

Camera Controls

Shift + LB click any surface = switch camera widget

LB = Spin Left & Right
ALT + LB = Rotate Left/Right Up/Down
RB - Tilt Up & Down
Alt + RB = Tilt Left & Right / Bank

LB = Move Left/Right Up/Down
RB = Forward & Backward

FOV
LB + Drag = Adjust FOV
LB = View from Camera
RB = Reset FOV
RB Drag = New View from Camera

Camera Widget 2

LB = Move Left & Right
LB + Alt = Move Move Left/Right Up/Down
RB = Move Up & Down
Ctrl + LB = open navigation widget panel

LB = Spin Left & Right
RB - Tilt Up & Down

LB = Move Left/Right Up/Down
RB = Forward & Backward

FOV
LB + Drag = Adjust FOV
Mouse Wheel = Adjust FOV

Camera Widget 1

LB = Move Left & Right
LB + Alt = Move Move Left/Right Up/Down
RB = Move Up & Down
LB click = no action

Background Controls

b + i + mouse move = help

Wheel - Move view In and Out

Shift + Wheel - Zoom (FOV) and Move view In and Out

Ctrl + Shift + MB Drag - Zoom view (FOV)

MB Drag - Rotate view around selection or scene center if no selection

Ctrl + MB Drag - Move view up down left and right in screen space

Shift + MB Drag - Look around

Ctrl + MB Click - Look At Selection

MB DbClick - Look at and fill the view with the current object selection or Point Edit selection

Shift + MB Click - Moves the view to show all objects in the scene

Comma + LB Drag - Shows All hidden items

Period + LB Drag - Hides All Except the selected items

Default Context Controls

ALT + LB - Select Locked objects

Esc + move - Unselect

CTRL SHIFT V = View Toolbar



Bottom Toolbar New Scene and Context



New Scene

This removes all objects from your Workspace and starts you off with a fresh scene. It will first prompt you to save your work by pressing no and saving it to a library or to continue and clear the scene.

RMB is New Scene plus close web server, close layers and delete marker widgets



Reset to Default Context

Opens a dialog to confirm the reset to default context. System reset operation.

RMB old behavior resets to default context without any warning or dialog choice.

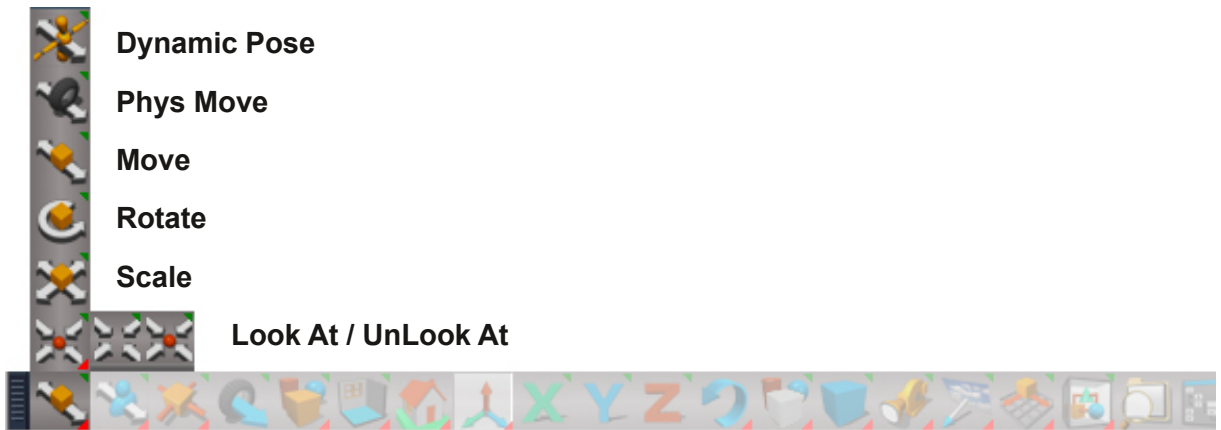


Save current state

open save as dialog to Save a Context (ctx) file

2.7 3D View – Workspace

2.7.1 Object Navigation Tools



Object Move - RMB to exit tool.



Object Rotate - RMB to exit tool.

Ctrl + LB click - Yaw rotate selected mesh object +45 degrees
Alt + LB click - Yaw rotate selected mesh object -45 degrees



Object Scale - RMB to exit tool.



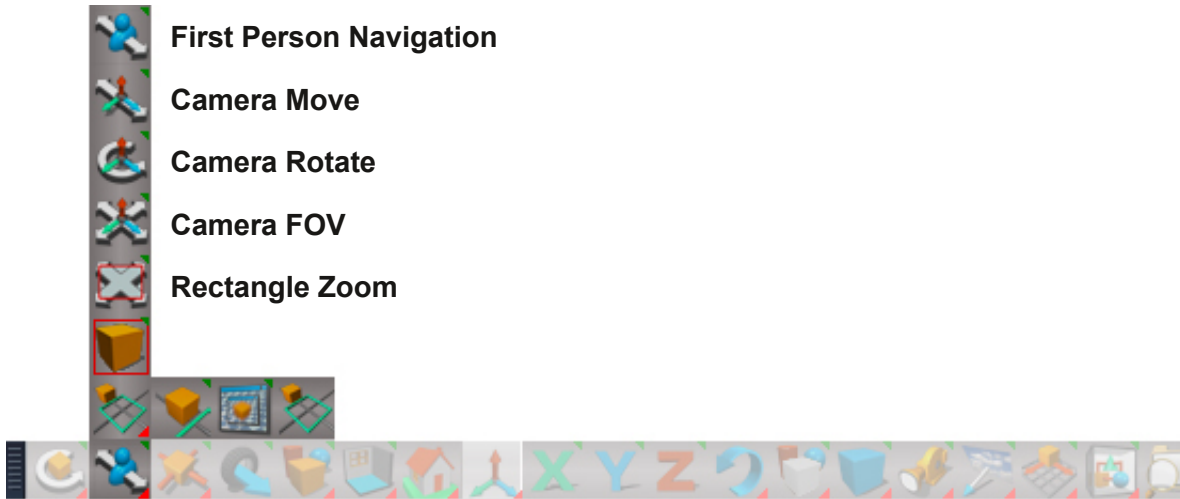
Object Look At



Object UnLook At

To use UnLook At, select the object that is to be freed then click the button to remove the Look At constraint.

2.7.2 View Navigation Tools



Unofficial Update Bottom Toolbar



Camera Move - RMB to exit tool



Camera Rotate - RMB to exit tool



Camera FOV - RMB to exit tool



Zoom To Selection - LMB = Zoom to Selection / RMB = Zoom to next object



Look At Selection - RMB select next object and look at it.



Look At Selection All Windows - RMB reset view all windows.