

# MVIEW command

2249 GstarCAD MY /KW August 19, 2021 [CAD Commands](#) 0 1317

The **MVIEW** command is used to create and control layout viewport.

## Command Access:

**Command** : MVIEW

## Command Prompts:

Switching to paper space.

Specify corner of viewport or [ON/OFF/Fit/Shadeplot/Lock/Polygonal/Restore/LAyer/2/3/4] :

## Command Description:

Users could create any number of viewports if necessary, but only 64 of them could be active at one time (reference to MAXACTVP system variable). Objects in model space could be seen in active viewports. The inactive viewport will display nothing. Users could select ON or OFF options to control the viewport to be active or inactive.

## Relative Glossary:

### Corner of viewport:

Specify the first corner of viewport.

### ON:

Activate the specified viewport. Objects in model space display in active viewports.

The MAXACTVP system variable could control the maximum number of active viewport. If the inputted number has exceeded the maximum of the MAXACTVP defined, it will close one viewport to display another one.

### OFF:

Make the specified viewport inactive. Objects in model space will not display in inactive viewport.

### Fit:

Create a viewport to cover all printable area of the layout.

### Shadeplot:

Specify how to print viewport in named paper space.

### As Displayed:

Print the viewport as the displayed way.

### Wireframe:

Specify the wireframe of printing viewport without regard to the current display mode.

### Hidden:

Eliminate hidden lines when printing specified viewport without regard to the current display mode.

### Visual styles:

Print viewport by specified visual styles.

### Rendered:

Print viewport by specified rendered styles.

**Lock:**

When working in the model space, it is forbidden to modify the scale factor of specified viewport.

**Object:**

Specify close objects and convert them to viewport. The close object could be polylines, ellipses, splines, regions, or circles. The specified polyline must be close and with three vertexes at least. It could be intersected or contain arcs and segments.

**Polygonal:**

Create an irregular polygon shaped viewport by specified points.

**Arc :** Add arc segments to polygonal viewport.

Users could reference to the ARC options of the PLINE command to create arcs.

**Length :** Draw a line with specified length and the same angle of last one (line or arc). If last object is an arc, the new line is tangent with it.

**Undo :**Delete the new added line or arc in polygonal viewport.

**Restore:**

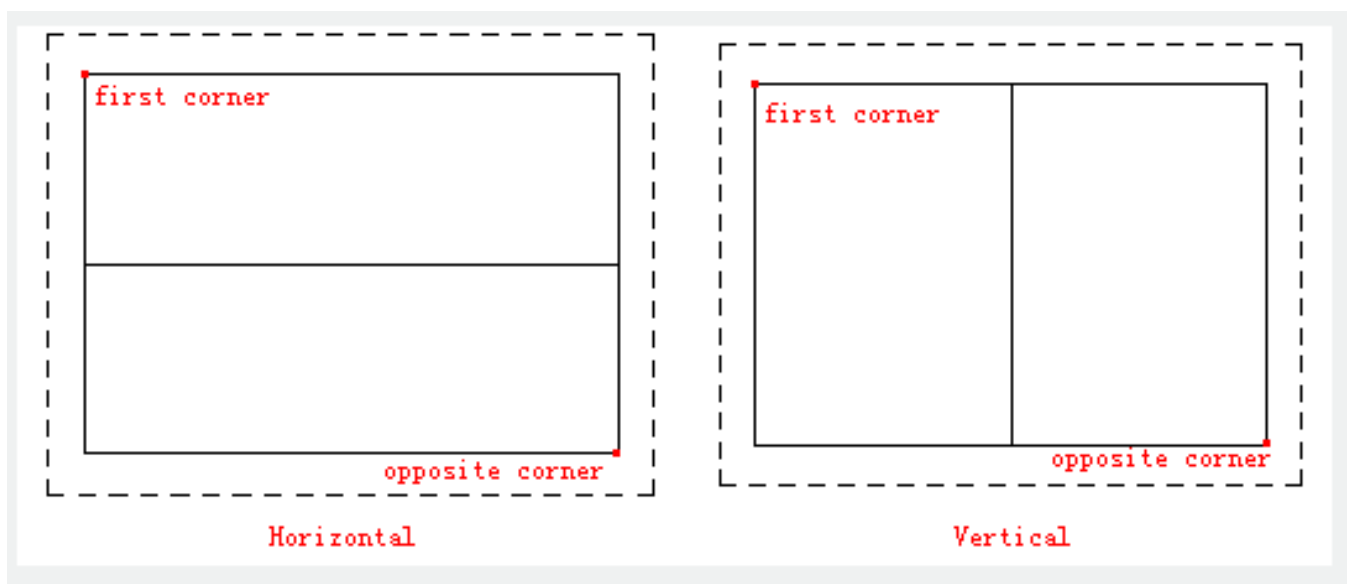
Restore viewport settings saved by the VPORTS command.

**Specify first corner :** Specify the position and size of new viewport by box selecting and adjusting the selected region.

