

# FILLET command

2127 GstarCAD MY /KW April 14, 2022 [CAD Commands](#) 0 2103

The **FILLET** command is used to create fillets.

## Command Access:

**Ribbon** : Home > Modify > Fillet

**Menu** : Modify > Fillet

**Command** : FILLET

## Command Prompts:

Current settings: Mode =Trim, Radius=0.0000

Select first object or [Undo/Polyline/Radius/Trim/Multiple]:

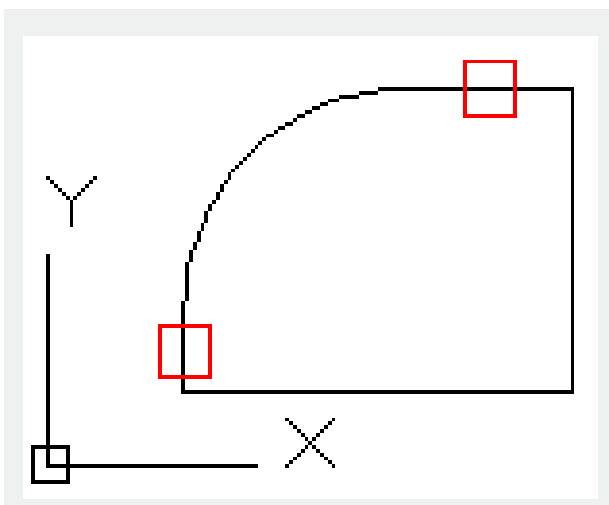
## Function Description:

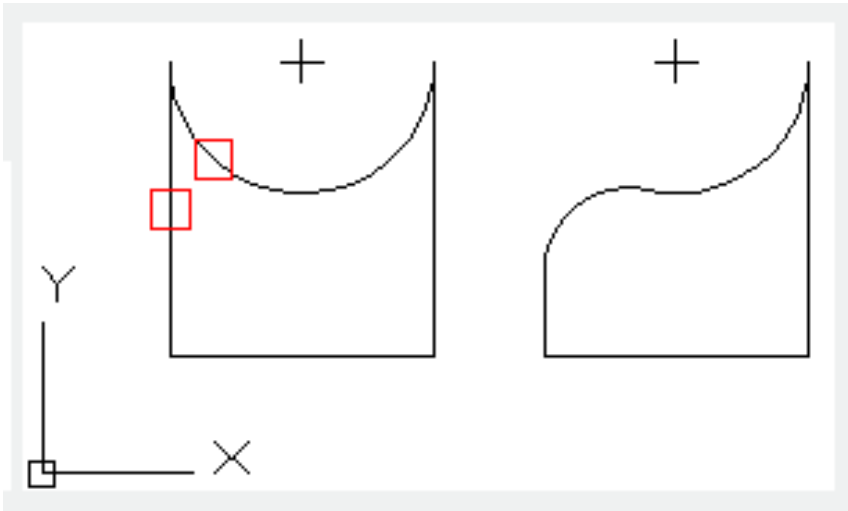
The fillet is tangent to selected two lines and the two lines are trimmed to arc. Users could specify the radius to 0 to create a fillet for a sharp angle. Users could create fillets for arcs, circles, ellipses, elliptical arcs, lines, polylines, splines, Xlines and for 3D solids and surfaces. If users want to create fillets for mesh objects, they should firstly convert them into solids or surfaces.

## Relative Glossary:

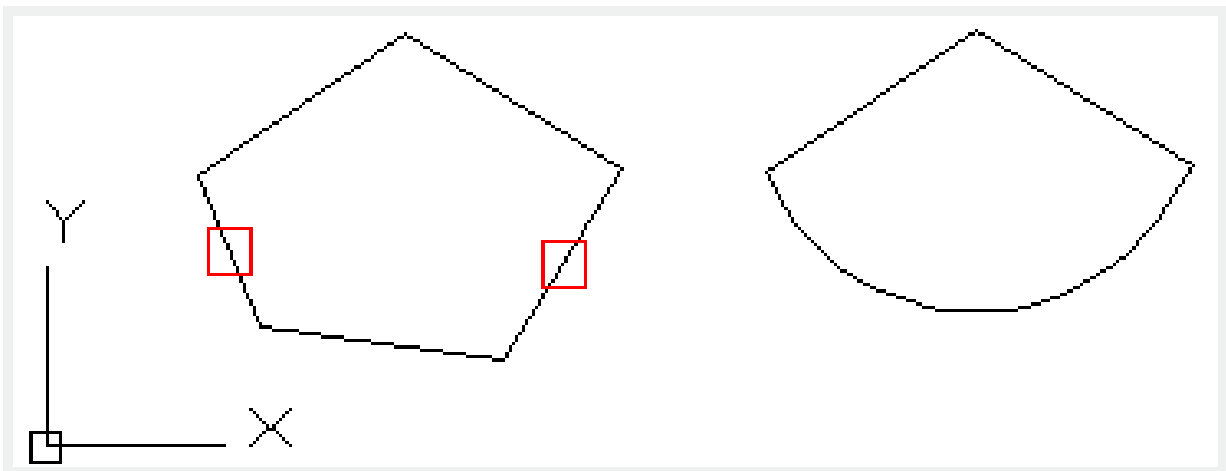
### Select first object:

