

Transform

The transform feature allows vectors (lines in a sketch) to be moved, rotated or scaled in relation to the origin.

Any constraints applied to the sketch prior to transforming the object will take priority over the transform command.

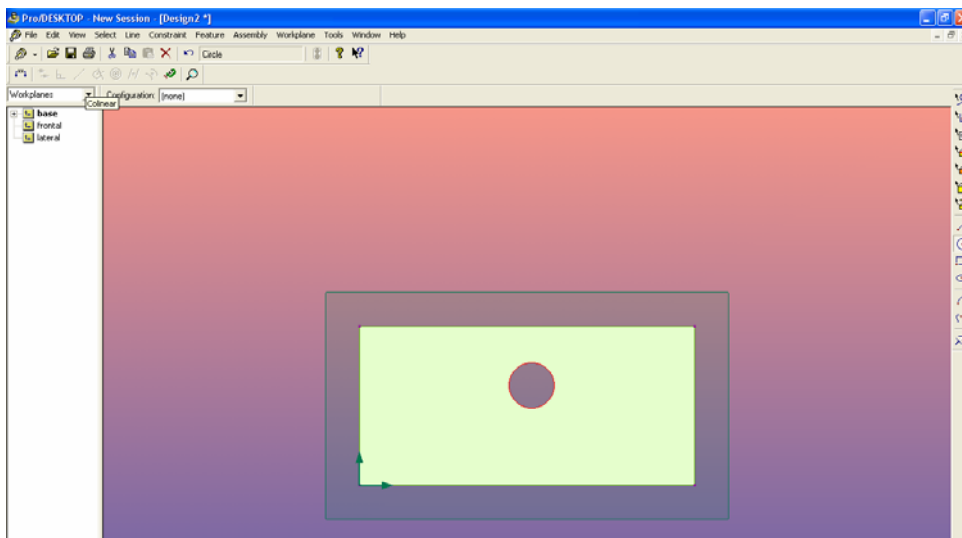
Notes: If components are linked to other components with any constraints then the transform feature will effect both components.

If lines are dimensioned, this will override any attempt to scale the lines.

Create a new design. Draw a rectangle starting from the origin

Draw a circle inside the rectangle as shown. The size is unimportant

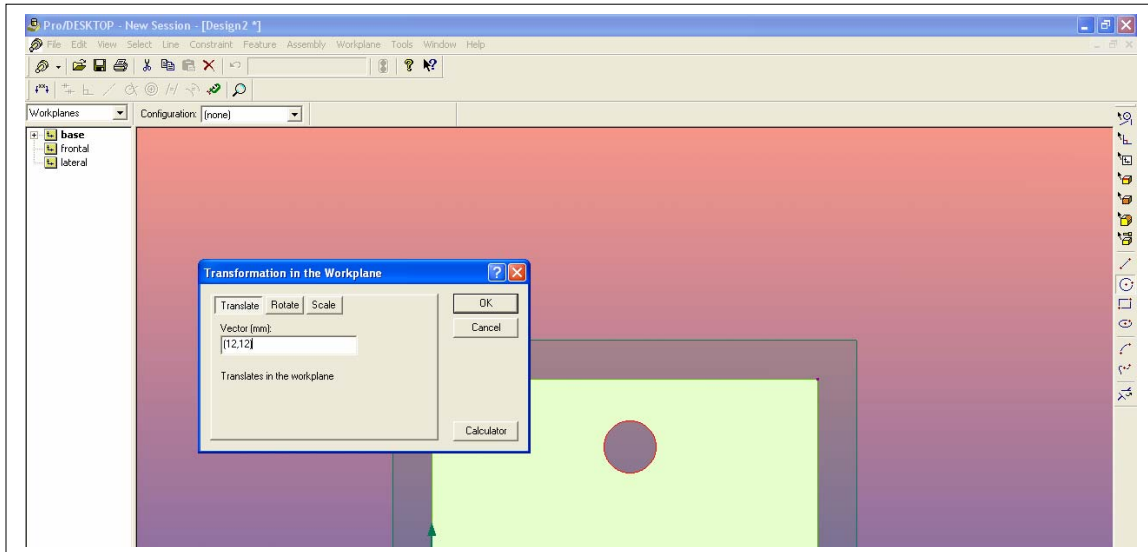
Ensure the circle is selected (**RED**).



