

Rotating objects

Use the **Geometry** palette to rotate artwork, marks, and dies. You can rotate an entire die, but not individual die stations.

1. If the **Geometry** palette is not currently shown, select **Window > Show Geometry Palette**.
2. In the layout, select the object that you want to rotate.
3. On the reference point diagram, click the point around which you want to rotate the object. If you want it to remain in the space it currently occupies, click the center point.
4. In the **Edit selection orientation** box, type the amount you want to rotate the object (you do not need to type degrees).
5. Press Enter.

Note: You can also rotate artwork or step-and-repeat items via a right-click of the mouse. Select from 0, 90, 180, or 270 degree rotation options.