

# AutoCAD Basics Rotate

## General Program Information

### Basics - Rotate

#### **rotate<sub>3d</sub>**

rotate<sub>3d</sub>(p1,p2,axis,):=

- concat("\_rotate3d",sp,point(p1<0>),sp,sp,axis,sp,point(p2<0>),sp,stringit<sub>nounits</sub>())

#### **rotate<sub>3dA</sub>**

rotate<sub>3dA</sub>(p1,p2,p3,axis,):=

- concat("\_rotate3d",sp,point(p1<0>),sp,point(p2<0>),sp,sp,axis,sp,point(p3<0>),sp,stringit<sub>nounits</sub>())

#### **rotate**

rotate(p1,)

- concat("\_rotate",sp,point(p1<0>),sp,sp,point(p1<0>),sp,stringit<sub>nounits</sub>())