Home Tool

Clicking the home tool sets the X, Y and Z rotation angles to 0 or to some other orientation that you designated as "home".

Rotate About X

Clicking the Rotate About X tool starts the 3D scene rotating about the X axis. To stop it, click the Stop tool or click once in the body of the display window.

Rotate About Y

Clicking the Rotate About Y tool starts the 3D scene rotating about the Y axis. To stop it, click the Stop tool or click once in the body of the display window.

Rotate About Z

Clicking the Rotate About Z tool starts the 3D scene rotating about the Z axis. To stop it, click the Stop tool or click once in the body of the display window.

Stop Tool

Clicking the stop tool stops all rotation.

Gizmo Display Window Contextual Menu

The Gizmo Display contextual menu provides shortcuts for common tasks. It contains the following items, from top to bottom:

Stop Rotation

Stops the rotation of the 3D scene, if any.

Edit Background Color

Sets the background color for the Gizmo window.

Copy to Clipboard

Copies the Gizmo plot to the clipboard using the format set in the Export Graphics dialog (Edit menu).

Go to Default Orientation

Sets the orientation of the 3D space to the orientation in effect when a new Gizmo window is first created.

Set Home Orientation

Stores the current orientation as the orientation to be used when Go to Home Orientation is selected or the Home icon in the tool palette is clicked.

Go to Home Orientation

Rotates the 3D scene to the home orientation.

View

Rotates the 3D scene to one of several preset orientations.

Show Axis Cue

Displays arrows showing the X, Y and Z directions.

Show Info Window

Shows the Gizmo info window associated with the active Gizmo display window.

Show Tools

Shows the Gizmo tool palette.