Equinox 3D Cheat Sheet

	Key	Function	View/ Window	Use	Status Panel Option
Transient Modes:					
Camera Control	CTRL	Orbit/dolly/track	Perspective	Hold down CTRL, use mouse	L:Orbit; M:Dolly; R:Track
	CTRL	Scroll/ Zoom	Orthogonal	Hold down CTRL, use mouse	L: Scroll; M:Zoom
	O	Orbit	Perspective	Hold down O, use mouse	L: Lattitude/ Longitude; M:Longitude; R: Lattitide
	P	Dolly	Perspective	Hold down P, use mouse	L:Slow; M: Meduim; R: Fast
	Z	Track/ Zoom	Perspective	Hold down Z, use mouse	L: Track; M: Field of View
	Z	Scroll/ Zoom	Orthogonal	Hold down Z, use mouse	L: Scroll; M:Zoom
	R	Roll/ Bank	Perspective	Hold down R, use mouse	L: Bank
Functions:					
Framing: Models, Geometries, Polygroups or Polygons	F	Frame (selection)	All	Keyboard	F key
	"Shift" + F	Frame (All Windows)	All	Keyboard	Shift and F key togther
	A	Frame all Visible (selection)	All	Keyboard	A Key
	Shift + A	Frame all Visible (All Windows)	All	Keyboard	Shift and A key togther
	Shift + Z	Zoom Into Region	Orthogonal	Keyboard	Shift and Z key togther, Select rectangular region
Selecting:					
Models	SPACE BAR	Select Model	All	Hold down SPACE BAR, use mouse	L:Node; M: Branch; R:Tree
Objects	G	Select Geometry: MESH	All	Hold down G, use mouse	L: Mesh; M: Polygroup; R:Polygon
		Select Geometry: SPLINE	All	Hold down G, use mouse	L: Spline; M: Spline Segment
Points	T (Tag)	Select Points	All	Hold down T, use mouse (click and drag to select mulitple points)	L: Tag Point; M: Untag Point; R:Invert Tags

Glossary

LMB or L	Left Mouse Button
MMB or M:	Middle Mouse Button
RMB or R:	Right Mouse Button
Orbiting:	Moving an object (camera) around an "interest-point".
Dollying:	Moving the camera along the line of sight.
Tracking:	Moving the camera and the interest point parallel to the view ("film") plane.
Zooming:	On an orhogonal window (TOP, FRONT, Schematics etc.): changing the "magnifying factor". On a perspective window: changing the field-of-view of the camera.

Framing: (Automatically) positioning and orienting the camera in a way that makes viewing and editing an object easier. Framing works for Models, Geometries (Meshes, Splines etc.), PolyGroups, or Polygons.

Perspective: Only applies to windows with a perspective view

Orthogonal: Only applies to windows with an orthogonal view (TOP, FRONT, Schematics etc.)

All: Applies to windows with any view

Transient modes: Only active while a key is held down. Releasing the key will automatically revert to the previous mode. The function of the mouse buttons depends on the mode. See the StatusPanel.