PlaneViewer

Description:

This viewer lets you translate the camera in the viewing plane, as well as roll (rotate along camera forward direction) and dolly (move forward/backward). Camera can be aligned to X,Y or Z axes. A possible use could be the incorporation of the three plane views with a fourth Examiner viewer to simultaneously see all orientations. This could be used for modeling, in drafting, and architectural work.

Left Mouse
Dolly (In and out of screen)
Middle Mouse:
Ctrl +Left Mouse:
Translate up,down,left,right
Ctrl +Mid Mouse:
Used for Roll action
<s> + Click:
Alternative to Seek button.
Press (do not hold down) <s> key, then click on target object.
Right Mouse:
Pop–Up menus

Align along X, Y or Z axis

Cursors/Feedback:
Translation cursor

Dolly cursor

Seek cursor

Roll feedback

Plane Viewer

Thumbwheels:
Up/Down translate
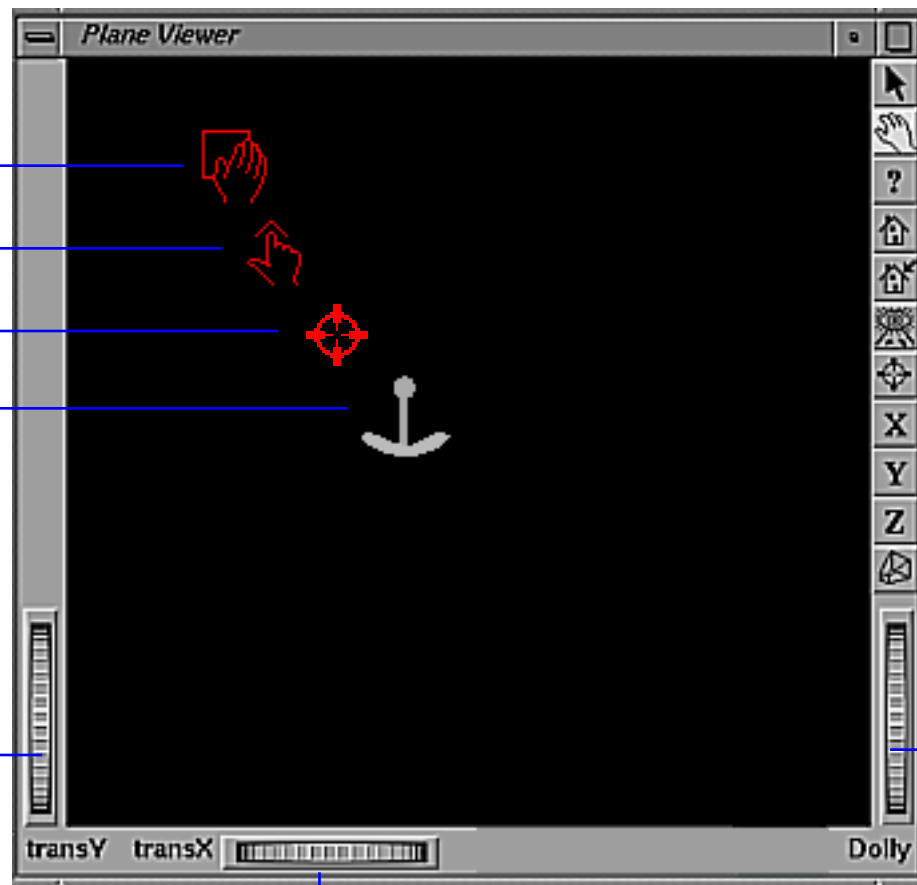
Thumbwheel:
Dolly (in and out of screen)

transY   transX   Dolly

Left/Right translate

Menu
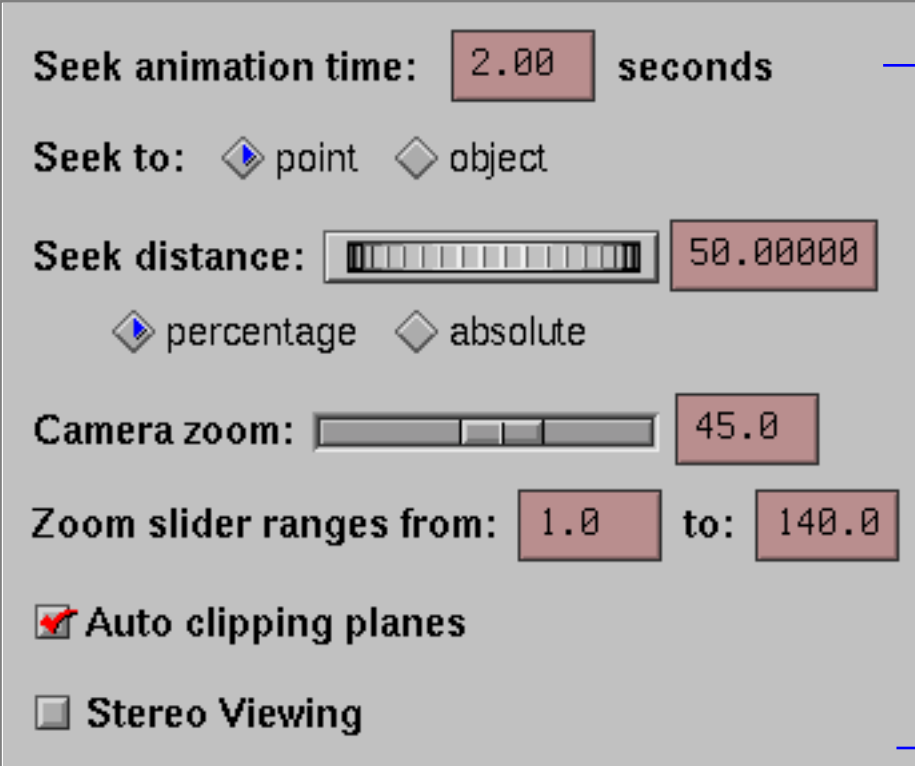
PlaneViewer Preference Sheet

Description:
The PlaneViewer Preference Sheet contains standard items described in the Base Class Viewer Preference Sheet (Menu icon).

Seek animation time: 2.00 seconds

Seek to: ◉ point ◇ object

Seek distance: [▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮] 50.00000

◉ percentage ◇ absolute

Camera zoom: [_____▭▭_____] 45.0

Zoom slider ranges from: 1.0 to: 140.0

☑ Auto clipping planes

☐ Stereo Viewing

Seek, **zoom**, **clipping planes** and **stereo viewing** are described in the Base Class Viewer Preference Sheet (Menu icon).

Menu
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