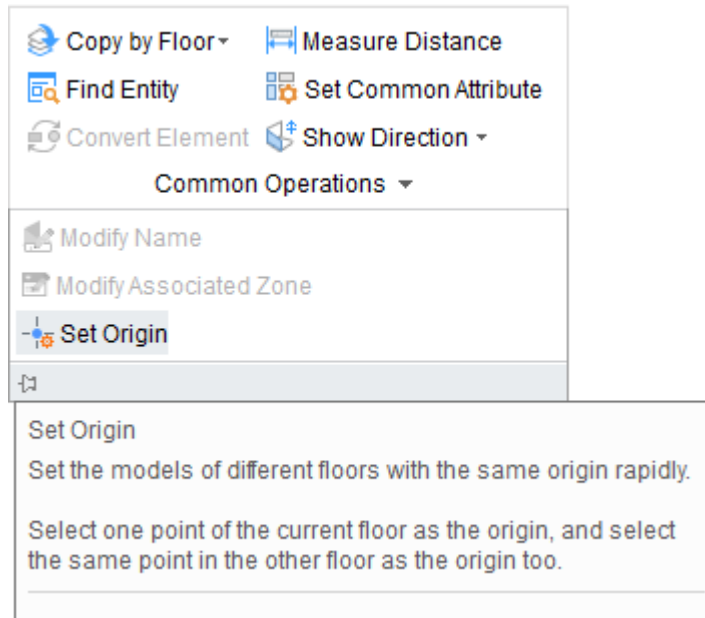


# Set Origin

You can use this function to adjust the origins of models rapidly.

1. Click **Set Origin**, and select a new origin.



2. The coordinates of all entities in the current floor are calculated and updated based on the new origin. To align the floors, set origins at the same location for all floors.