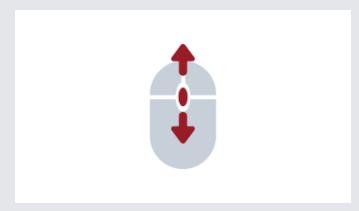
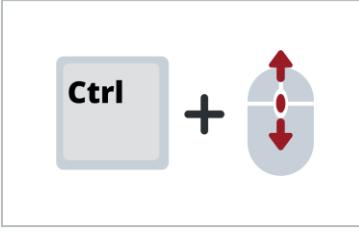
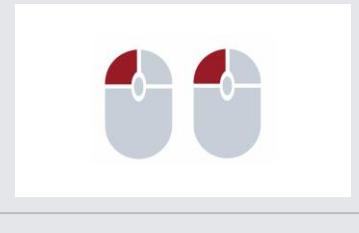
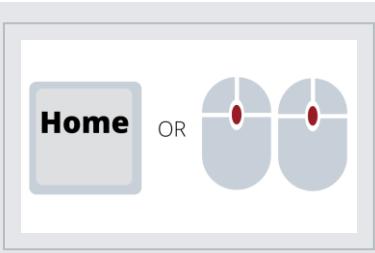
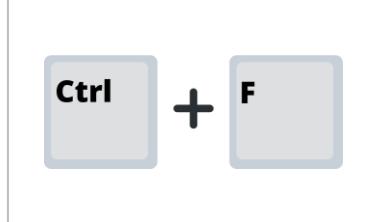
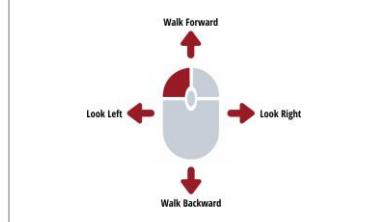
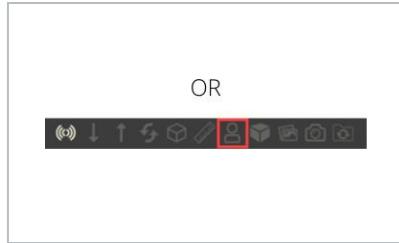
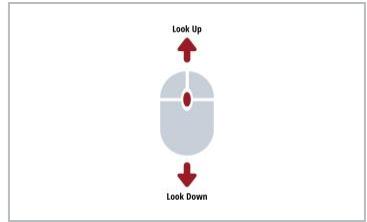
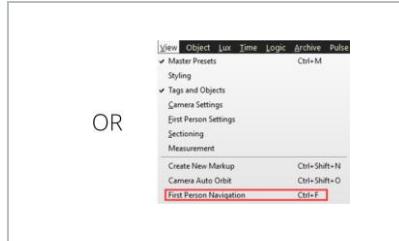
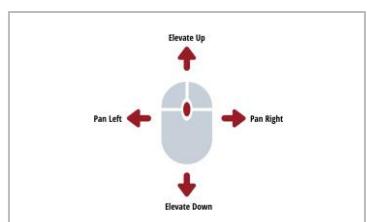


## 1.1 HOT KEYS

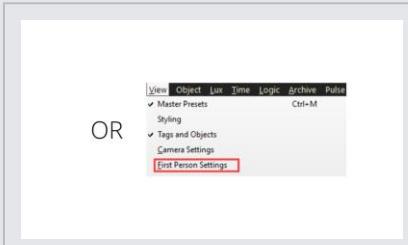
### Viewer Navigation

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

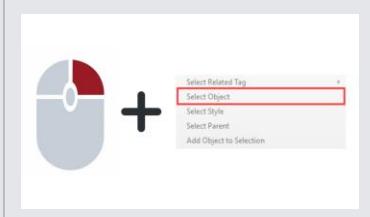
## Viewer Navigation (continued)

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		
		
		

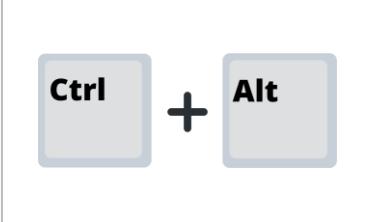
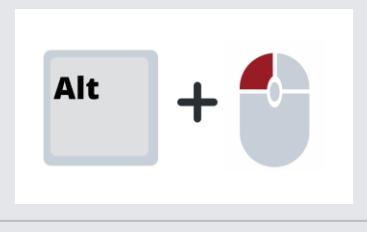
## Viewer Navigation (continued)

