

<p>Select Tool (Spacebar) Ctrl = Add to selection set Shift = Toggle in/out of selection set Shift+Ctrl = Subtract from selection set Ctrl+A = Select all</p>	<p>Eraser Tool (E) Shift = Hide Ctrl = Soften/Smooth Shift+Ctrl = Unsoften/Unsmooth</p>
<p>Rectangle Tool (R) MTB: Length, Width</p>	<p>Circle Tool (C) Shift = Lock to current orientation MTB: Number+s = Segments MTB: Number = Radius</p>
<p>Polygon Tool Shift = Lock to current orientation MTB: Number+s = Segments MTB: Number = Radius</p>	<p>Polygons Tool Shift = Lock to current orientation Arrow keys = Toggle axis lock Ctrl = Toggle copy Alt = Toggle auto-fold MTB: Number = Distance</p>
<p>Move Tool (M) Shift = Lock to current axis Arrow keys = Toggle axis lock Ctrl = Toggle copy Alt = Toggle auto-fold MTB: Number = Distance</p>	<p>Rotate Tool (Q) Ctrl = Toggle copy MTB: Number = Angle MTB: Rise:Run = Slope</p>
<p>Scale Tool (S) Shift = Scale uniformly Ctrl = Scale about center MTB: Number = Scale factor MTB: Number w/ units = Length</p>	<p>Tape Measure Tool (T) Ctrl = Toggle create construction geom Arrow keys = Toggle axis lock MTB: Number = Resize model</p>
<p>Protractor Tool Ctrl = Toggle create construction lines</p>	<p>Protractor Tool Ctrl = Toggle create construction lines</p>
<p>Axes Tool</p>	<p>Orbit Tool (O) Shift = Pan Ctrl = Free</p>
<p>Zoom Tool (Z) Shift = Change field of view</p>	<p>Zoom Extents Tool (Shift+Z)</p>
<p>Previous</p>	<p>Next</p>
<p>Position Camera Tool</p>	<p>Look Around Tool MTB: Number = Eye height</p>
<p>Walk Tool</p>	<p>Section Tool</p>

<p>Paint Bucket Tool (B) Ctrl = Adjacent fill Shift = Replace Shift+Ctrl = Adjacent replace Alt = Sample material</p>	<p>Make Component (G)</p>
<p>Line Tool (L) Shift = Lock to current axis Arrow keys = Toggle axis lock MTB: Number = Length</p>	<p>Arc Tool (A) MTB: Number = Bulge MTB: Number+s = Segments MTB: Number+r = Radius</p>
<p>Freehand Tool Shift = Draw 3D Polyline</p>	<p>Push/Pull Tool (P) Ctrl = Toggle new starting face Double-Click = Repeat MTB: Number = Distance</p>
<p>Follow Me Tool Alt = Use perimeter of surface as path</p>	<p>Offset Tool (F) Double-Click: Repeat MTB: Number = Length</p>
<p>Dimension Tool</p>	<p>Text Tool</p>
<p>3D Text Tool</p>	<p>Pan Tool (H)</p>
<p>Zoom Extents Tool (Shift+Z)</p>	<p>Next</p>
<p>Look Around Tool MTB: Number = Eye height</p>	<p>Section Tool</p>

Dynamic Components Toolbar

	Interact Tool
	Component Options
	Component Attributes

Google Toolbar

	Get Current View
	Toggle Terrain
	Place Model
	Get Models
	Share Model

Face Style Toolbar

	X-Ray
	Wireframe
	Hidden Line
	Shaded
	Shaded With Textures
	Monochrome

Shadows Toolbar

	Display Shadows
	Shadow Settings

Sandbox Toolbar

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

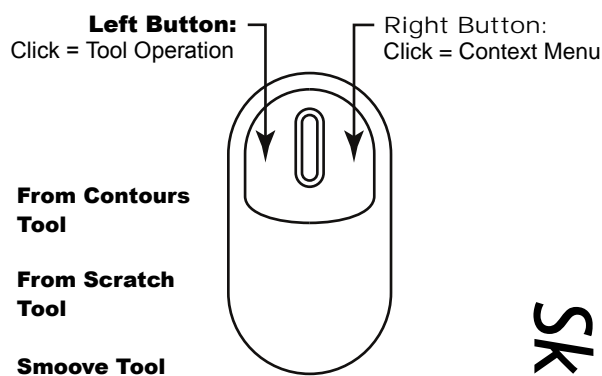
Views Toolbar

	Iso
	Top
	Front
	Right
	Back
	Left

Sections Toolbar

	Display Section Cuts
	Display Section Planes

Middle Button (Wheel):
 Click-Drag = Orbit
 Shift-Click-Drag = Pan
 Double-Click = Re-Center View
 Scroll = Zoom



Layers Toolbar

	Layer Manager
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