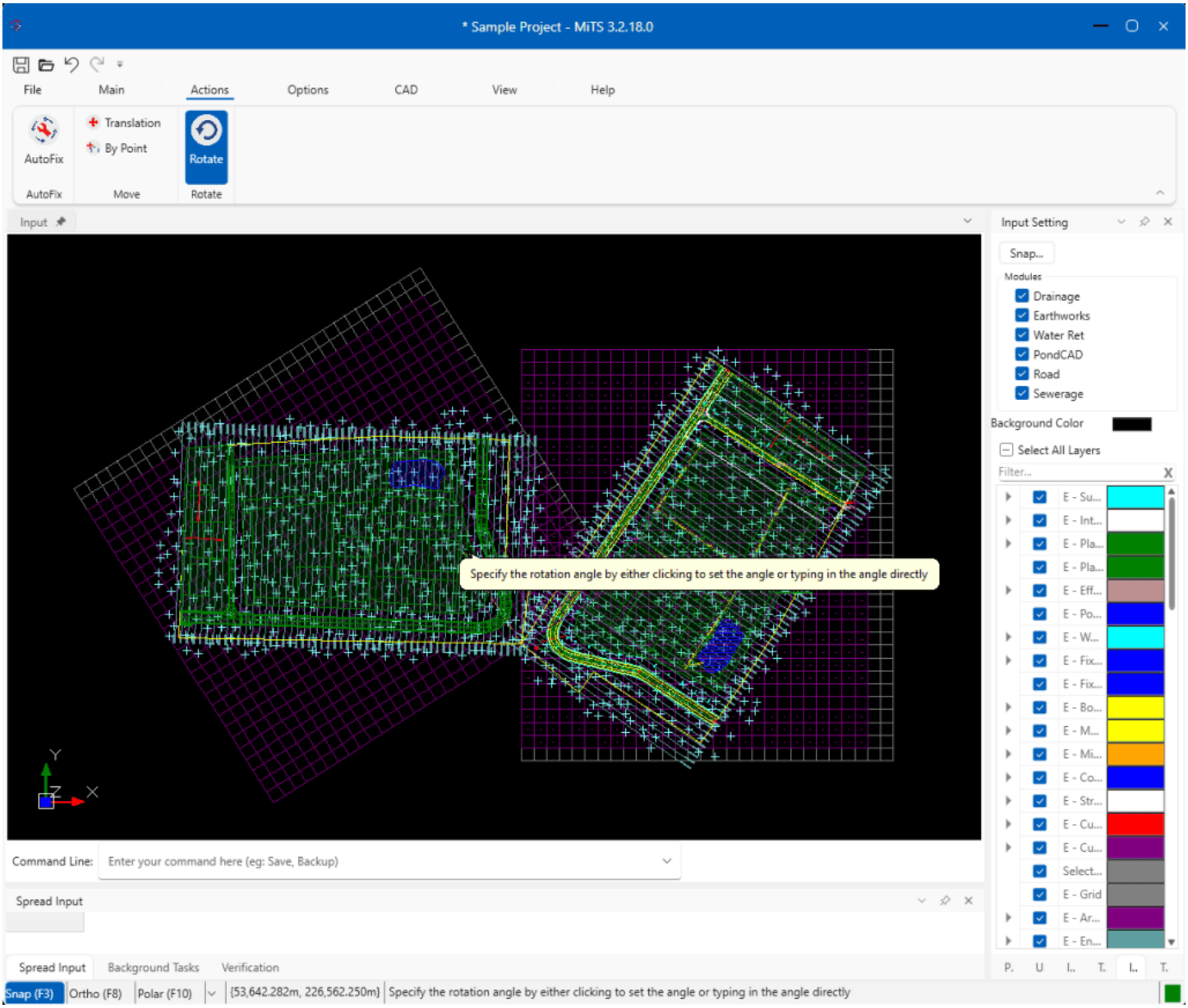
2. Click on the input screen until “Move Entities Selection” tab pops up. At the tab, you may select the module needed to be moved. Then, click “OK”.



