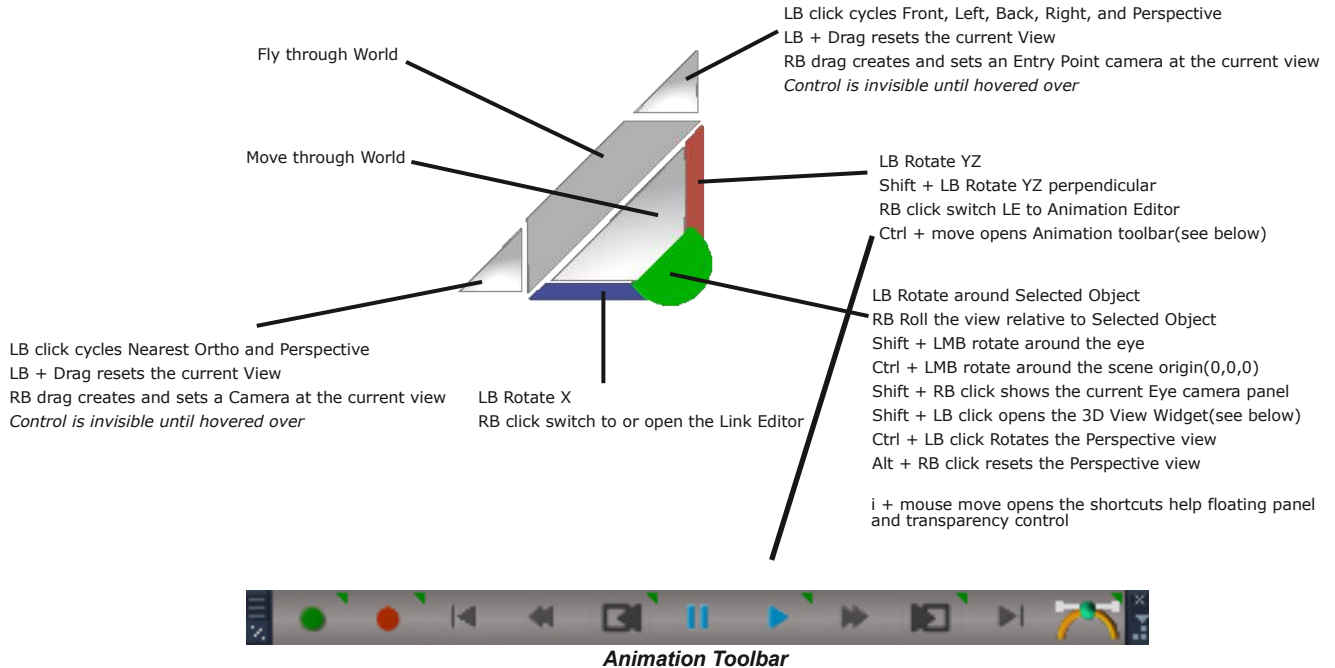


View Navigation Controls



Animation Buttons from left to right

Automatic Keyframing - LMB - On, RMB - Off

Set Keyframe, RMB Keying Panel

Start Frame

Previous Keyframe

Previous Frame, RMB back 30 frames

Pause

Play, RMB preferences floating panel

Next Keyframe

Next Frame, RMB forward 30 frames

End Frame

Set Flat interpolation on selected keyframes, RMB open interpolation panel



Cube View Widget

[More Information](#)

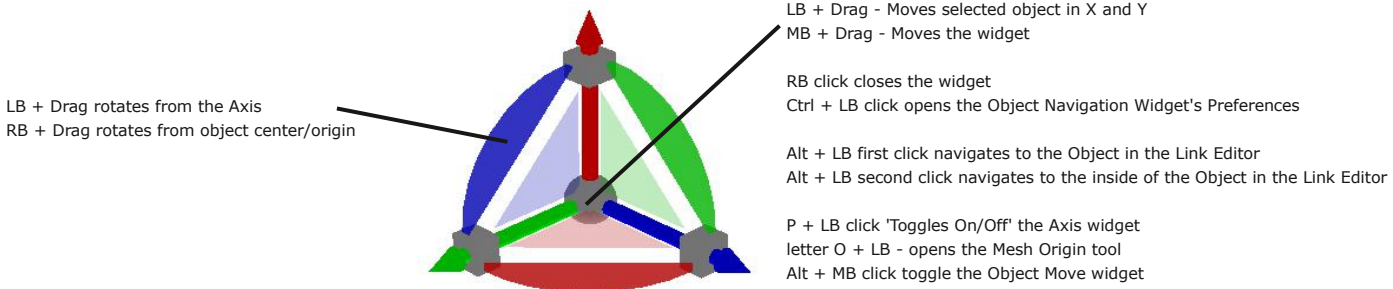


3D View Widget

[More Information](#)

