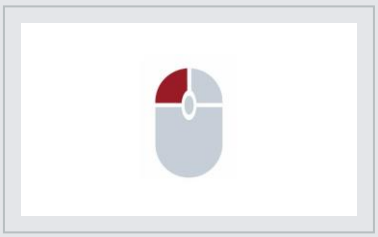
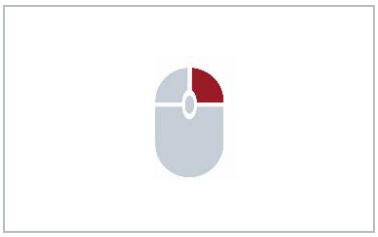
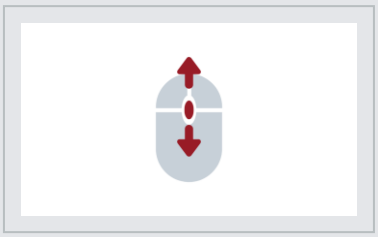
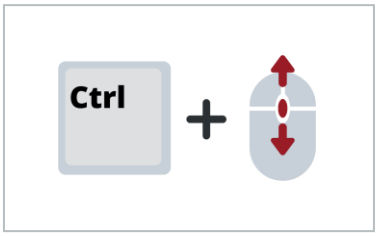
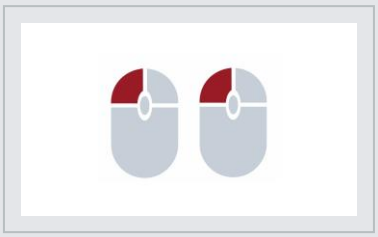
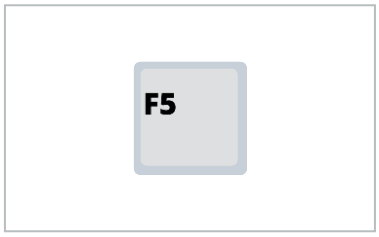
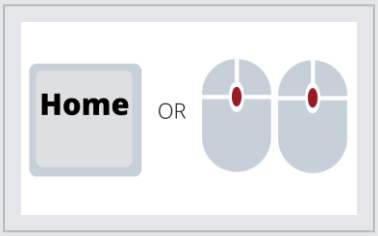
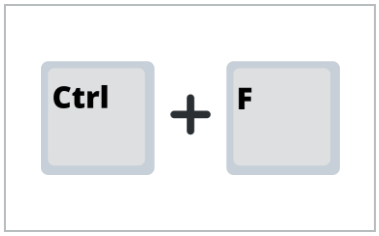
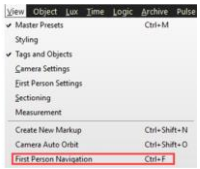
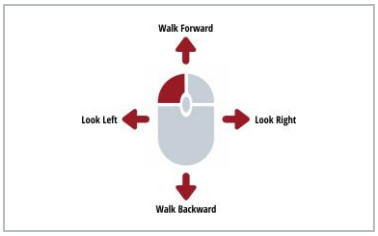
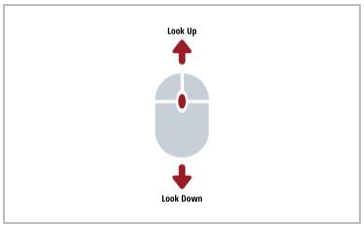
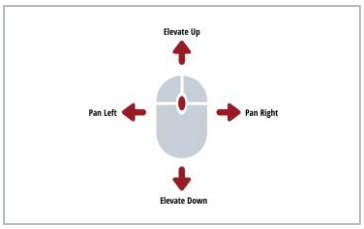
1.1 HOT KEYS

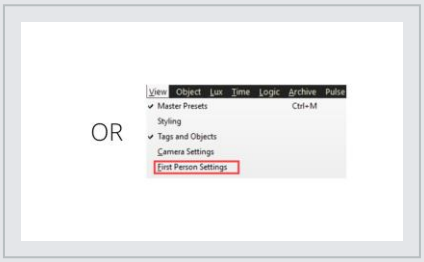
Viewer Navigation

Function	Action	Description
Orbit		Left click and hold to revolve around, or orbit, the object or model
Pan		Right click and hold to maintain the object's position while moving, or panning, your view of the object or model
Zoom (to center of view)		Scroll the wheel away from you to zoom in and toward you to zoom out
Zoom to Cursor		Hold the CTRL key and use the scroll wheel to zoom to, and away from, the cursor. Your cursor must be over a model element
Zoom to Object / Set Center		Double left click an object to zoom the camera to an object. This will set the center of orbit to the object

