

Euclid's Shapes

REFERENCE SHEET

Home Control Bar

- Home** — Go back to the main menu screen
- Save** — Save any progress made in your activity
- Settings** — Change general settings and preferences
- Activity Builder** — For teachers: edit or create activity questions
- Photo Gallery** — View, delete and export photos taken with stylus cam
- zView / zShare** — Connect to share your screen or create a recording
- Help** — All done? Click here to return to Euclid's Shapes

Toolbox

- Clear All** — Remove all materials from the board
- Gravity** — Toggle gravity on/off
- Gridlines** — Toggle large, small, or off
- Piece Counter** — Toggle counter on/off
- Wrecking Ball** — Knock objects over and explore physics
- Camera** — Take photos using stylus cam

Stylus

- Primary Button** — Selects objects and confirms choices
- Right Button** — Activate the context menu
- Left Button** — Add objects to a group. Click the object again to remove it from the group

Backpack

- Rainbow Cubes** — 1, 3, 5, or 10 cubes
- Square Tiles** — 1 or 5 squares
- Pattern Blocks** — Triangle, Square, Hexagon, Small/Big Rhombus, Trapezoid
- Base 10 Blocks** — Unit Cube, Rod, Flat, Big Cube
- Fraction Bars** — 1, 1/2, 1/3, 1/4, 1/5, 1/6, 1/8, 1/10, 1/12
- Symbols** — Equal, Greater Than, Less Than, Plus, Minus, Multiplication, Division

Scene-based Context Menu

- Duplicate
- Delete
- Select All

Object-based Context Menu

- Duplicate
- Ungroup
- Compose
- For Rainbow Cubes, Square Tiles, Pattern Blocks, Fraction Bars, Symbols:
- Delete
- Group
- Decompose
- For Base 10 Blocks:

Trash — Drag models to this icon to delete them

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REFERENCE SHEET

ACTION	KEYBOARD COMMAND
Toggle the intersected/hovered object as part of or not part of the selection group	Spacebar
COMMON ACTIONS	
Tilt and rotate the table	Arrow keys
Group & Ungroup / Compose & Decompose	Select objects w Left button, then press G
Toggle the intersected/hovered object as part of or not part of the selection group	Spacebar
Delete object	Hold model w/ stylus + Delete
Select / deselect all objects in the scene	CTRL-A or A
Open / Close zView	ALT-X
zView - Switch between Standard and Augmented Reality View	ALT-Z
MENUS	
Perform "Save" action (prompts "Save As" dialog if it is the first save)	CTRL-S
Reset the scene	F5 or CTRL-R
Duplicate / duplicate selection group	CTRL-D, D
Open / Close the Help Screen	F1