

































MTB = Measurements Toolbar

Large Toolbar

<b>Select Tool (Spacebar)</b> Ctrl = Add to selection set Shift = Toggle in/out of selection set Shift+Ctrl = Subtract from selection set Ctrl+A = Select all	
<b>Eraser Tool (E)</b> Shift = Hide Ctrl = Soften/Smooth Shift+Ctrl = Unsoften/Unsmooth	
<b>Rectangle Tool (R)</b> MTB: Length, Width	
<b>Circle Tool (C)</b> Shift = Lock to current orientation MTB: Number+s = Segments MTB: Number = Radius	
<b>Polygon Tool</b> Shift = Lock to current orientation MTB: Number+s = Segments MTB: Number = Radius	
<b>Move Tool (M)</b> Shift = Lock to current axis Arrow keys = Toggle axis lock Ctrl = Toggle copy Alt = Toggle auto-fold MTB: Number = Distance	
<b>Rotate Tool (Q)</b> Ctrl = Toggle copy MTB: Number = Angle MTB: Rise:Run = Slope	
<b>Scale Tool (S)</b> Shift = Scale uniformly Ctrl = Scale about center MTB: Number = Scale factor MTB: Number w/ units = Length	
<b>Tape Measure Tool (T)</b> Ctrl = Toggle create construction geom Arrow keys = Toggle axis lock MTB: Number = Resize model	
<b>Protractor Tool</b> Ctrl = Toggle create construction lines	
<b>Axes Tool</b>	
<b>Orbit Tool (O)</b> Shift = Pan Ctrl = Free	
<b>Zoom Tool (Z)</b> Shift = Change field of view	
<b>Previous</b>	
<b>Position Camera Tool</b>	
<b>Walk Tool</b>	

<b>Paint Bucket Tool (B)</b> Ctrl = Adjacent fill Shift = Replace Shift+Ctrl = Adjacent replace Alt = Sample material	
<b>Make Component (G)</b>	
<b>Line Tool (L)</b> Shift = Lock to current axis Arrow keys = Toggle axis lock MTB: Number = Length	
<b>Arc Tool (A)</b> MTB: Number = Bulge MTB: Number+s = Segments MTB: Number+r = Radius	
<b>Freehand Tool</b> Shift = Draw 3D Polyline	
<b>Push/Pull Tool (P)</b> Ctrl = Toggle new starting face Double-Click = Repeat MTB: Number = Distance	
<b>Follow Me Tool</b> Alt = Use perimeter of surface as path	
<b>Offset Tool (F)</b> Double-Click: Repeat MTB: Number = Length	
<b>Dimension Tool</b>	
<b>Text Tool</b>	
<b>3D Text Tool</b>	
<b>Pan Tool (H)</b>	
<b>Zoom Extents Tool (Shift+Z)</b>	
<b>Next</b>	
<b>Look Around Tool</b> MTB: Number = Eye height	
<b>Section Tool</b>	

Dynamic Components Toolbar

Google Toolbar

Face Style Toolbar
















Shadows Toolbar

	<b>Interact Tool</b>
	<b>Component Options</b>
	<b>Component Attributes</b>
	<b>Get Current View</b>
	<b>Toggle Terrain</b>
	<b>Place Model</b>
	<b>Get Models</b>
	<b>Share Model</b>
	<b>X-Ray</b>
	<b>Wireframe</b>
	<b>Hidden Line</b>
	<b>Shaded</b>
	<b>Shaded With Textures</b>
	<b>Monochrome</b>
	<b>Display Shadows</b>
	<b>Shadow Settings</b>

Sandbox Toolbar

Views Toolbar

Sections Toolbar

	<b>From Contours Tool</b>
	<b>From Scratch Tool</b>
	<b>Smooove Tool</b>
	<b>Stamp Tool</b>
	<b>Drape Tool</b>
	<b>Add Detail Tool</b>
	<b>Flip Edge Tool</b>
	<b>Iso</b>
	<b>Top</b>
	<b>Front</b>
	<b>Right</b>
	<b>Back</b>
	<b>Left</b>
	<b>Display Section Cuts</b>
	<b>Display Section Planes</b>

Layers Toolbar

Layer Manager