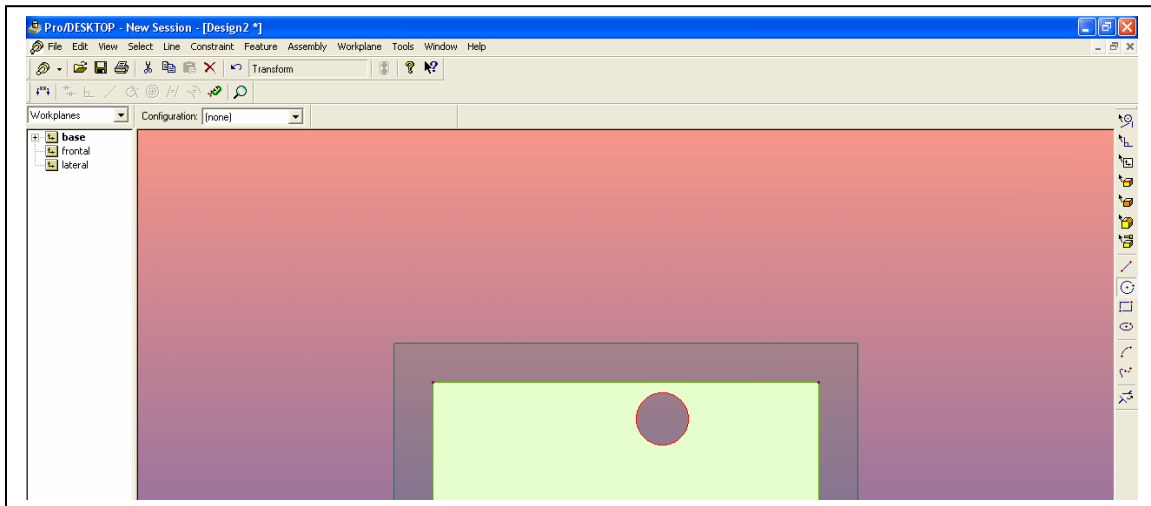
Transform

From the EDIT menu select Transform

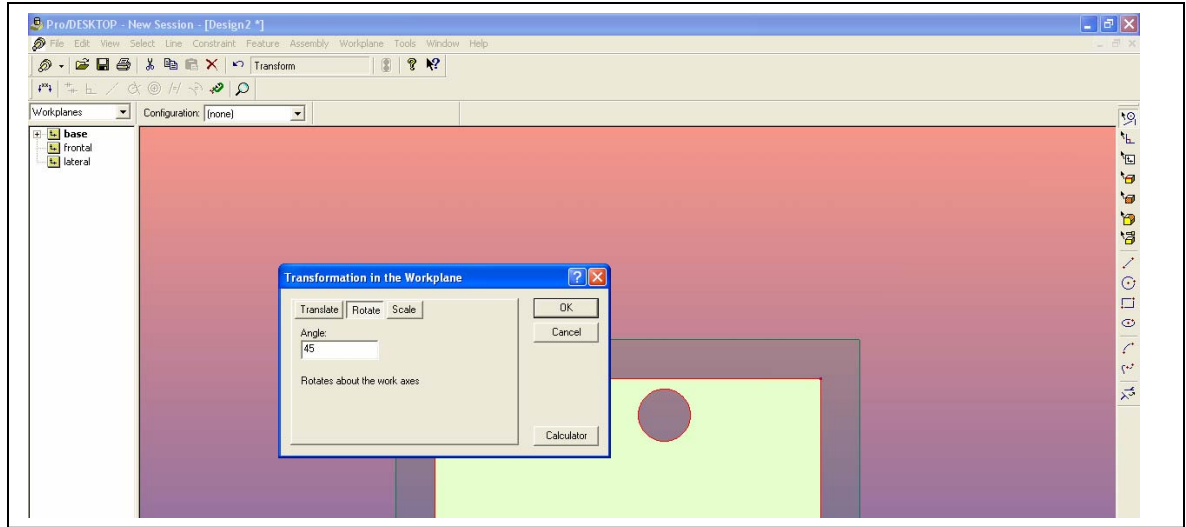
With the **Translate** option selected type (12,12) and then **OK**



