



2D Navigation	
Pan image	Click+drag mouse
Restore to default view	MULTIPLICATION SIGN (*)
Zoom in	PLUS SIGN (+)
Zoom out	MINUS SIGN (-)
Zoom to extents	CTRL+PLUS SIGN (+)
3D Navigation	
Roll camera	SHIFT+drag
Orbit scene	Drag mouse
Pan scene	LEFT / RIGHT ARROW
View from different angle	Left+right-click+drag Middle-click+drag
Truck in	UP ARROW
Truck out	DOWN ARROW
Zoom in	Right-click+drag into scene PLUS SIGN (+) IntelliMouse
Zoom out	Right-click+drag out from scene MINUS SIGN (-) IntelliMouse
Zoom to extents (fit scene to viewport/screen)	CTRL+PLUS SIGN (+)
Restore to default camera view	MULTIPLICATION SIGN (*)
Control camera height in Walk mode	SHIFT+left-click+drag
Step forward/backward in Walk mode	UP / DOWN ARROWS
Make left and right turns in Walk mode	LEFT / RIGHT ARROW
Move the camera up/down/left/right in Walk mode	SHIFT+ARROWS
Render Mode Menu	
Bounding Box render mode	CTRL+1
Transparent Bounding Box render mode	CTRL+2
Vertices render mode	CTRL+3
Wireframe render mode	CTRL+4

General Procedures - Main User Interface	
Activate the next window	TAB
Activate the previous window	SHIFT+TAB
Display the online Help	F1
Display right-click menus	Right-mouse click
Toggle Full-screen and Standard display modes	F11
Toggle Browse and View modes	ENTER
Redo last undone command	CTRL+Y
Return to Standard display mode	ESC
Toggle Search panel	CTRL+E
Undo last command	CTRL+Z
Lights Menu	
Display lights from file	ALT+0
Display white lights	ALT+1
Display daylight	ALT+2
Display hard lights	ALT+3
Display colored lights red/green	ALT+4
Display colored lights blue/green	ALT+5
Display blue lights	ALT+6
Display marsiano (red) lights	ALT+7
Display single white light from eye	ALT+8
Turn all lights off	ALT+9
Apply more brightness	SHIFT++]
Apply less brightness	SHIFT+- [
Restore original brightness	HOME
Toggle specular lights	ALT+S

Solid render mode	CTRL+5
Transparent render mode	CTRL+6
Solid Wireframe render mode	CTRL+7
Transparent Wireframe render mode	CTRL+8
Toggles scene bounding box	CTRL+B
Toggles back-facing geometry	CTRL+H
Toggles vertices	CTRL+I
Toggles cameras and lights	ALT+L
Toggles cross section	ALT+X

File Procedures

Add the current file to your favorites list	CTRL+ALT+D
Copy the selected file	CTRL+C
Copy a rendered scene to the clipboard as a bitmap	CTRL+SHIFT+C
Clear all files from selection	CTRL+N
Cut the selected file	CTRL+X
Delete the selected file or folder and bypass the confirmation	CTRL+DELETE
Delete the selected file or folder	DELETE
Delete the selected file or folder and bypass the recycle bin	SHIFT+DELETE
Generate thumbnail files for the selected folder	F4
Load a file and open the Import Properties dialog	ALT+click file
Load the next file in the active folder	ALT+RIGHT ARROW
Load the next file and start a slide show	Click file+CTRL+RIGHT ARROW
Load the previous file in the active folder	ALT+LEFT ARROW
Load the previous file and start a slide show	Click file+CTRL+LEFT ARROW
Open the Open dialog	CTRL+O

Materials Menu

Toggle default material	CTRL+M
Toggle textures	CTRL+T

Object Editing Procedures

Copy selected objects using Move tool	Select objects+Move+CTRL+drag
Copy selected objects using Orbit tool	Select objects+Orbit+CTRL+drag
Copy selected objects using Scale tool	Select objects+Scale+CTRL+drag

Scene Components Panel

Open the Materials Properties dialog	Double-click material in Scene tree
Open the Object Properties dialog for selected object	Double-click object in Scene tree Select object+ALT+ENTER
Toggle selected object and sub-object display	Select object+H
Edit object or material name	Click selected name of object or material in Scene tree F2

Selection Procedures

Select an object	Click object icon in Scene tree Click object in viewport
Select up the Scene Tree and close all sub-objects of the selected object	ALT+click object icon in Scene tree
Clear parent object and all sub-objects from selection	CTRL+ALT+click object icon in Scene tree
Select multiple objects and clear multiple objects from selection	CTRL+click objects in Scene tree CTRL+click objects in viewport
Clear multiple objects from selection	ALT+drag over objects in viewport
Select multiple objects	CTRL+drag over objects in viewport
Select a material	SHIFT+click over objects in viewport
Display object selection commands	CTRL+right-click+drag over objects in viewport
Open Select Objects dialog	F3

Viewports

Orthographic top view	T
Orthographic bottom view	B

Open a folder or archive file	Double-click folder or archive file
Paste the selected file	CTRL+V
Refresh the File list display	F5
Reload the current file	CTRL+F5
Reload the current file and open the Import Properties dialog	CTRL+ALT+F5
Rename the selected file or folder	F2
Select all files	CTRL+A
Stop a slide show	CTRL+LEFT ARROW as slide show in progress ESC as slide show in progress
Update the thumbnail file	CTRL+U
Save a selected file	CTRL+S
Grid Menu	
Cycle through the grid type display	CTRL+G
Smoothing Menu	
Toggle smoothing	CTRL+SHIFT+S

Orthographic aft (back) view	A
Orthographic front view	F
Orthographic right view	R
Orthographic left view	L
Perspective view	P
Toggle between single viewport and last multiple viewport display	F12
View to active object	Select object+V
View to visible objects	V
Steps	
Play all Steps	SHIFT+Spacebar
Play the selected Step	Spacebar
Play next Step	PAGEDOWN
Play previous Step	PAGEUP
Select next Step	ARROW DOWN
Select previous Step	ARROW UP