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

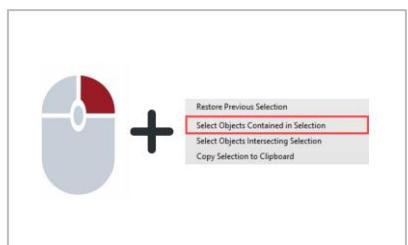
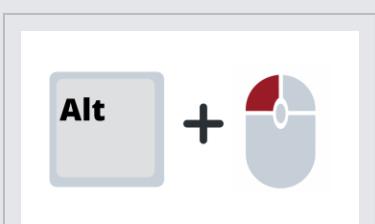
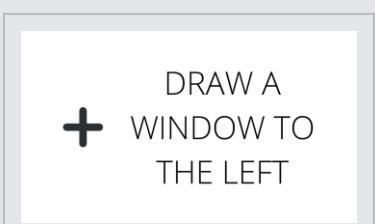
## Model Object Selection

Function	Action	Description
Select Object	  <p>OR</p>	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	  <b>OR</b> 	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

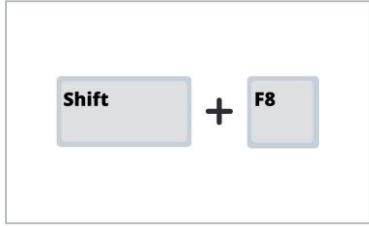
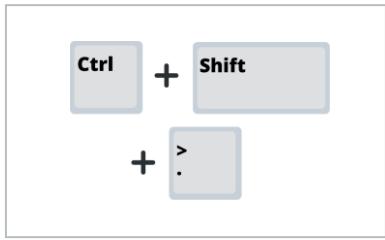
## Model Object Selection (continued)

Function	Action	Description
Clear Selection	 OR 	Clears the current selection

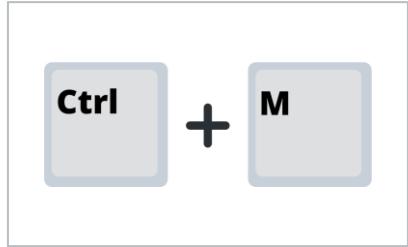
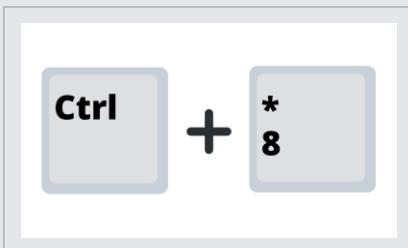
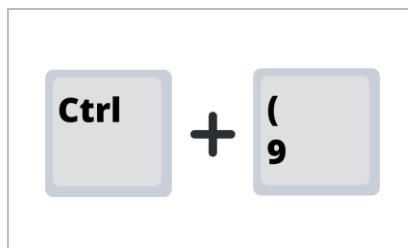
## Model Object View

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

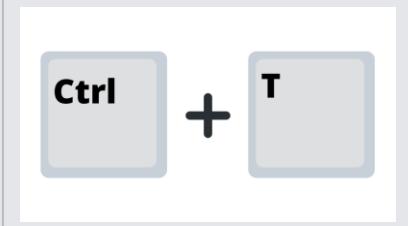
## Model Object View (continued)

Function	Action	Description
Hide Unselected	 A diagram showing the hotkey for Hide Unselected. It consists of two grey rectangular boxes with rounded corners. The left box contains the text "Shift" and the right box contains the text "F8". A small black plus sign is positioned between the two boxes.	Hides all unselected objects
Show All	 A diagram showing the hotkey for Show All. It consists of a single grey rectangular box with rounded corners. Inside the box is a smaller grey rectangle containing the text "F9". The entire box is surrounded by a thin grey border.	Shows all objects and models in a project
Show Model Spots	 A diagram showing the hotkey for Show Model Spots. It consists of three grey rectangular boxes arranged vertically. The top box contains "Ctrl", the middle box contains "Shift", and the bottom box contains a right-pointing arrow symbol followed by a period. Each box is connected to the next by a small black plus sign.	Marks the model's spot within the space so that the model is identifiable no matter how far out you zoom
Toggle Full Screen	 A diagram showing the hotkey for Toggle Full Screen. It consists of a single grey rectangular box with rounded corners. Inside the box is a smaller grey rectangle containing the text "F11". The entire box is surrounded by a thin grey border.	Toggles the window size and position between a customizable (F11) and full screen window

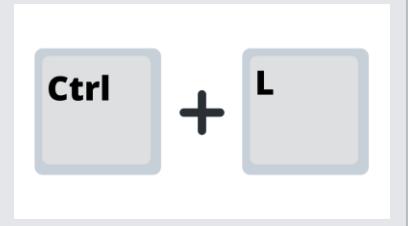
## Panels

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

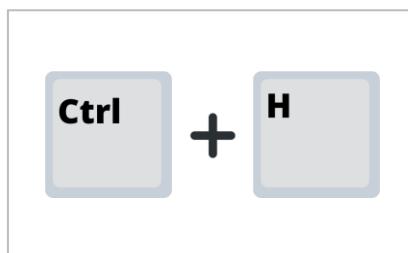
### Actions

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