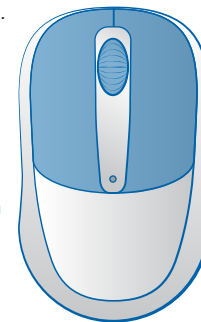


Keyboard Shortcuts

- Spacebar:** Hold down **spacebar** and click to move the camera in the direction the mouse is moved.
- W, S, A, and D keys:** Use to pan the camera in the selected direction (up, down, left, and right).
- ←→ arrow keys:** Use to rotate the camera in the selected direction.
- /=:** Hold down the **dash** key to zoom out or hold down the **equals** key to zoom towards the model.
- Shift:** Hold down and click to select multiple objects.
- H:** Pressing the **'H'** key cycles between the solid and hidden states of selected objects.
- V:** Pressing the **'V'** key cycles between the solid and transparent states of selected objects.
- O:** Pressing the **'O'** key hides all unselected objects and shows and solidifies all selected objects.
- P:** Hold down and click to select the object's parent.
- T:** Hold down and click to select through transparent objects.
- X or Y:** Hold down and click on the model to rotate only in the x or y-axis.
- Ctrl Z:** Hold down **Ctrl** and press the **Z** key to undo your last action.
- Home:** Press the **Home** key to reset the camera view to it's original position.
- End:** Press the **End** key to unhide all hidden objects.
- Esc:** Press the **Esc** key to exit the app.

Mouse Buttons

- Left click** on the model to select an object.
- Left click** on the model **and drag** your mouse to rotate.
- Double-click** on the model to automatically zoom into and center the object on screen.
- Scroll the **mouse-wheel** to zoom in and out.
- Hold down the **mouse-wheel button** to drag the model.
- Hold down the **right mouse button** and drag up or down to adjust the scale.



zSpace Stylus Controls

- Primary (front) button** pans, rotates, and dollies. Also selects menu items.
- Secondary (left) button** selects structures and menu items.
- Tertiary (right) button** scales the model and selects menu items.

