


Navigating

Navigation defines an observer, a target, and a viewfield. The viewfield is similar to a camera's focal length, controlling how far an image is zoomed in or out.

To navigate, choose the Navigate tool  in the 3D-scene viewer control bar. Place the cursor over the display area, then press a mouse button and drag it to initiate movement.

To rotate, hold the left mouse button down while moving the mouse. You'll stay the same distance from the target while moving around it.

To zoom, hold the right mouse button down. Move the mouse towards you or away from you to move closer to or farther from the target.

To pan with a two-button mouse, hold both the left and right mouse buttons down. To pan with a three-button mouse, hold the center mouse button down. The observer and the target will then move simultaneously.

To fly forward or backward, hold down the CTRL key and press the up or down arrow keys.

To reposition the target, move the cursor to a feature, hold down the CTRL key, then click the left mouse button. The scene will be centered on the new target.

To zoom to a feature, move the cursor to the feature, hold down the CTRL key, then click the right mouse button.

When the cursor is in the display area, and you're rotating, panning, or zooming, stopping the mouse stops the motion. To have the motion continue, move the cursor outside the viewer while keeping the mouse button pressed. Small movements of the mouse outside the viewer will initiate movement and allow it to continue (feature supported under Microsoft Windows platforms only).