# *Part Rotation*

This Tech Tip looks at how to rotate parts or assemblies about the point you want rather than the origin point.

I have a large assembly and when I'm zoomed in and try to rotate the part, it flies off the screen. Is there a better way to control the rotation?

Did you know that you can do this in Solid Edge using the middle mouse button? The problem here is that the default center of rotation is (0,0,0). So if you are zoomed in, away from the origin, any rotation appears to rotate out of view. What you need to do is change the center of rotation by following these steps:
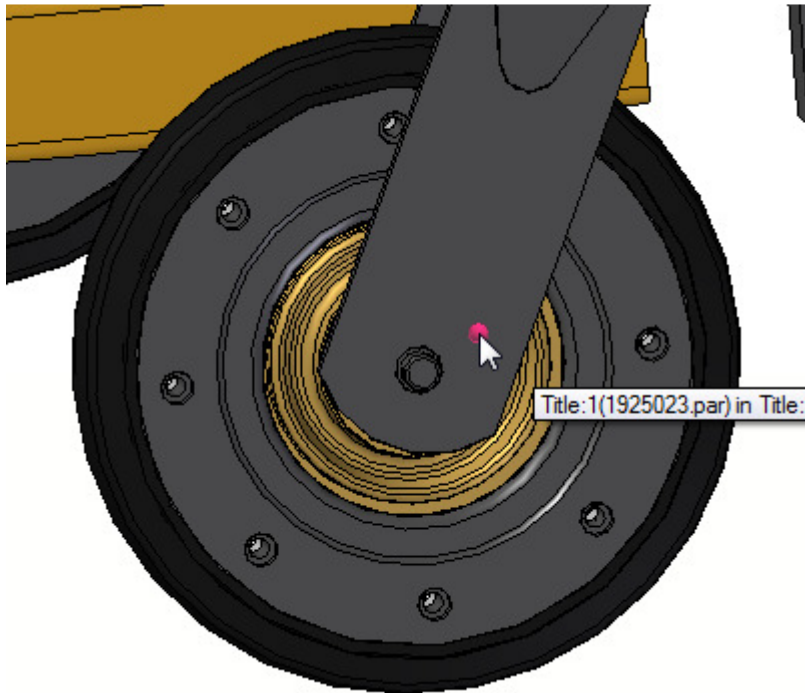
- Zoom into the area you want to view.
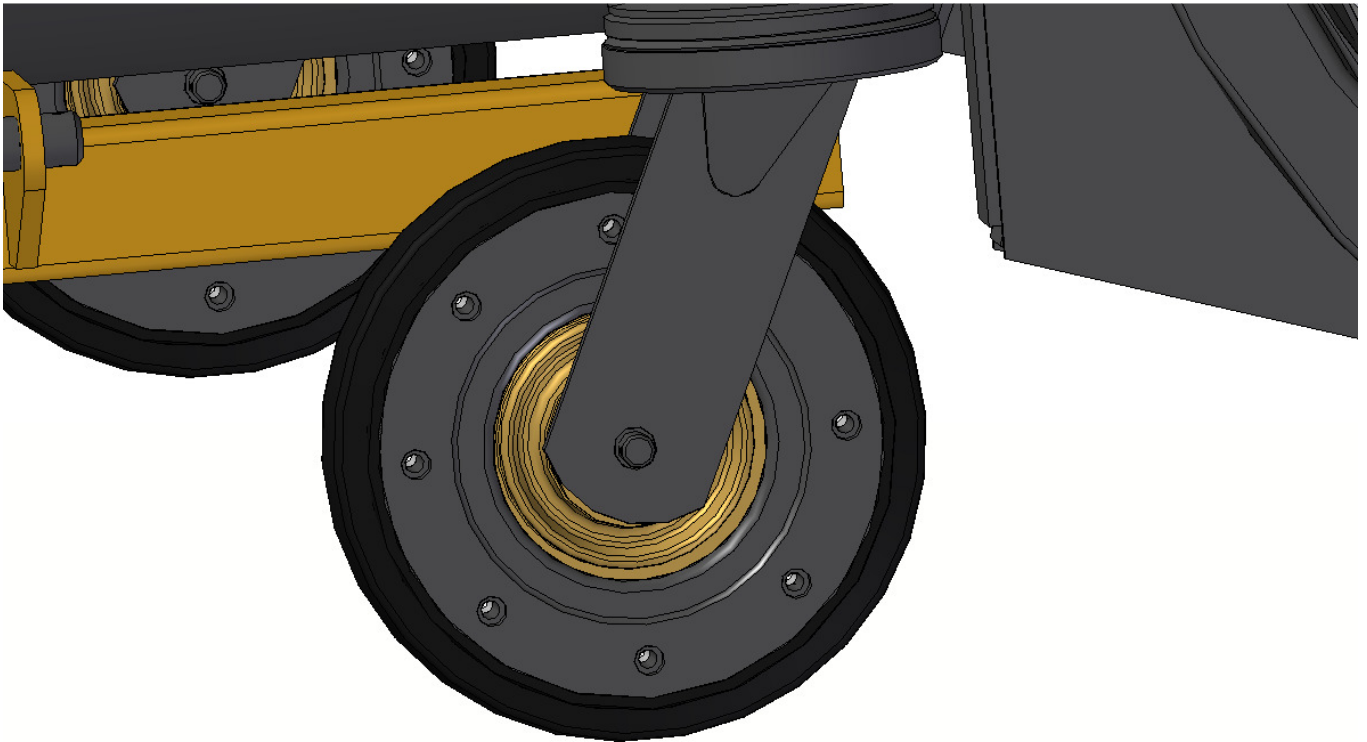
- Click your Select tool. Notice that the cursor has a small gold box beside it.


