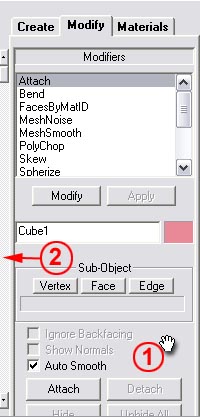
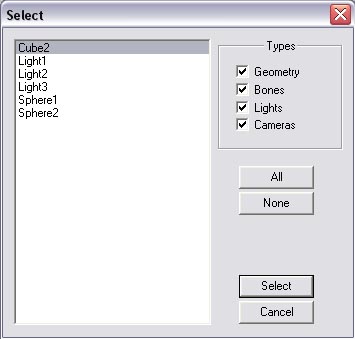
**Toolbars / Dialogs**

Guide to the basic interface

Toolbars/Dialogs   
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\*Note: Most (if not all) of toolbars' operations are found in menu too.   
If you want to see a description of the buttons functionality try placing the cursor over a button and wait for the tooltip info.   
  
The I/O toolbar.   
tb_io.jpg  
(New,Open,Save,Save As,Import,Export).   
  
The main toolbar.   
tb_tools.jpg  
(Undo, Select From Scene List, Link, Unlink, Numerical Position-Rotation-Scale, Rect-Circle-Contour selection mode,   
Pick,Move,Rotate,Scale,World-Screen-Local coordinates).   
  
The second main toolbar.   
tb_tools2.jpg  
(Align, Lock Pivot, Reset Transform, Center Pivot To Object, Center Object To Pivot, Enable/Disable Inverse Kinematics).   
  
The viewports' toolbar.   
tb_view.jpg  
(Pan, Rotate, Zoom, Maximize/Minimize views, Reset View, Wireframe, Flat,Smooth , Textured Flat, Textured Smooth).   
  
The animation toolbar.   
tb_anim.jpg  
TPF(ticks per frame), Animation's Start frame, Animation's end frame, Current frame, Rew,Play/Stop,Fwd,   
Set, Delete ,Copy single key , Paste single key, Edit objects animation.   
  
The status bar.   
tb_status.jpg  
Prints out information about cursor position, the current viewport/camera grid/fov, z clipping planes values and notifies about current operations.

The Control Panel.   
  
Consists of three main dialogs: Create - Modify -Materials   
The dialogs can be SCROLLED UP-DOWN -so that all contro   
ls are viewable- in three ways:   
1) Place the cursor over a neutral area(no buttons,edit boxes etc.) and the cursor image will turn into a wide open hand.Click'n'drag to scroll the dialog.   
2) A scroll bar will appear IF a dialog is not totally visible.   
3) Use the mousewheel if available.   
  
  
The Scene List Dialog.   
  
Scene objects are listed in this dialog.   
Go to Menu->Tools->Scene List or press the main toolbar button and select objects.   
Check/uncheck the Types check boxes to remove/add to list the type of objects you need.   
  
The Keyboard shortcuts.   
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NOTE: Not all key shortcuts are listed here(see Menu items):   
  
Add to selection - Ctrl + mouse left button   
Remove from selection - Shift + mouse left button   
  
New project - Ctrl + N   
Open project - Ctrl + O   
Save project - Ctrl + S   
Save project as - Ctrl + A   
Merge project - Ctrl + M   
Import - Ctrl + I   
Export - Ctrl + E   
Exit application Ctrl + X   
  
Undo - Ctrl + U   
Clear Undo - Ctrl + Z   
Clone - Ctrl + C   
Delete - Delete and Ctrl + Delete   
Select All - F1   
Select None - F2   
Invert Selection - F3   
Select From List - F4   
Object Properties - Ctrl + P   
Scene Info - Ctrl + I   
  
Scene List - Ctrl + L   
Align - Ctrl + G   
Reset Transform - Ctrl + R   
Center Pivot To Object - Ctrl + V   
Center Object To Pivot - Ctrl + B   
  
Hide Selected - F5   
Hide Unselected - F6   
Unhide All - F7   
Unhide By Name - F8   
  
Environment - F9   
Preferences - F10   
  
Make Preview - F11   
Render - F12

Prometheus