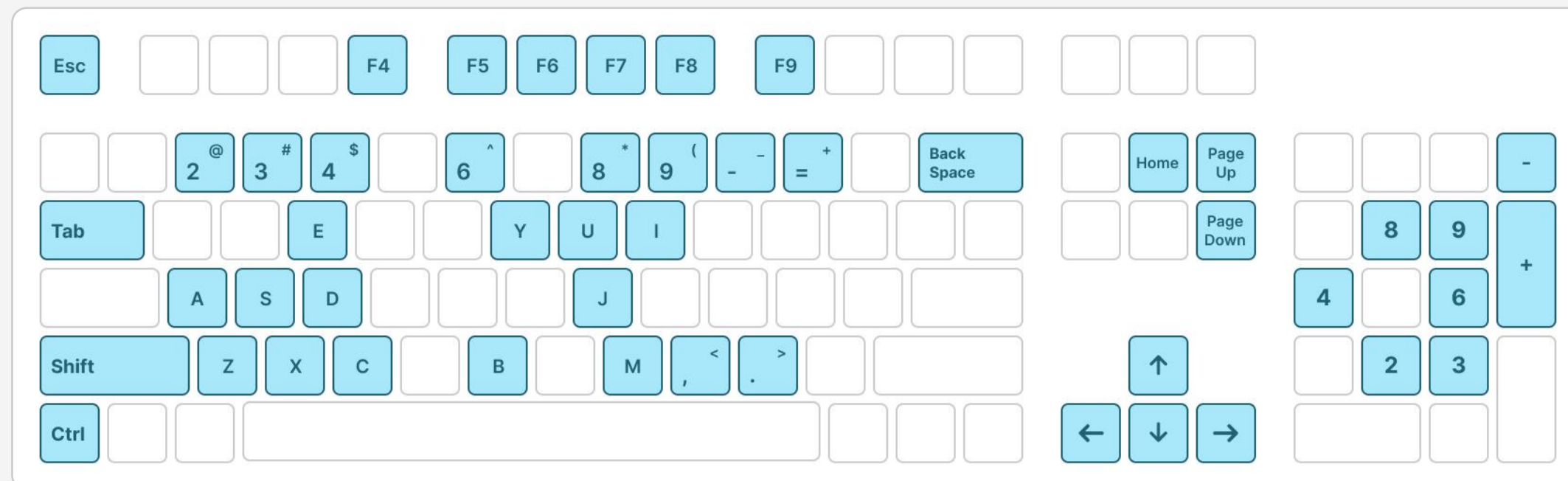


3D Keyboard Shortcuts

Keyboard



Mouse



Click left mouse



Click right mouse



Hold left mouse



Hold right mouse



Move mouse

Navigating in 3D

Navigation

Rotates the View



Zooms in and out



Moves the viewing centroid horizontally in the XY plane



Pans the view from a fixed "look from" position



Moves the viewing centroid vertically and parallel to the screen plane



Pan backward in Y direction



Pan down in Z direction



Pan left in X direction



Pan right in X direction



Pan forward in Y direction



Pan up in Z direction



Zoom out



Zoom in



Cursor Plane

Cursor Plane Display

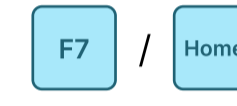
Toggles cursor plane display



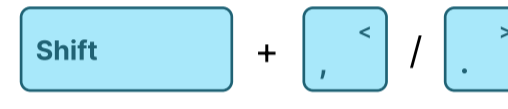
Centres the 3D view at the current cursor position



Extends the focus box to encompass the current 3D cursor location (does not move the cursor plane)



Decreases and increases the cursor plane size



Toggles the cross-hair style between none, 2D and 3D

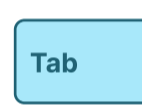


Cursor Plane Position and Orientation

Toggle the cursor plane X, Y, and Z rotation axis



Switches the cursor plane orientation between three standard view planes: XY, YZ, and XZ



Orientates the cursor plane parallel to YZ plane



Orientates the cursor plane parallel to XZ plane



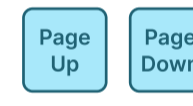
Orientates the cursor plane parallel to XY plane



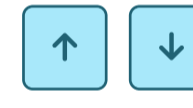
Centres the cursor plane without changing its orientation



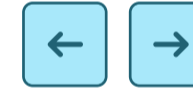
Moves the cursor plane towards or away from the view point



Changes the cursor plane inclination/dip



Changes the cursor plane azimuth/bearing



Bonding Cursor Plane to Images

Bonds or unbonds the cursor plane to the selected image



Iterates through all selected images



Switches bonding between the first and last images in a series



Feature Database

Creating Features

Creates a point feature or new points of polygon/polyline (depending on the current default)



Creates a polygon/polyline feature (if it is the current default type)



Cancels creating a feature



Removes the last created point of a multi-point feature



Selecting Features

Selects a feature



Adds a feature to the current selection



Editing Features

Depends on the current edit mode (Add, Delete, Break, None) and the type of element (node, edge, face)



Node: moves node on the cursor plane

Edge: inserts a node



Node: Moves node perpendicular to the cursor plane

Edge: Inserts a new node and moves it perpendicular to the cursor plane



Moves feature on the cursor plane



Moves feature perpendicular to the cursor plane



Toggles edit mode between Add, Delete, Break and None



Feature Operations

Creates the intersection of the selected features



Creates the union of the selected features



Creates the exclusive union of the selected features (overlapping areas removed)



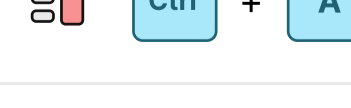
Cuts the first selected feature with all other selected features



Aggregates the selected features, preserving the original geometries



Disaggregates or ungroups aggregated features into individual features



Consolidates the selected features by removing identical elements (nodes, edges, faces)



Triangulates the selected features (breaks each polygonal face into a set of triangular faces)

When at least one of the selected features is a point or a line, creates a surface by triangulating all nodes from all selected features