Select one of two objects to define a fillet or select one edge of 3D solid. The length of objects will be adjusted to create fillets when selecting lines, arcs, or polylines. If pressing ENTER when selecting object, the current radius of fillet will be 0.

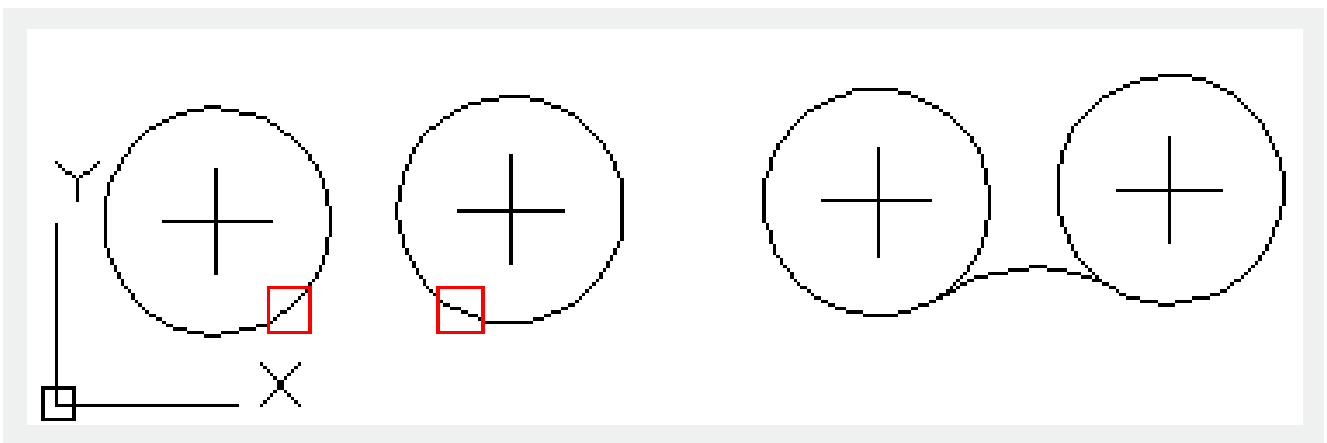


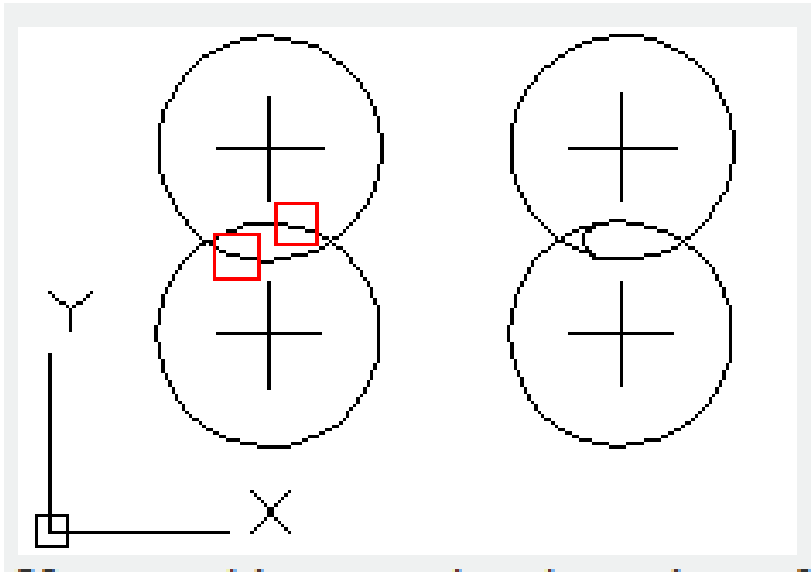


Users could select two line segments on a polyline to create a fillet. Those two lines could be adjacent or separated by another line. If they are separated by another line, the created fillet will be created and the separating line will be deleted.

