



Quick Reference Guide

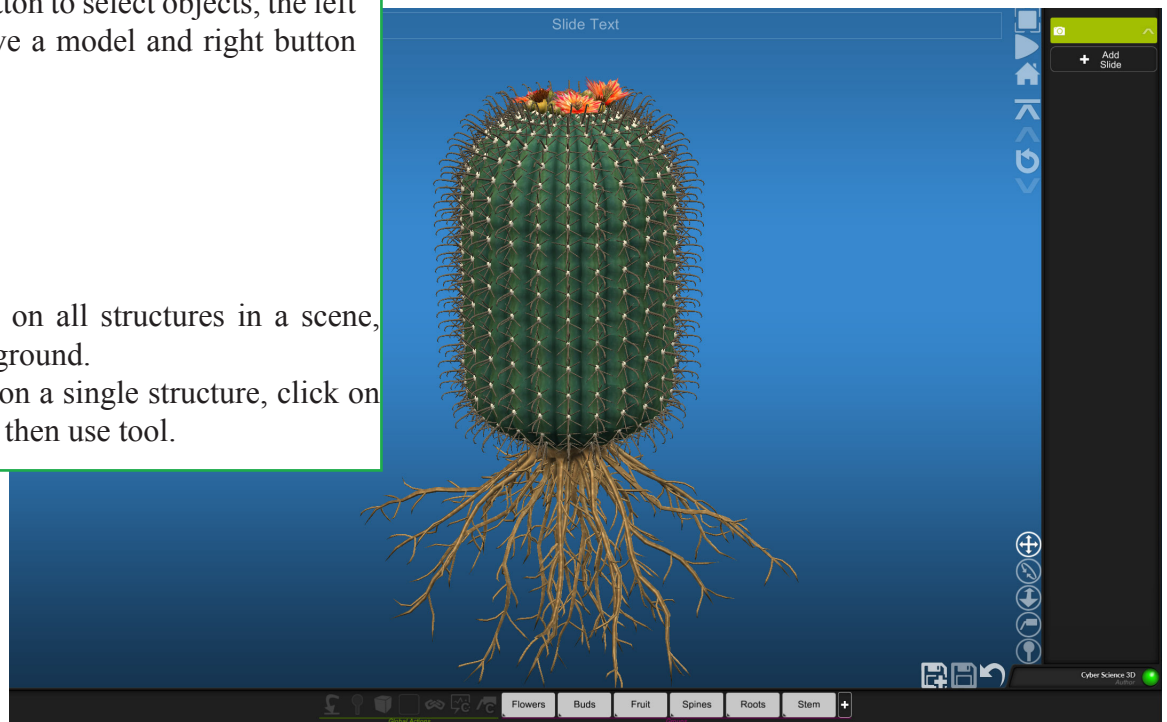


Similar to a mouse, with the zSpace stylus, a user can click the front button to select objects, the left button to Pan or move a model and right button to Orbit.

Interactive Tools

Global or Local Use

- To use a tool on all structures in a scene, click on the background.
- To use a tool on a single structure, click on that structure and then use tool.



Horizontal Palette

This Bar Contains the ability to save sessions and to undo



Save/ Save As

Use this tool to save the current session (including presentations).











Undo

Use this tool to undo the last move.

Vertical Palette

This bar contains all the basic interactive tools for a user to manipulate the scene as well as the presenter tool for a user to create presentations

| | | |
|--|-------------------------------------|--|
|  | Full Screen | Select this button have the content take up the entire screen. |
|  | Viewer Mode | Select this button for presentation view. |
|  | Home Button/Table of Contents | Select this button to return to the table of contents. |
|  | Slide Navigation | Use this tool to move to the next or previous slide. |
|  | Restore | Restore the scene to the last saved slide |
|  <p>MULTI-PAN TOOL</p> | <p>Pan</p> <p>Zoom</p> <p>Orbit</p> | <p>Move a single structure or all structures to a different part of the screen by clicking and dragging. To return a structure to its original position, double click on object or move the structure towards its ghosted position, when close to its origin the outline will turn green.</p> <p>Change the distance a single structure or all the structures is/are from the camera by clicking and dragging.</p> <p>Rotate a single structure or the all structures to a different degree or angle of view by clicking and dragging.</p> |
|  | Callouts | <p>Local: Add a label with a leader in 3D space by clicking on a structure and dragging the label. (default label is the structure name) Edit label by clicking in the box and typing. Move the label anywhere in the scene by clicking the box and dragging the label.</p> <p>Global: Add a textbox to the scene by clicking on the background. Edit textbox by clicking in the box and typing. Move the label anywhere in the scene by clicking and dragging.</p> |
|  | Landmarks | Click on a structure to add a pin. |