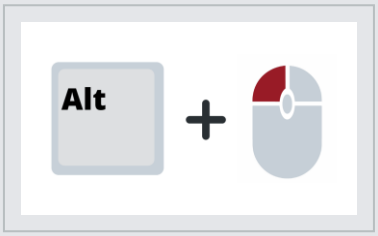
Viewer Navigation (continued)

Function	Action	Description
Zoom to Selected Object		Select an object and press the F5 key to zoom the camera to frame the selection
Zoom to Home Position		Use the Home key or double click the mouse wheel to zoom the camera to frame the extents and home position of the 3D environment
First Person Toggle	 OR OR 	  

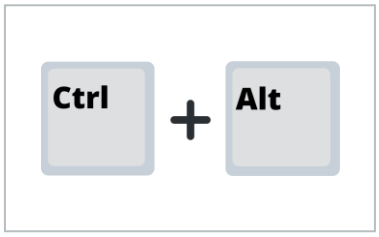
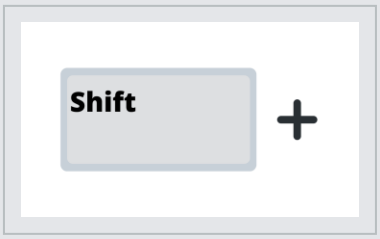
Viewer Navigation (continued)

Function	Action	Description
Adjust Walk Speed	OR 	Walk Speed enables you to change the speed up or slow down when walking through the model

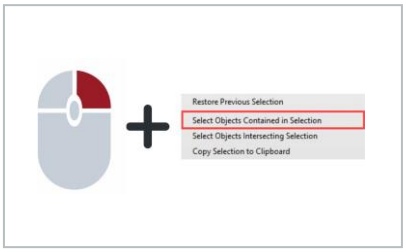
Model Object Selection

Function	Action	Description
Select Object	 OR	Allows you to select an object

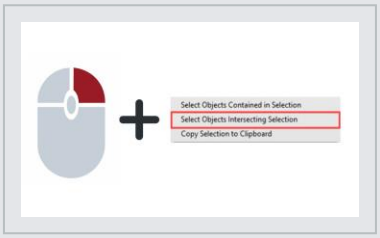
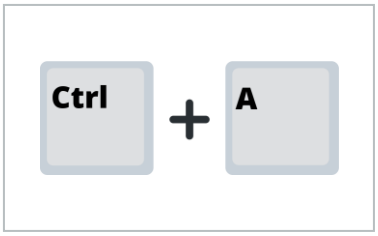
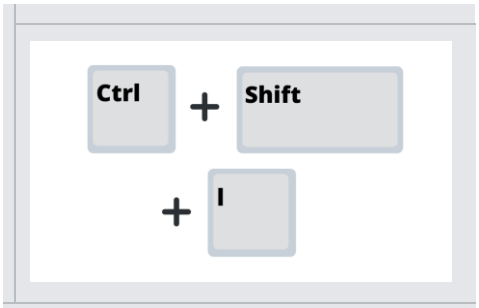
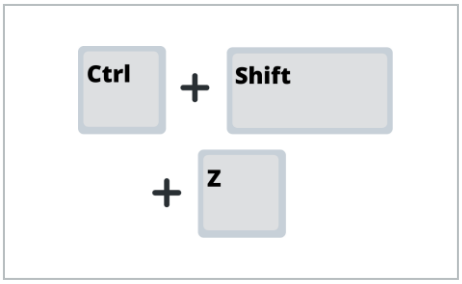
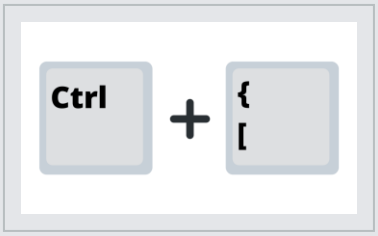
Model Object Selection (continued)

Function	Action	Description
Select Transparent Object	 	Allows you to select transparent objects
Add / Remove to Selection	 OR 	Adds unselected objects to the current selection set, or, removes selected objects from the existing selection set

Model Object Selection (continued)

Function	Action	Description
Window Selection	 OR 	Selects objects completely within the window
Crossing Selection	 OR	Selects objects that are both completely in the window and those that cross into the window

Model Object Selection (continued)

