MONTANA
Department of Transportation

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MDT Civil 3D State Kit - Align Viewport

YOUTUBE VIDEO DOCUMENTATION

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OVERVIEW

When a view frame is changed (location, rotation, or scale) *after* sheet layouts are created, the associated sheet layout viewport does not update. Realigning a view inside a paper space viewport to a view frame in model space is not easily done and takes multiple steps.

The **Align Viewport** command will align a view inside a paper space viewport to a specific location and rotation in model space.

Location and rotation are defined by two points selected in model space. The first (left) point is the origin point, and the second (right) point defines the x-axis of the view in the positive direction. The points picked in model space align with the midpoints of the left and right edges of the paper space viewport. The model space view in the paper space viewport will rotate and align to this axis.

The **Align Viewport** command is developed and provided by WisDOT.

COMPANION DOCUMENTATION

YouTube Video Link: https://youtu.be/kBJ57at5J40?si=Tz6N67j6_EJyybP4

USING THE COMMAND

1. This command must be started in a layout tab.
2. Type **MDTALIGNVIEWPORT** at the command line or press the **Align Viewport** ribbon button.
3. Pick point inside Viewport:
4. The command will switch to model space.
5. Pick left midpoint:
    a. The left pick point is the origin.
    b. This point will align with the midpoint of the left edge of the paper space viewport.
6. Pick right midpoint:
    a. The right pick point defines the X-axis in the positive direction.
    b. This point will align with the midpoint of the right edge of the paper space viewport.
7. The command will switch back to the layout.

The command has two options for scaling the view inside the viewport.

8. Set view to [Width Scale]:
    a. Width
        a. The view rotates and shows the entire width between the picked points, scaled to fit the viewport.
    b. Scale
        a. Enter Scale
            i. Enter scale in feet
        b. The view rotates and aligns the area between the points centered inside of the viewport *at the specified scale*.