- Click the middle mouse button, in an empty space, and the gold box will disappear.

- When the gold box disappears, move the cursor over the model. Notice the bright pink dot attached to the cursor.

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- This bright pink dot represents the center of your next rotation. Move it to where you want the center of rotation to be, and then hold down your middle mouse button to rotate.
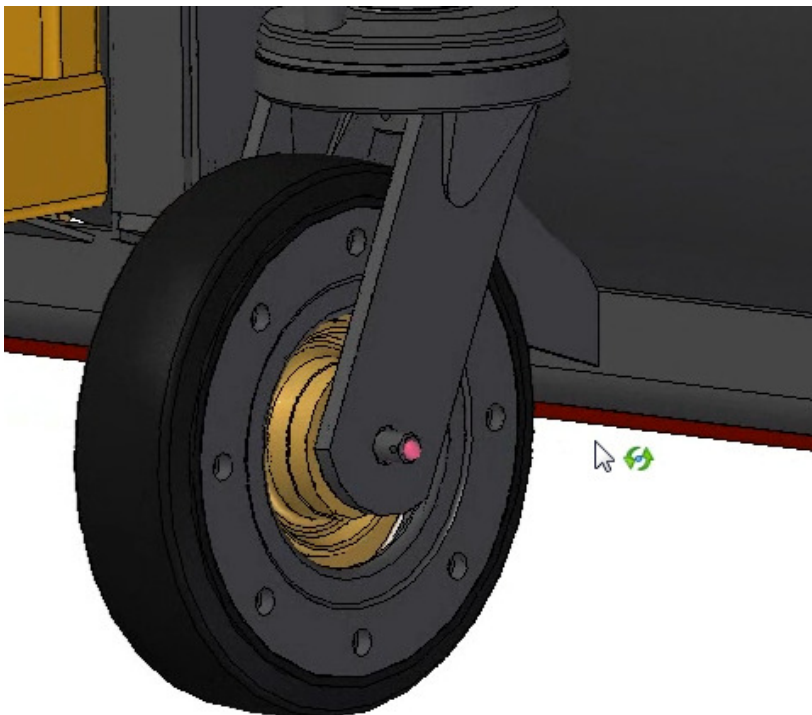
- Notice the rotation symbol on the cursor, and that you are rotating around the pink dot.

When you release the middle mouse button you are placed back into selection mode. You can also use this in the part or sheet metal environments. For more information, and additional mouse tips, read the Solid Edge Help docs under the "Using the mouse" heading.