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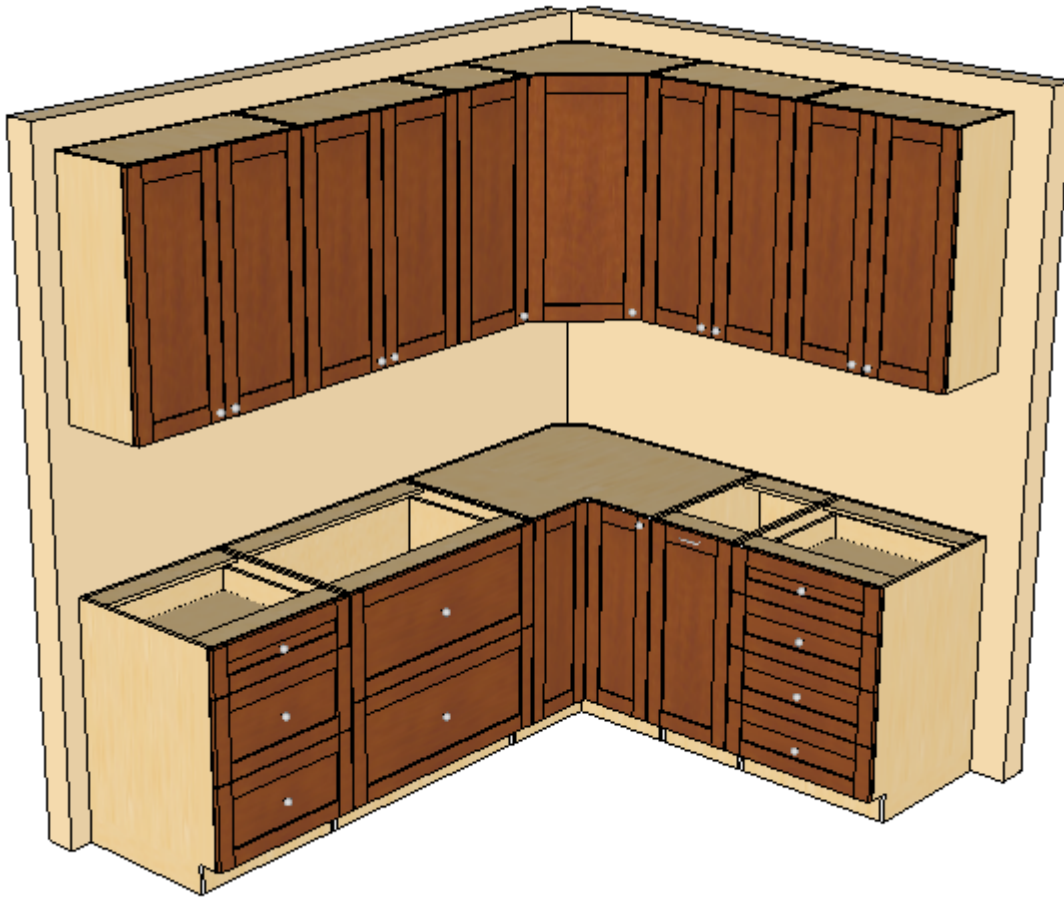
Face Me

The Face Me operation uses the selected component to re-position the model so that the component is now facing directly towards you. You can use this in conjunction with the Toggle 3D function to quickly re-position the scene for a 2D elevation view.

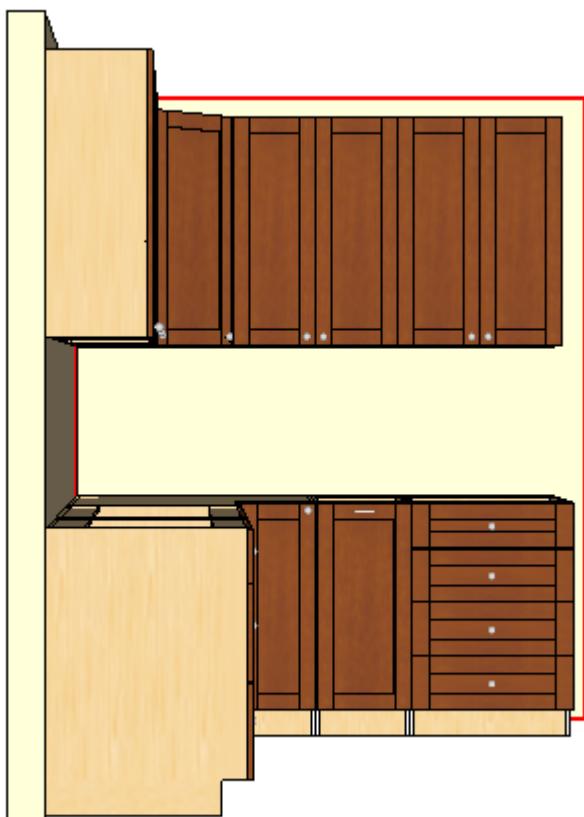
Usage:

- single component

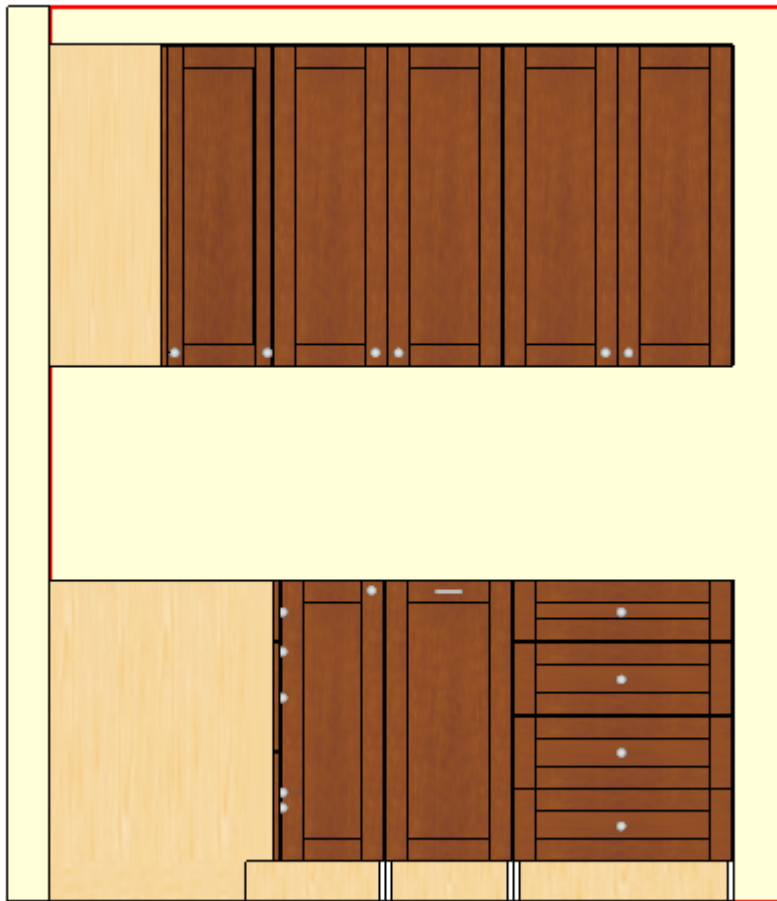
... 3D Perspective View ...



Click on the Right wall and select Face Me.



Change your view to Parallel Projection by toggling the 3D Mode.



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