












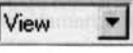



















Table 1-1: Main Toolbar Buttons

Toolbar Button	Name	Description
	Undo (Ctrl+Z)	Removes the last performed command. You can set the levels of Undo in the Preferences dialog box.
	Redo (Ctrl+Y)	Brings back the last command that was undone.
	Select and Link	Establishes links between objects.
	Unlink Selection	Breaks links between objects.
	Bind to Space Warp	Assigns objects to be modified by a space warp.
	Selection Filter drop-down list	Limits the type of objects that can be selected.
	Select Object (Q)	Chooses an object.
	Select by Name (H)	Opens a dialog box for selecting objects by name.
	Rectangular Selection Region, Circular Selection Region, Fence Selection Region, Lasso Selection Region, Paint Selection Region (Ctrl+F to cycle)	Determines the shape used for selecting objects.
	Window/Crossing Toggle	Specifies whether an object must be crossed or windowed to be selected.
	Select and Move (W)	Selects an object and allows positional translations.
	Select and Rotate (E)	Selects an object and allows rotational transforms.
	Select and Uniform Scale, Select and Non-Uniform Scale, Select and Squash (R to cycle)	Selects an object and allows scaling transforms using different methods.
	Reference Coordinate System drop-down list	Specifies the coordinate system used for transforms.

Toolbar Button	Name	Description
	Use Pivot Point Center, Use Selection Center, Use Transform Coordinate Center	Specifies the center about which rotations are completed.
	Select and Manipulate	Selects an object and allows parameter manipulation via a manipulator.
	Snap Toggle 2D, Snap Toggle 2.5D, Snap Toggle 3D (S)	Specifies the snap mode. 2D snaps only to the active construction grid, 2.5D snaps to the construction grid or to geometry projected from the grid, and 3D snaps to anywhere in 3D space.
	Angle Snap Toggle (A)	Causes rotations to snap to specified angles.
	Percent Snap (Shift+Ctrl+P)	Causes scaling to snap to specified percentages.
	Spinner Snap Toggle	Determines the amount a spinner value changes with each click.
	Edit Named Selection Sets	Opens a dialog box for creating and managing selection sets.
	Named Selection Sets drop-down list	Lists and allows you to select a set of named objects.
	Mirror Selected Objects	Creates a mirrored copy of the selected object.
	Align (Alt+A), Quick Align, Normal Align (Alt+N), Place Highlight (Ctrl+H), Align to Camera, Align to View	Opens the alignment dialog box for positioning objects, allows objects to be aligned by their normals, determines the location of highlights, and aligns objects to a camera or view.
	Layer Manager	Opens the Layer Manager interface where you can work with layers.
	Open Curve Editor	Opens the Function Curves Editor.
	Open Schematic View	Opens the Schematic View window.
	Material Editor (M)	Opens the Material Editor window.
	Render Scene Dialog (F10)	Opens the Render Scene dialog box for setting rendering options.
	Render Type drop-down list	Selects the area or objects to render.
	Quick Render (Production), Quick Render (ActiveShade)	Produces a quick test rendering of the current viewport without opening the Render Scene dialog box.