Function	Action	Description
		
Select All		Initiates the select all action. A dialog box will appear to confirm this action
Invert Selection		Inverts the selection set of objects
Restore Previous Selection		Restores the selection set to the previous selected objects
Selection Filter		Opens the Selection Filter dialog box and allows you to filter down the selection set

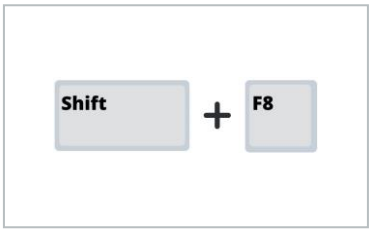
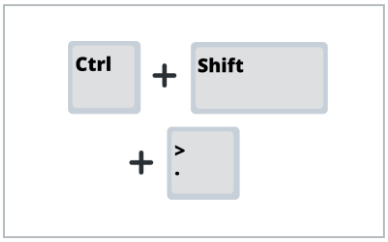
Model Object Selection (continued)

Function	Action	Description
Clear Selection		Clears the current selection

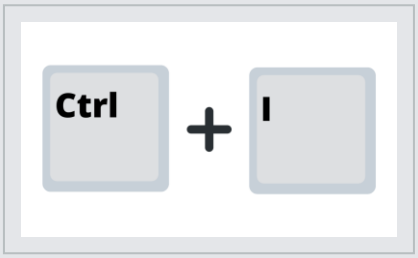
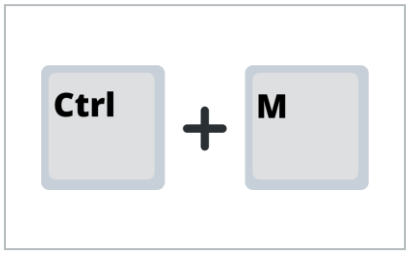
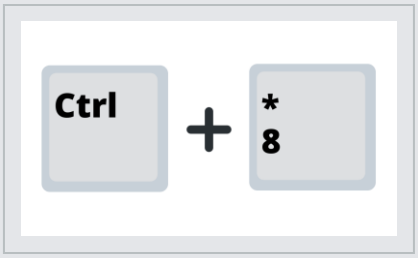
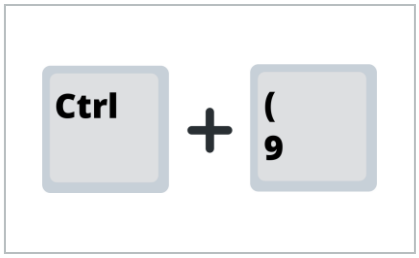
Model Object View

Function	Action	Description
Isolate Mode		Toggles between the entire model and an isolated view of the selected objects
Show Selected		Shows all selected objects
Hide Selected		Hides all selected objects

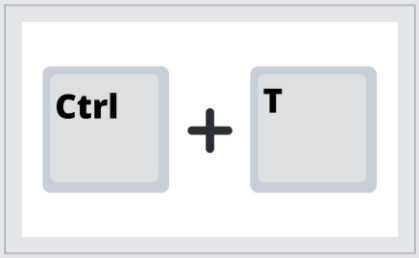
Model Object View (continued)

Function	Action	Description
Hide Unselected		Hides all unselected objects
Show All		Shows all objects and models in a project
Show Model Spots		Marks the model's spot within the space so that the model is identifiable no matter how far out you zoom
Toggle Full Screen		Toggles the window size and position between a customizable (F11) and full screen window

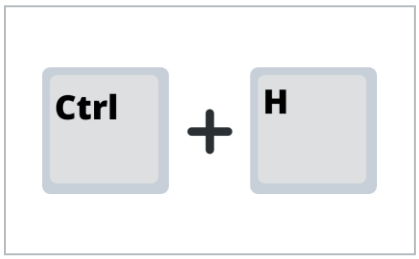
Panels

Function	Action	Description
Selection Information		Opens the Selection Information Panel where you can view the attributes and metadata of your selected objects
Master Presets		Opens the Master Presets Panel where you can quickly select or create a master preset
Coordination		Opens the Coordination Panel where you can quickly run rules and see your results
Data Transformation Operations		Opens the Data Transformation Operations Panel

Actions

Function	Action	Description
Tag Selected		Opens the Tag Panel to allow you to select and apply tags to your selected objects

Other

Function	Action	Description
Load Project		Opens the Load Model Project Dialog Box where you can quickly load additional models
Command History		Opens the Command History Panel where you can view any and all saved changes