

# DVIEW command

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The **DVIEW** command used to define parallel projection or perspective views by using a camera and target.

**Command Access:**

**Command entry :** DVIEW

**Command Prompts:**

**DView :** [CAmera/TArget/TWist/Distance/POints/Off/Hide/PAn/Zoom/eXit]<eXit>:

**Camera :** Specify a new camera position by rotating the camera around the target point.

**Target :** Specify a new position for the target by rotating it around the camera.

**Twist :** Twist or tilt the view around the line of sight.

**Distance :** Move the camera in or out along the line of sight relative to the target.

**Points :** Using X,Y,Z coordinates to locate the camero and target points.

**Off :** Turn off perspective viewing.

**Hide :** Suppress hidden lines on the selected objects to aid in visualization.

**Pan :** Move the image without changing the level of magnification.

**Zoom :** Increase or decrease the apparent size of objects in the current viewport dynamically when perspective viewing is off .

Online URL: <https://www.kb2.gstarcad.com.my/article.php?id=2107>