

Toolbars / Dialogs

Guide to the basic interface

Toolbars/Dialogs

*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.



(New,Open,Save,Save As,Import,Export).

The main toolbar.



(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.



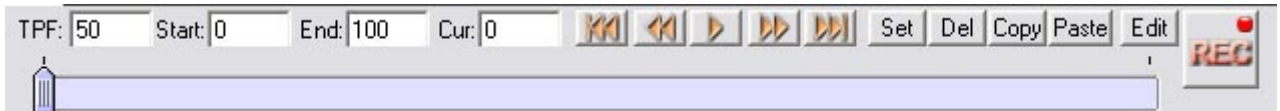
(Align, Lock Pivot, Reset Transform, Center Pivot To Object, Center Object To Pivot, Enable/Disable Inverse Kinematics).

The viewports' toolbar.



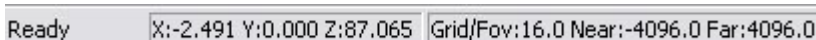
(Pan, Rotate, Zoom, Maximize/Minimize views, Reset View, Wireframe, Flat,Smooth , Textured Flat, Textured Smooth).

The animation toolbar.



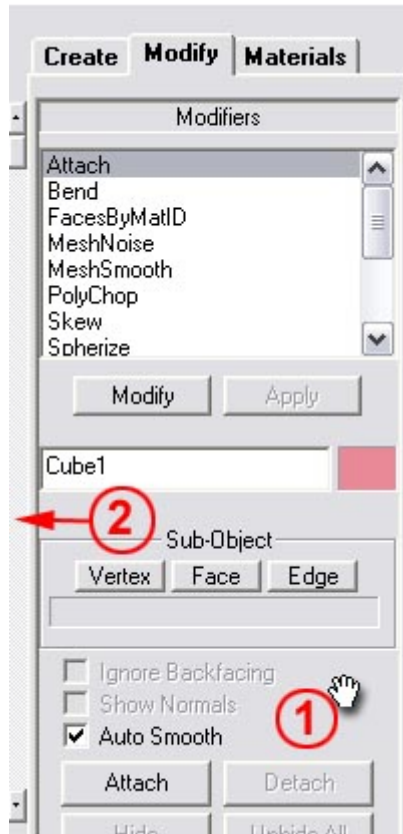
TPF(ticks per frame), Animation's Start frame, Animation's end frame, Current frame, Rew,Play/Stop,Fwd, Set, Delete ,Copy single key , Paste single key, Edit objects animation.

The status bar.



Prints out information about cursor position, the current viewport/camera grid/fov, z clipping planes values and notifies about current operations.

The Control Panel.

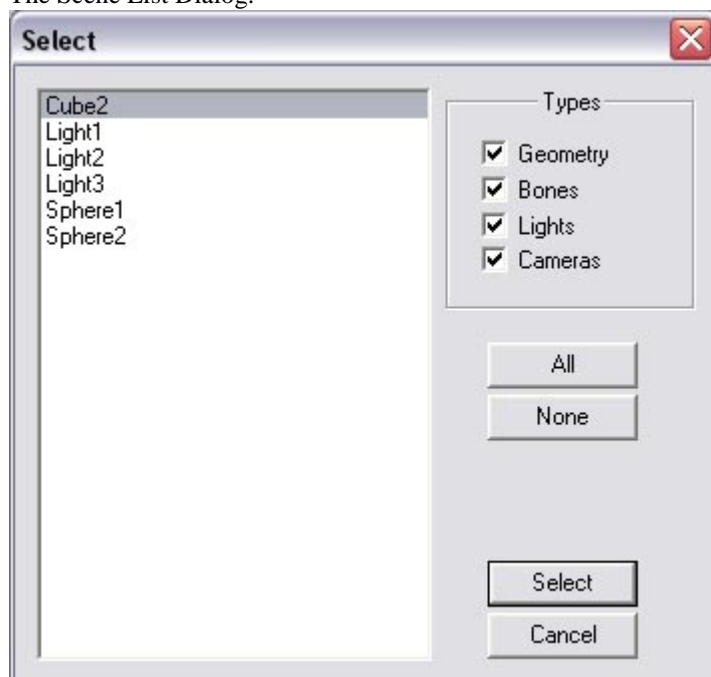


Consists of three main dialogs: Create - Modify -Materials

The dialogs can be SCROLLED UP-DOWN -so that all controls 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.

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