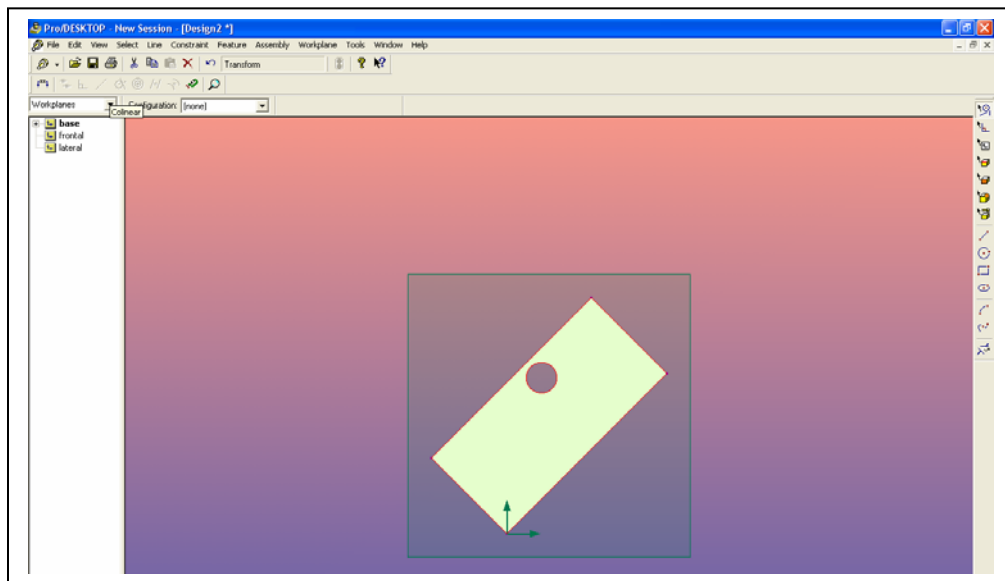
The **Centre** of the circle will move 12mm away from the axis in both the X and Y axes



Transform



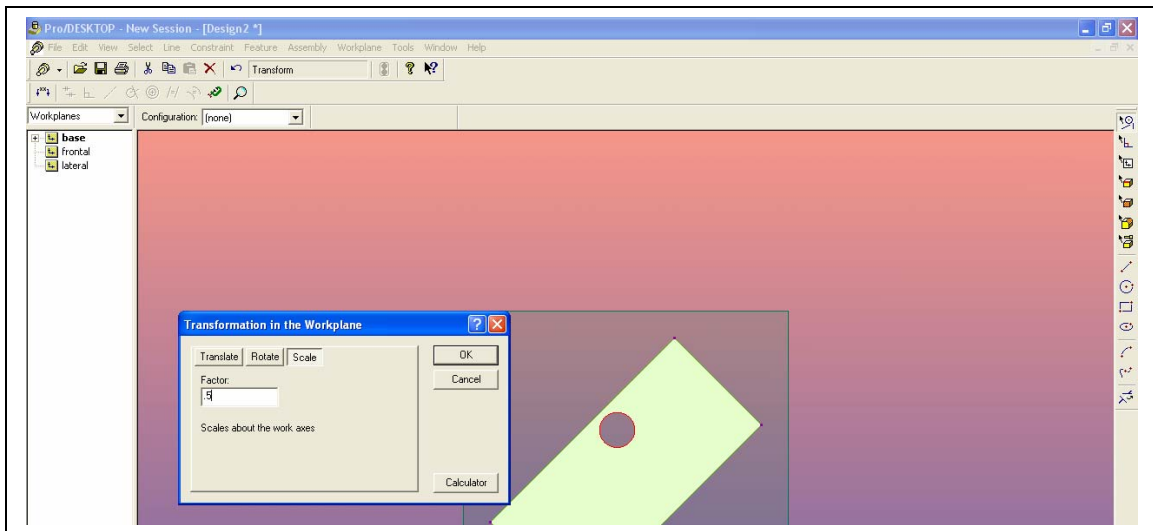
Type in 45° when the **Rotate** option is selected