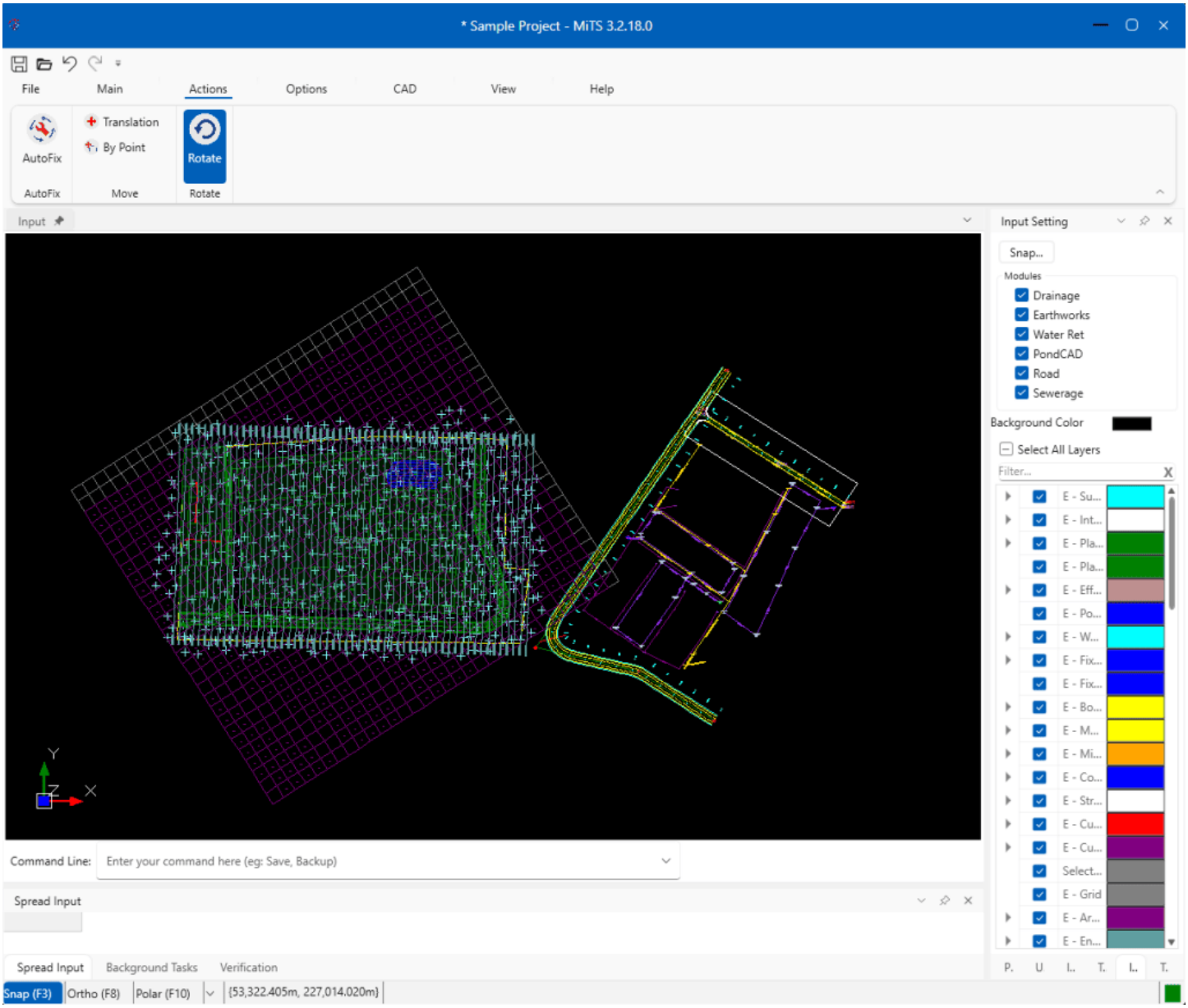
3. Click on the base point or input the coordinate of the base point and press Enter.



4. The shadow of the entities that you want to rotate will appear for preview and move according to your cursor. Then, you may click on the input screen when the new location is set or input the rotation angle and press Enter.



5. After rotating the entities, the result will appear as shown.



Related



Ngu Soon Hui

I'm the Benevolent Dictator for Life for MiTS Software cum Editor of this website. Read more here.

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