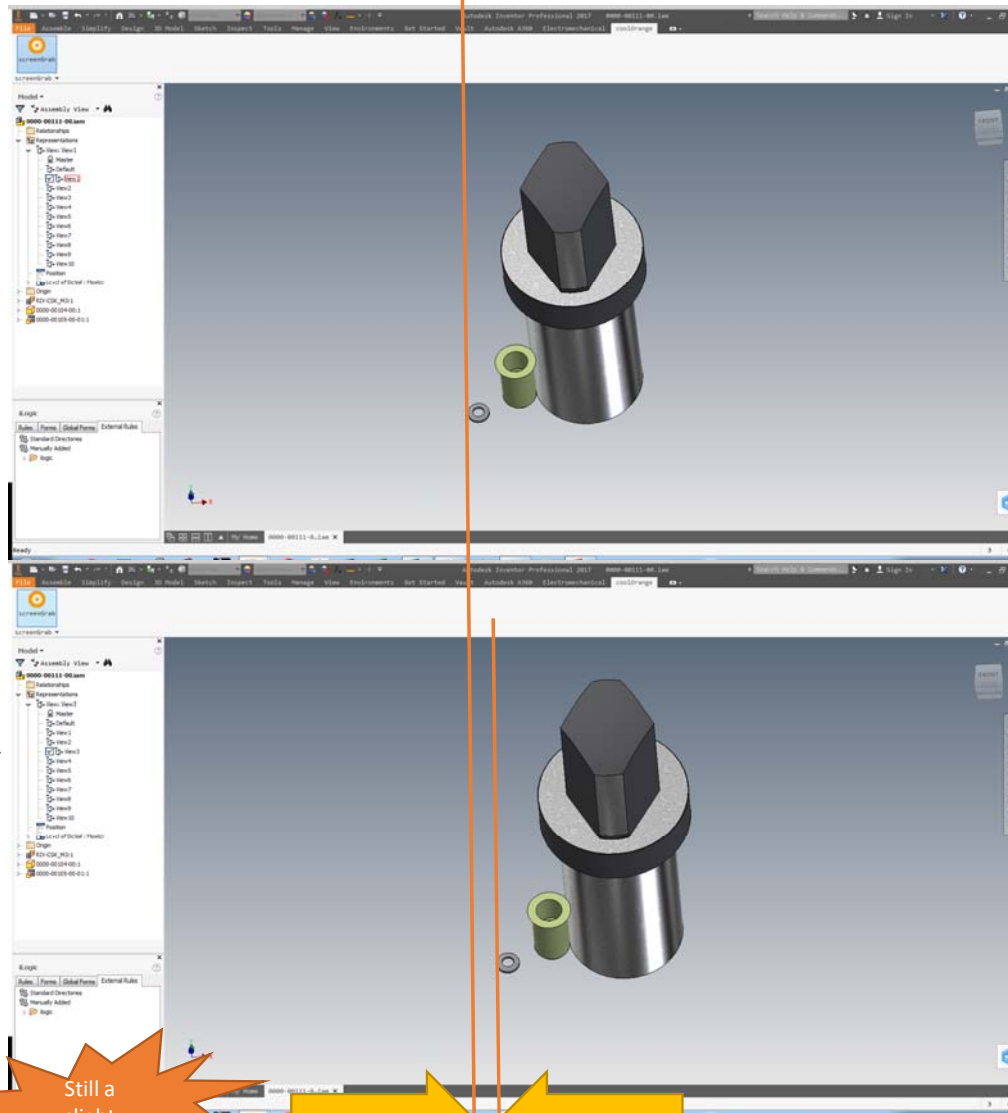


View 1 →

View 3 →

Still a
slight
offset here



Sub Main()

```

Dim oDef As ComponentDefinition
Set oDef = ThisApplication.ActiveDocument.ComponentDefinition
Dim copyDesign As DesignViewRepresentation
Dim oView As DesignViewRepresentation
Dim eye, target As Point
Dim upVector As UnitVector

Set copyDesign =
oDef.RepresentationsManager.DesignViewRepresentations.Item("View1")
Call copyDesign.Activate
Dim currentView As View
Set currentView = ThisApplication.ActiveView
Dim currentCamera As Camera
Set currentCamera = currentView.Camera
Dim tg As TransientGeometry
Set tg = ThisApplication.TransientGeometry
Set eye = tg.CreatePoint(currentCamera.eye.x, currentCamera.eye.y,
currentCamera.eye.z)
Set target = tg.CreatePoint(currentCamera.target.x, currentCamera.target.y,
currentCamera.target.z)
Set upVector = tg.CreateUnitVector(currentCamera.upVector.x,
currentCamera.upVector.y, currentCamera.upVector.z)
Set oView =
oDef.RepresentationsManager.DesignViewRepresentations.Item("View3")
Call oView.Activate
Dim docCamera As Camera
Dim docView As View
Set docView = ThisApplication.ActiveView
Set docCamera = docView.Camera
docCamera.eye = eye
docCamera.upVector = upVector
docCamera.target = target
Call docCamera.Fit
Call docCamera.Apply
Call docView.Update
oView.AutoSaveCamera = True
End Sub

```