



2D Navigation

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|-------------------------|-------------------------|
| 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

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| 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 (*) |

Display Menu

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| Bounding Box render mode | CTRL+1 |
| Transparent Bounding Box render mode | CTRL+2 |
| Vertices render mode | CTRL+3 |
| Wireframe render mode | CTRL+4 |
| Solid render mode | CTRL+5 |
| Transparent render mode | CTRL+6 |
| Solid Wireframe render mode | CTRL+7 |
| Transparent Wireframe render mode | CTRL+8 |

General Procedures - Main User Interface

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| 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 |
| Toggles Search panel | CTRL+E |
| Undo last command | CTRL+Z |

Lights Menu

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| 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 |

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| 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 |
| Clears 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 |
| 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 |

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| 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 Rotate tool | Select objects+Rotate+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 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 |
| 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 |

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| Reload the current file and open the Import Properties dialog | CTRL+ALT+F5 |
| Rename the selected file or folder | F2 |
| Selects 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 |
| Grid Menu | |
| Cycle through the grid type display | CTRL+G |
| Smoothing Menu | |
| Toggle smoothing | CTRL+S |

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| Orthographic aft (back) view | A |
| Orthographic front view | F |
| Orthographic right view | R |
| Orthographic left view | L |
| Toggle between single viewport and last multiple viewport display | F12 |
| Perspective view | P |
| View to active object | Select object+V |
| View to visible objects | V |