Rotating Components

- You cannot rotate a component whose position is fixed or fully defined.
- You can only rotate a component within the degrees of freedom allowed by its mating relationships.

CONTENTS

- Dropping to Rotate a Component
- Using a Trial to Rotate a Component
- Using the PropertyManager to Rotate a Component

I know when you first put in a hinge like "C" in rhino you can press tab and rotate them, but it only rotates in a few positions, so that's why you can sort rotate the part in 3D, adjust relative to it, make it so it moves over the fulcrum. I really can't move it with the tabs but I always find what I do that my 3D axes don't end up straight. Ugh! Thanks for any help.