

# HELP

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## Menus

### File

**New:** Create a new document

**Close:** Close the active document

**Import->Iges:** Import an IGES file into the current document

**Import->STEP:** Import a STEP file into the current document

**Export->Iges:** Export the current document into an IGES file\*

**Export->STEP:** Export the current document into a STEP file\*

**Exit:** Close the application

\* When saving select entities to be saved before.

### View

**Toolbar:** Show the graphical manipulation toolbar

**Status bar:** Show the status bar

### Window

**New Window 3D:** Create a new window

**Cascade:** Cascade windows

**Tile:** Tile windows

### Help

**About:** Show the About window

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## Basics of graphical selecting

1. When moving the mouse the object below the mouse pointer is highlighted (blue color);
2. To select this object left click;
3. Selected object changes its color to grey;
4. Multiple selecting is performed with the key "Shift" pressed.

## Graphical manipulation

-  Wireframe: Show the model in the wireframe mode.
-  Shading: Show the model in the shading mode.
-  Material: Change the material of the model.
-  Fit All: fit the model size to the window size.
-  Zoom Window: zoom in the area selected by stretching rectangle.
-  Dynamic Zooming: zoom in and out the model by moving the mouse with left button pressed.
-  Dynamic Panning: pan the model in the plane of window by moving the mouse with left button pressed.
-  Global Panning: center the point where the mouse left button was pressed in the window.
-  Front: the front view.
-  Top: the top view.
-  Left: the left view.
-  Back: the back view.
-  Right: the right view.
-  Bottom: the bottom view.
-  Axo: the axonometric view.
-  Dynamic Rotation: rotate dynamically.
-  Reset: restore initial window.
-  Hidden off: turn hidden lines removal off.
-  Hidden on: turn hidden lines removal on.

## Dynamic control

1. When pressing the Control button, the horizontal movement of the mouse with the left mouse button also pressed will zoom/unzoom the scene.
2. When pressing the Control button, the movement of the mouse with the middle mouse button also pressed will pan the scene.
3. When pressing the Control button, the movement of the mouse with the right mouse button also pressed will rotate the scene.

## Software and hardware requirements

1. Operating system: Windows XP/2000/NT 4.0 SP3 + Y2K Patches;
2. Minimum memory: 128 Mb;
3. Recommended memory: 256 Mb;
4. Minimum swap space: 500 Mb.