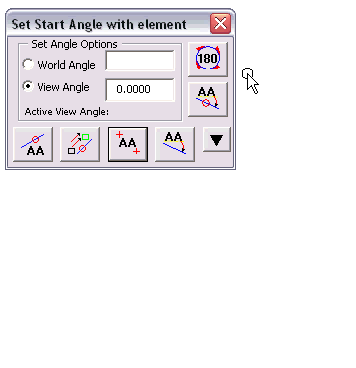
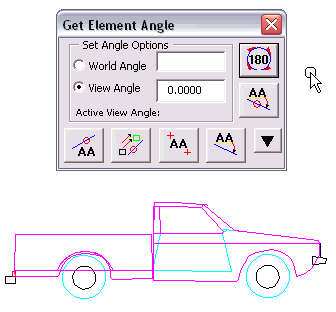
This tool has many functions that can be useful when dealing with angles.

The three files ActiveAngleAssistant.mvba, genMicroStation.mvba, and ActiveAngleAssitant.docx must be located in a folder that is included in the **MS\_VBASEARCHDIRECTORIES** variable.

To start the application key-in, vba run [ActiveAngleAssistant] ActiveAngleAssistant



**Rotate 180** allows you to quickly flip a cell or piece of text by 180 degrees! As a bonus it also works with a fence or selection set!



**Rotate To Selected** rotates text or cells to match the angle of another element. Excellent for aligning text!

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**Rotate To Active Angle** lets you rotate a cell or text element to the current active angle individually, by fence, or by selection set. Note, this doesn't rotate them *by* the active angle like the *Rotate Element* command, but rather it rotates the selected elements *to* that angle.

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Note: When you activate any of the three functions above, you will also be presented with an additional Tool Settings box that allows you to select a couple of rotate options. The animated clips do not show this feature.

Note: The following angle retrieving functions do not work on a rotated view in a 3D file.  
  
  
**Set Active Angle by 2 Points** sets the active angle based on two data points....it can't get any easier than that!

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**Set Start Angle** Sets the *Start Angle* in the *Locks* dialog by simply selecting an element. The Start Angle is an angle in the range 0-180° degrees, relative to the view x-axis that is used as a starting angle by Axis Lock.

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For those of you who don't use the Axis Lock, now might be a nice time to learn a new thing or two. Essentially, when the Axis Lock is turned *on*, each data point that you enter is \*forced\* to lie at an angle (or multiples of that angle) from the previous data point. For additional information, please refer to MicroStation's Help file.  
  
  
**Get Element Angle** sets the active angle to that of the selected element. This particular button is also influenced by the additional settings exposed when you select the little arrow button.  
  
  
**Add Value to Selected Element** will set the active angle to the element of the angle *plus* the value you enter. You can see this being demonstrated in the clip below. The line is at 25 degrees, but by adding a value of 10 in this field, the active angle is actually set to 35 degrees.

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In addition to adding a custom value to the active angle, you can also poke on the labelled buttons to increase or decrease your active angle by the buttons value.

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