CTRL SHIFT V = View Navigation Toolbar

Object Navigation Controls

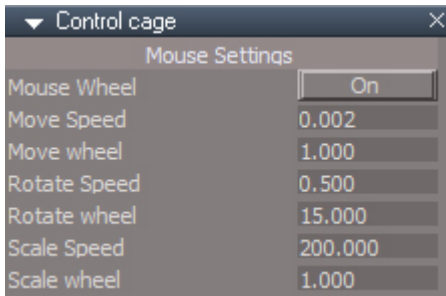


Ctrl + LB click any surface opens their Mouse settings

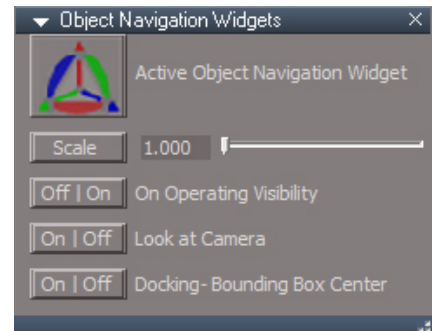
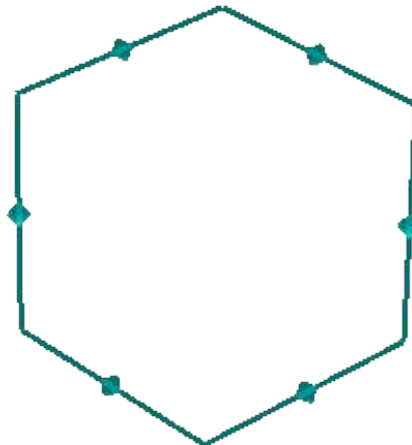
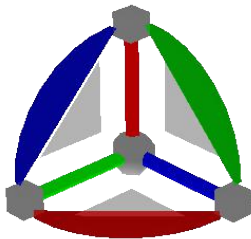
Shift + LB click in empty 3D Space deactivates Object widgets - Move, Rotate, Scale

Bars, Triangles, Cubes and Arcs

Shift + LB click = switch to the other Object Navigation Widgets
H + LB click = switch to/from the Selector Cage Widget
J + LB click = add/remove cage widget to the current widget



Mouse Wheel On - wheel will activate the rotation diamonds and move and scale in the direction of the lines instead of the perpendicular directions of the left and right buttons. So you can use the left and right mouse buttons to move/scale perpendicular to the line direction or use the middle wheel(not button) to move/scale parallel to the line. This setting has no effect on a cage that has been added to the normal navigation widgets. It is only used in the standalone cage widget.



Scale - resize the widget

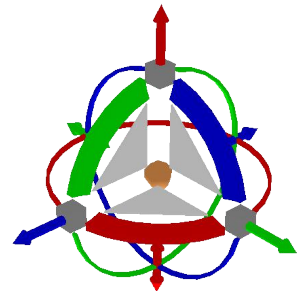
On Operating Visibility -

On = can see the widget element while dragging

Off = widget invisible while dragging

Look at Camera - widget orients to face the viewer

Docking- Bounding Box Center - widget centered in the middle of the selection. When off will be located at the nearest lowest bounding box corner



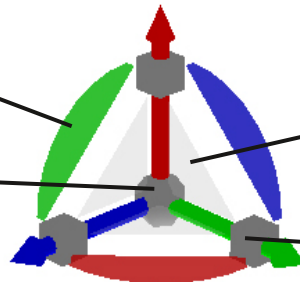
i + mouse move any surface = Opens the widget's Additional Shortcuts Help floating panel

CTRL SHIFT O = Object Navigation Toolbar

Point Edit Navigation Controls

LB to rotate about the selection center
RB to rotate about the Axis

LB + Drag - Moves selected element in X and Y
MB + Drag - Moves the widget
Ctrl + LB click - Opens the Point Edit Widget's Preferences

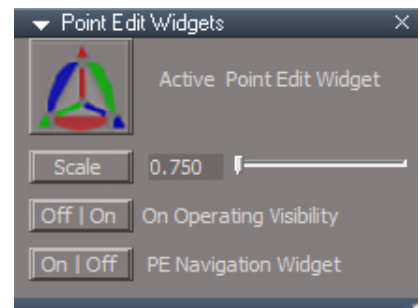


MB cycle front face selection

Alt + MB click toggle the Object Scale widget

Bars, Triangles, Cubes and Arcs

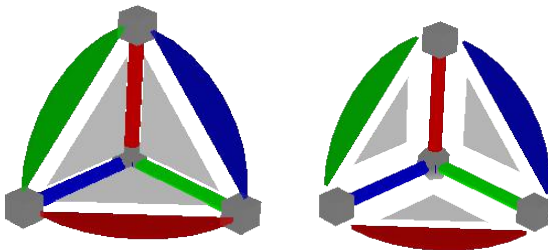
Ctrl + LB click opens their Mouse settings
P + LB click sets the Axis to the selected Face, Edge, or Vertex
P + RB click moves and rotates the Axis to the selected Face
P + MB click moves the Axis to object center and rotates the Axis to the selected Face
Period + move - Hides UnSelected elements
Comma + move - UnHides All elements
O + LB click Toggles - Mesh Object Coordinate Mode



Scale - resize the widget
On Operating Visibility -
On = can see the widget element while dragging
Off = widget invisible while dragging

Shift + LB click in empty 3D Space deactivates Object widgets - Move, Rotate, Scale

Shift + LB click any surface = switch to other Point Edit Widgets



i + drag any surface = Opens the widget's Additional Shortcuts Help floating panel

pe and nav widget preferences/settings - On Operating Visible on/off clears undo history and only effects the active widget ⚠

CTRL SPACE = Point Edit Widget Toolbar