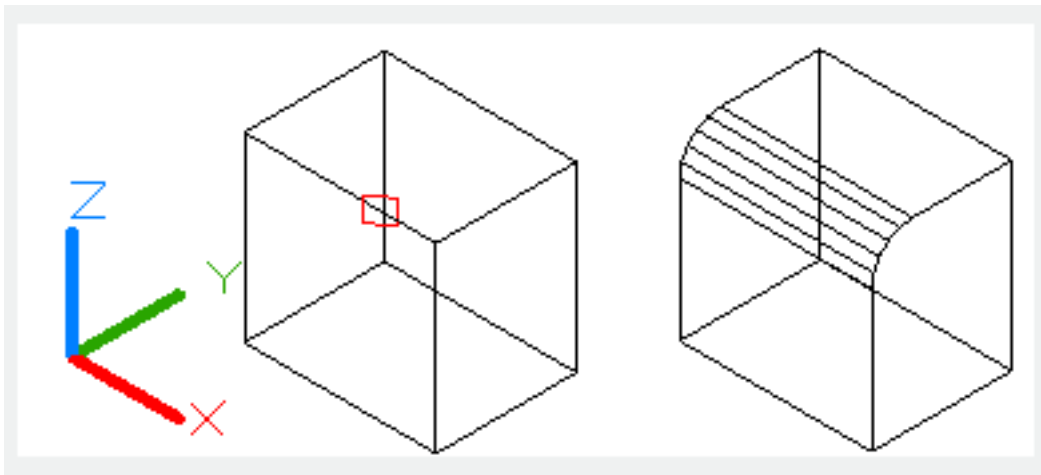


When creating fillets between circle and arc, there may be many kinds of fillets. The FILLET command will not trim circles.





Users could separately select edges of 3D solid to create fillets.



**Edge:**

Select the first edge and then continue to select, press ENTER to stop. If users select three edges of a cuboid to create fillets with the same radius and the three edges share one vertex, the vertex will be transformed as part of sphere.

**Chain:**

Change selection mode from single selection to chain selection. Chain selection is to continuously select tangency edges.

**Radius:**

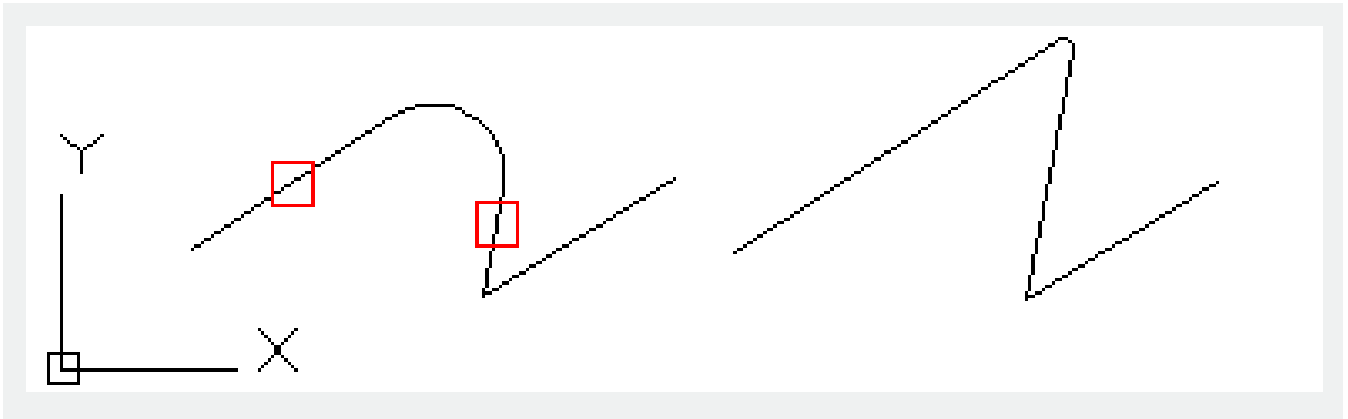
Define fillet radius.

**Undo:**

Restore the last action performed.

**Polyline:**

Insert a fillet at the each vertex of 2D polyline.

**Radius:**

Specify the radius of fillet.

The changed radius becomes the subsequent current radius. The changed radius value has no effect on existing fillets.

**Trim:**

Control whether to trim the specify edges to the endpoints of arc.

**Multiple:**

Create fillets for multiple object sets.

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