Rotate Points and Blocks

Civil 3D 2008 **MUST** be running for this routine to operate.

How to run a VBA routine in Civil 3D:
1. Load the routine by:
   a. Dragging the VBA file "**Rotate Points.dvb**" from Windows Explorer into your drawing window.
   b. Type **VBAMAN** on the command line, click Load and browse for "**Rotate Points.dvb**"
2. Type **VBARUN** on the command line, select the "**Rotate Points.dvb**" macro from the list, and click **Run**.

Rotate Points.dvb will rotate **AECC_COGO_POINTS and blocks** to match the alignment's angle at the station where the point or block has been inserted. You are prompted to enter an offset from the alignment. **Rotate Points.dvb** will rotate only the objects that fall within this offset.
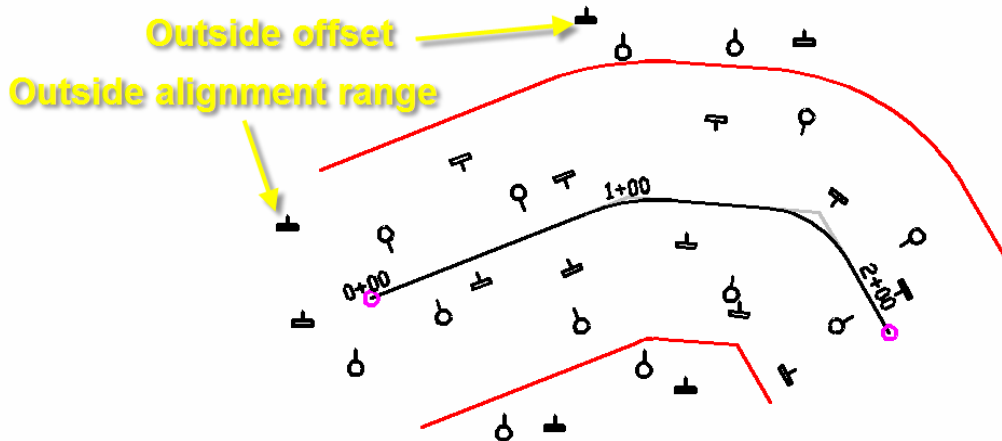
Depending on how your blocks have been defined, they may not be rotated as expected; usually 90 degrees different. Redefine the block so that they rotate as expected or apply a rotation to all of the affected objects.

For the example shown below, everything in the drawing as shown has been selected.

Before
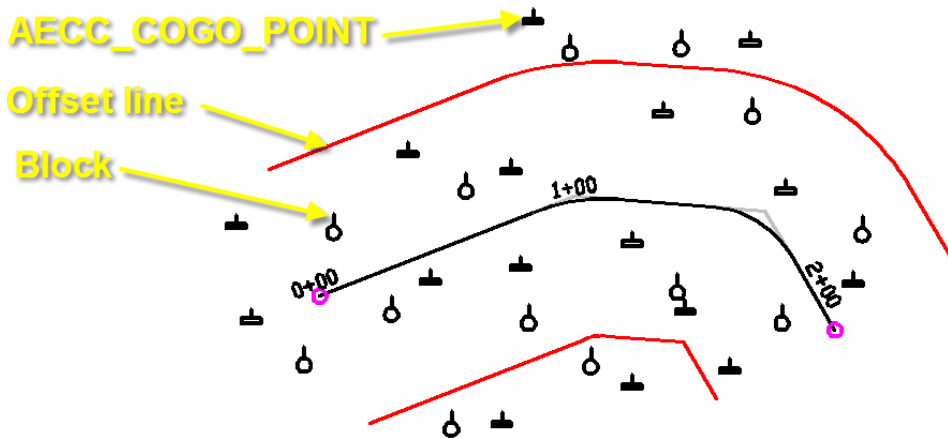
After

If there are any points or blocks either outside the offset tolerance or outside the alignment range a window will pop up informing how many objects are out of range.