**Fit :** Adjust the size of viewport to full of drawing area.

**Layer :** Reset viewport layer property overrides to their global properties.

**2 :** Divide specified region into two equal viewports in horizontal or vertical direction.



**First corner:**

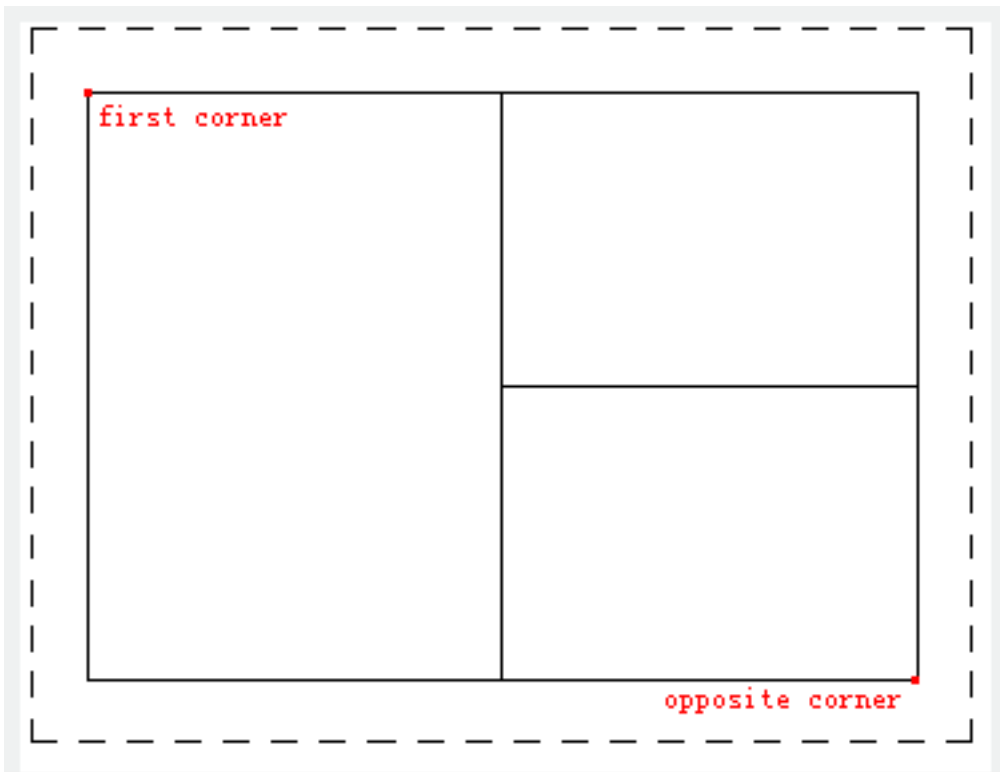
Specify the position and size of new viewports by box selecting and adjust the selected region.

**Fit:**

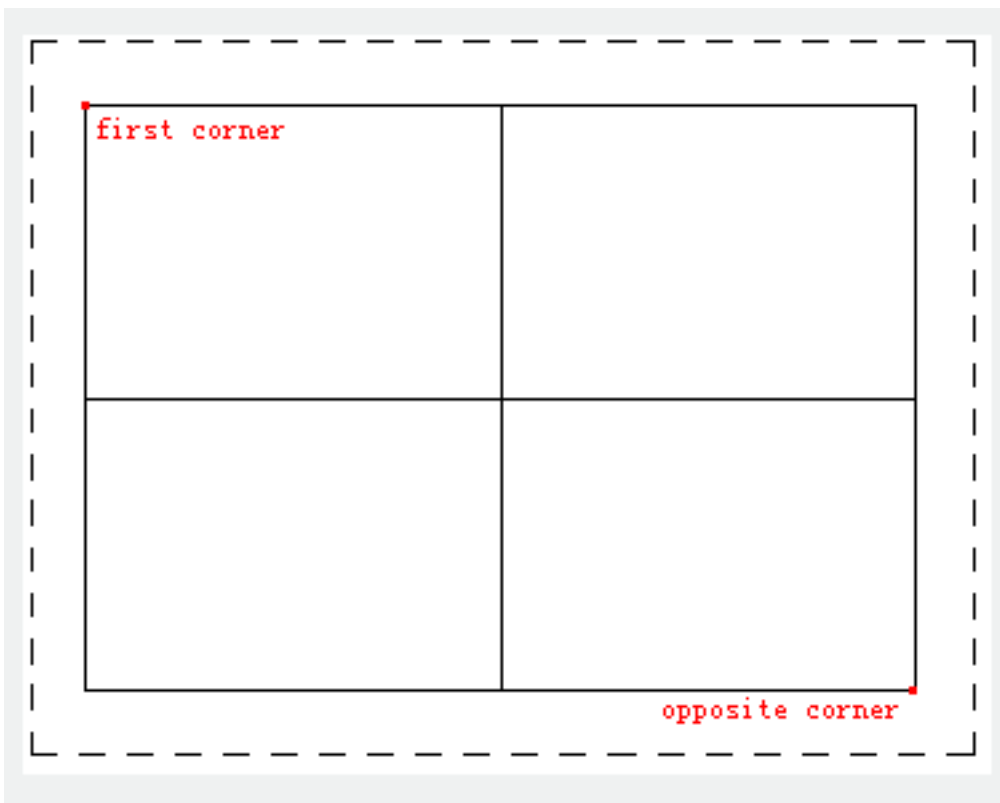
Adjust the viewport to full of drawing area.

3 : Divide specified region into three viewports.

"Horizontal" and "Vertical" options will divide the specified region into three viewports and other options (Above, Below, Left, Right) could specify the position of much bigger one.



4 : Division specified region into four equal viewports.



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