

[home](#) [about](#) [showcases](#) [examples](#) [browser support](#) [documentation](#) [get it](#) [profile](#) [get involved](#) [legals](#)

Camera navigation

The current WebGL/JS implementation of X3DOM provides, as every X3D-runtime, some generic interaction and navigation methods. Interactive objects will be handled by HTML-Like events. Navigation can be user-defined or controlled by specific predefined modes.

Examine Mode (activate with key 'e'):

Button	Function
Left Button / Left Button + Shift	Rotate
Mid Button / Left Button + Ctl	Pan
Right Button / Wheel / Left Button + Alt	Zoom
Left double click	Set center of rotation

Walk Mode (activate with key 'w'):

Button	Function
Left Button	Move forward
Right Button	Move backward

Fly Mode (activate with key 'f'):

Button	Function
Left Button	Move forward
Right Button	Move backward

Look at (activate with key 'l'):

Button	Function
Left Button	Move closer
Right Button	Move back

Non-interactive camera movement

Key Function

r	reset view
a	show all
u	upright

Mid-Button troubleshooting

If the web page has scroll bars and autoscrolling is enabled, Mid-Button currently does not work yet. As a workaround, you can disable autoscrolling by unchecking the **Use autoscrolling** checkbox in the firefox browser options, as is shown in the screenshot below (for the Firefox case).

