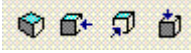# Changing view direction

The following pieces of code changes the viewing angle of the model and fits it on the screen in the same manner as these buttons: (Iso view (F5), View from X (F6), View from Y (F7), View from Z (F8)).

The code pieces can be used if you are making an illustrated report, or for other purposes. They change the view direction and make a new ModelView.

Diagonal view:

```
ModelView_temp = ModelView(Point(0 m,0 m,0 m), Point(-1 m,1 m,-1 m),
Vector3d(0 m,0 m,1 m));
ModelView_temp.activate();
Graphics.fitModel();
```

Another diagonal view:

```
ModelView_temp = ModelView(Point(0 m,0 m,0 m), Point(1 m,1 m,-1 m),
Vector3d(0 m,0 m,1 m));
ModelView_temp.activate();
Graphics.fitModel();
```

Seen along x-axis:

```
ModelView_temp = ModelView(Point(0 m,0 m,0 m), Point(1 m,0 m,0 m),
Vector3d(0 m,0 m,1 m));
ModelView_temp.activate();
Graphics.fitModel();
```

Seen towards x-axis:

```
ModelView_temp = ModelView(Point(0 m,0 m,0 m), Point(-1 m,0 m,0 m),
Vector3d(0 m,0 m,1 m));
ModelView_temp.activate();
Graphics.fitModel();
```

Seen along y-axis:

```
ModelView_temp = ModelView(Point(0 m,0 m,0 m), Point(0 m,1 m,0 m),
Vector3d(0 m,0 m,1 m));
ModelView_temp.activate();
Graphics.fitModel();
```

Seen towards y-axis:

```
ModelView_temp = ModelView(Point(0 m,0 m,0 m), Point(0 m,-1 m,0 m),
Vector3d(0 m,0 m,1 m));
ModelView_temp.activate();
Graphics.fitModel();
```

Seen along z-axis:

```
ModelView_temp = ModelView(Point(0 m,0 m,0 m), Point(0 m,0 m,1 m),
Vector3d(0 m,1 m,0 m));
ModelView_temp.activate();
Graphics.fitModel();
```

Seen towards z-axis:

```
ModelView_temp = ModelView(Point(0 m,0 m,0 m), Point(0 m,0 m,-1 m),
Vector3d(0 m,1 m,0 m));
ModelView_temp.activate();
Graphics.fitModel();
```