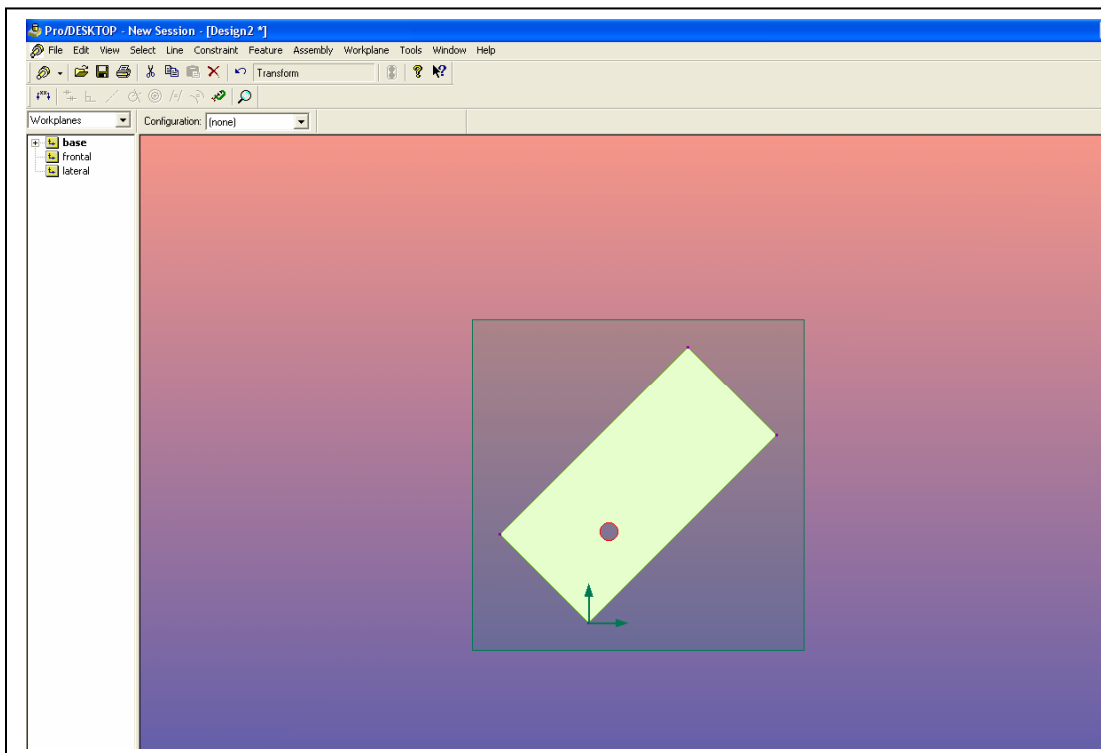
Just select the circle again so that only the circle turns **RED**

Transform

Go to **Edit \ Transform \ Scale** and type in **.5**



Now click **OK**



Note The circle will reduce by .5 and its position also reduces .5 from the original axis