


































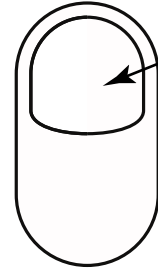


Select Tool (Spacebar) Option = Add to selection set Shift = Toggle in/out of selection set Shift+Option = Subtract from selection set Ctrl+A = Select all		Paint Bucket Tool (B) Option = Adjacent fill Shift = Replace Shift+Ctrl = Adjacent replace Command = Sample material	
Eraser Tool (E) Shift = Hide Option = Soften/Smooth Shift+Ctrl = Unsoften/Unsmooth		Make Component (G)	
Rectangle Tool (R) MTB: Length, Width		Line Tool (L) Shift = Lock to current axis Arrow keys = Toggle axis lock MTB: Number = Length	
Circle Tool (C) Shift = Lock to current orientation MTB: Number+s = Segments MTB: Number = Radius		Arc Tool (A) MTB: Number = Bulge MTB: Number+s = Segments MTB: Number+r = Radius	
Polygon Tool Shift = Lock to current orientation MTB: Number+s = Segments MTB: Number = Radius		Freehand Tool Shift = Draw 3D Polyline	
Move Tool (M) Shift = Lock to current axis Arrow keys = Toggle axis lock Option = Toggle copy Command = Toggle auto-fold MTB: Number = Distance		Push/Pull Tool (P) Option = Toggle new starting face Double-Click = Repeat MTB: Number = Distance	
Rotate Tool (Q) Option = Toggle copy MTB: Number = Angle MTB: Rise:Run = Slope		Follow Me Tool Command = Use perimeter of surface as path	
Scale Tool (S) Shift = Scale uniformly Option = Scale about center MTB: Number = Scale factor MTB: Number w/ units = Length		Offset Tool (F) Double-Click: Repeat MTB: Number = Length	
Tape Measure Tool (T) Opt = Toggle create construction geom Arrow keys = Toggle axis lock MTB: Number = Resize model		Dimension Tool	
Protractor Tool Opt = Toggle create construction lines		Text Tool	
Axes Tool		3D Text Tool	
Orbit Tool (O) Shift = Pan Option = Free		Pan Tool (H)	
Zoom Tool (Z) Shift = Change field of view		Zoom Extents Tool (Shift+Z)	
Previous		Next	
Position Camera Tool		Look Around Tool MTB: Number = Eye height	
Walk Tool		Section Tool	

Dynamic Components Toolbar

-  **Interact Tool**
-  **Component Options**
-  **Component Attributes**

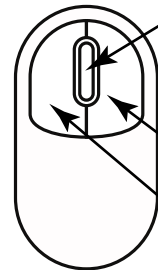


Mouse Button:
 Click = Pick
 Cmd-Ctrl-Click-Drag = Orbit
 Shift-Cmd-Ctrl-Click-Drag = Pan
 Ctrl-Click = Context Menu

1-Button (Std.) Mouse







Google Toolbar

-  **Get Current View**
-  **Toggle Terrain**
-  **Place Model**
-  **Get Models**
-  **Share Model**




Middle Button (Wheel):
 Click-Drag = Orbit
 Shift-Click-Drag = Pan
 Double-Click = Re-Center View
 Scroll = Zoom
 Right Button:
 Click = Context Menu
 Left Button:
 Click = Pick

Face Style Toolbar

-  **X-Ray**
-  **Wireframe**
-  **Hidden Line**
-  **Shaded**
-  **Shaded With Textures**
-  **Monochrome**

Views Toolbar

-  **Iso**
-  **Top**
-  **Front**
-  **Right**
-  **Back**
-  **Left**

Shadows Toolbar

-  **Display Shadows**
-  **Shadow Settings**


Sections Toolbar

-  **Display Section Cuts**
-  **Display Section Planes**

Layers Toolbar

-  **Layer Manager**

Sandbox Toolbar

-  **From Contours Tool**
-  **From Scratch Tool**
-  **Smooove Tool**
-  **Stamp Tool**
-  **Drape Tool**
-  **Add Detail Tool**
-  **Flip Edge Tool**