

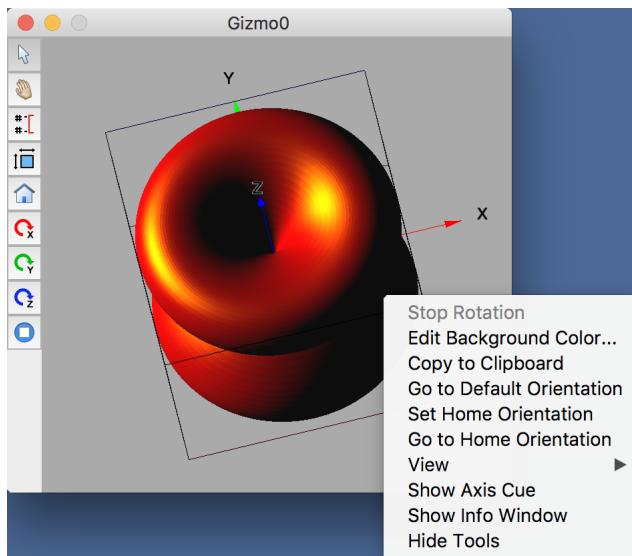
### The Gizmo Display Window

The Gizmo display window presents a rotatable 3D display of objects representing waves and 3D drawing primitives as specified by the display list in the associated Gizmo info window.

You can display a palette of tools by choosing **Gizmo→Show Tools**.

You can access a pop-up menu to modify the appearance of the Gizmo display window by right-clicking (Windows) or Ctrl-clicking (Macintosh) in the display window.

Here is what the display window looks like with the tool palette and pop-up menu showing:



You can rotate the scene in the window by clicking and dragging the mouse as if you were rotating a virtual trackball positioned at the center of the window. You can also use the tool palette, mouse wheel, cursor keys and the x, y, z keys on your keyboard to rotate the scene.

#### Gizmo Display Window Tool Palette

To display the Gizmo tool palette, choose **Gizmo→Show Tools** or right-click and choose **Show Tools**. The tool palette contains the following icons, from top to bottom:

##### Arrow Tool

When the arrow tool is selected, dragging the body of the display window rotates the 3D scene. The arrow tool and the hand tool are mutually exclusive.

##### Hand Tool

When the hand tool is selected, dragging the body of the display window pans the 3D scene. The arrow tool and the hand tool are mutually exclusive.

##### Axis Tool

Clicking the axis tool displays the Axis Range dialog. This is equivalent to choosing **Gizmo→Axis Range**.

##### Aspect Ratio Tool

Toggles "aspect ratio" mode.

When aspect ratio mode is off, the length of each axis is the same.

When aspect ratio mode is on, the length of each axis is proportional to the range of data displayed against that axis.