

Match Window Size

Sets another Gizmo display window to the same size as the active Gizmo display window.

This item appears only if you have multiple Gizmo display windows.

Rotate to Match

Rotates another Gizmo display window to the same orientation as the active Gizmo display window.

This item appears only if you have multiple Gizmo display windows.

Sync to Gizmo

Locks the rotation of the current Gizmo plot to the same orientation as the another Gizmo plot. If you rotate the other plot, both rotate to the same orientation.

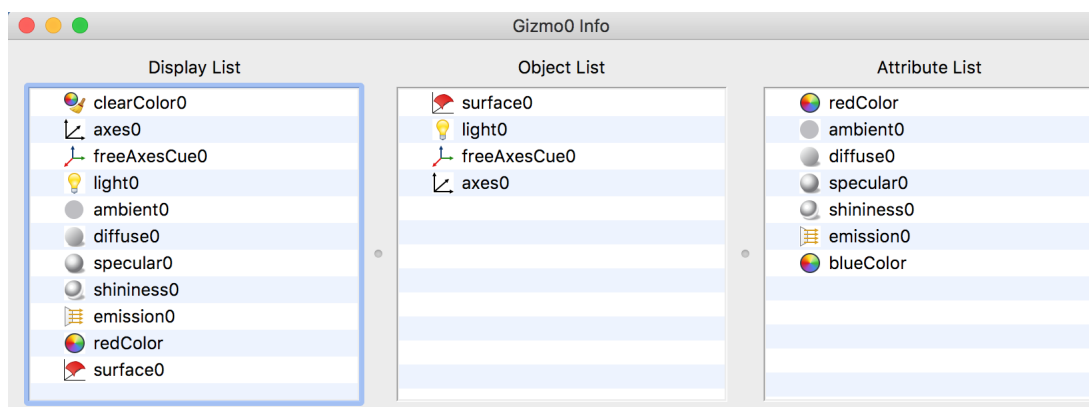
To have mutual syncing you must set each window to be synced to the other.

This item appears only if you have multiple Gizmo display windows.

The Gizmo Info Window

The Gizmo info window is the main user interface for controlling the display of objects in the Gizmo display window. Each info window has an associated Gizmo display window that shows the resulting graphical plot.

The info window contains three lists: the display list, the object list, and the attribute list. You use these lists to add objects and to modify their appearance in the Gizmo display window. Only items that appear in the display list are actually drawn in the Gizmo display window.



You can create objects using the + icon at the bottom of the object list. Clicking the + icon displays a menu from which you choose the type of object to add. The + icon below the attribute list adds attributes while the + icon below the display list adds operations.

The object list contains only objects and the attribute list contains only attributes. The display list can contain objects dragged in from the object list, attributes dragged in from the attribute list, and operations.

You can edit an item's properties by double-clicking its icon or by selecting it and clicking the gear icon below the list. You can remove an item from a list by selecting it and pressing the delete key or by clicking the - icon.

If you have two or more open Gizmo windows in one experiment you can have two or more open info windows. You can then drag an attribute from the attribute list of one Info window and drop it in the attribute list of another info window. You can drag an object from the object list of one info window and drop it in the object list of another info window. If you drag an object from the object list of one info window and drop