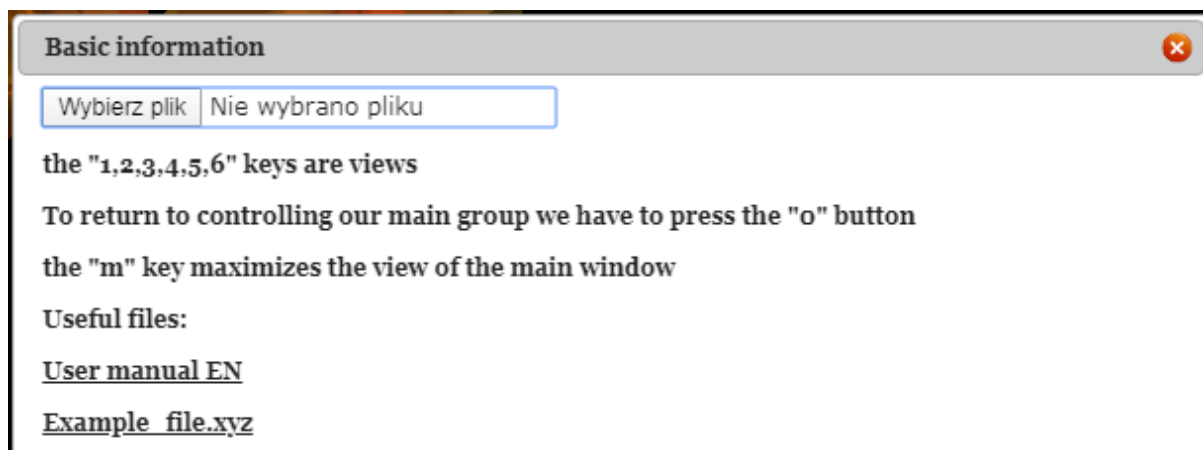# Instruction

Table of Contents
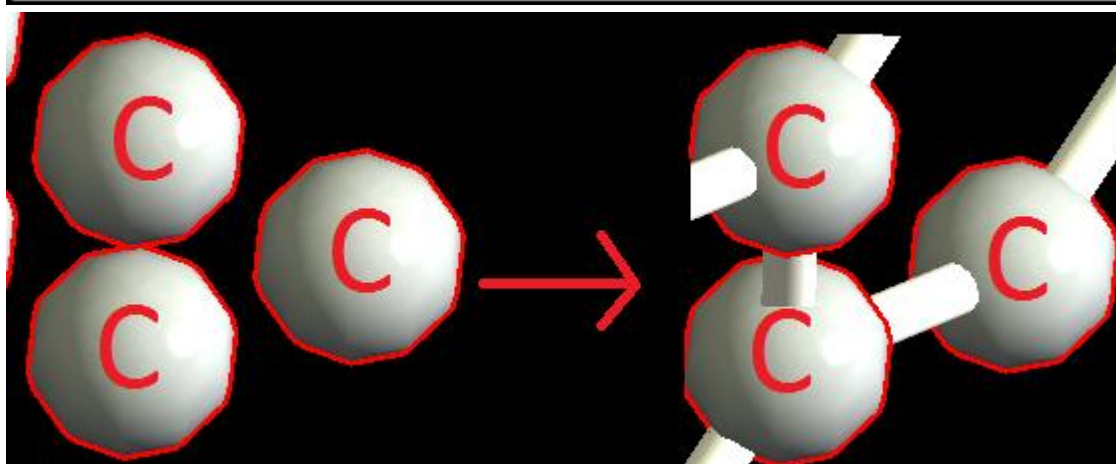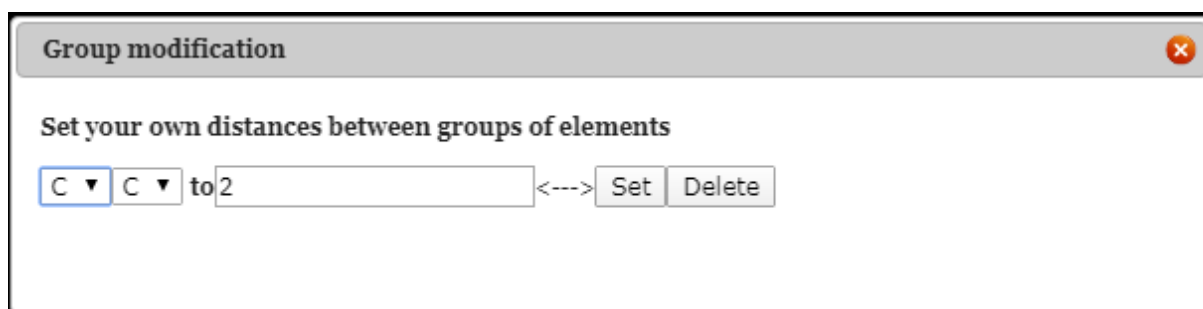
1. Application start

The screenshot above is a welcome window that should appear when the application starts.

Three icons that are located here are highlighted here:

1. This window has basic information about group control and views, thanks to it you can load an xyz file, at the bottom of the window there are links to the instructions you are reading and to an example file

Basic information

Wybierz plik | Nie wybrano pliku

the "1,2,3,4,5,6" keys are views

To return to controlling our main group we have to press the "o" button

the "m" key maximizes the view of the main window

Useful files:

User manual EN

Example_file.xyz

2. You must have the xyz file loaded before you can use this section. In this window you can set the length of the bond between the loaded atoms, if after entering and setting the bond values did not appear, it means that the bond is too short.

Group modification

Set your own distances between groups of elements

C ▾ | C ▾ | to 2 | <--->| Set | Delete

3. In this window, you can save materials to the file or load them into the selected group, it is important to remember to select the group
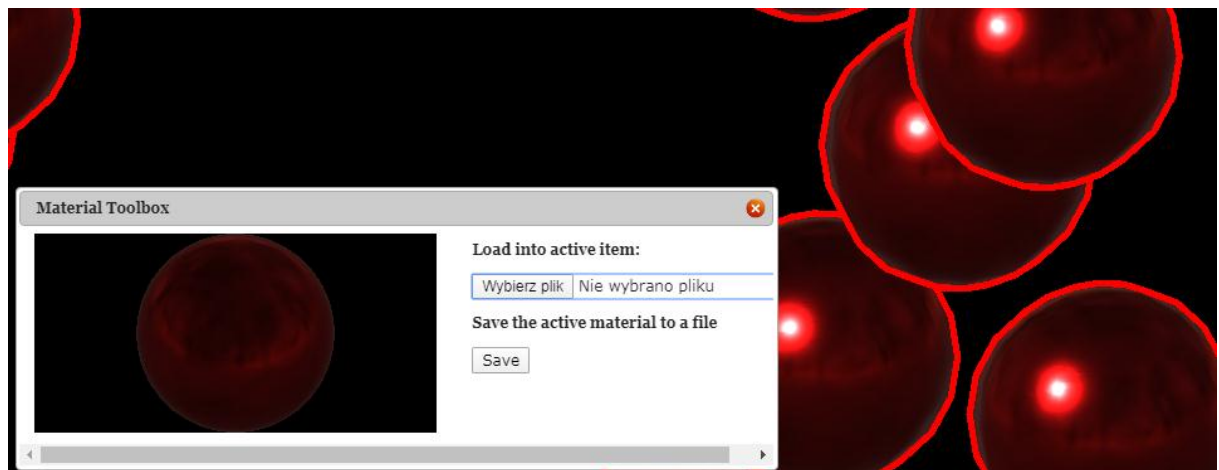
2. Description Dat.gui.min
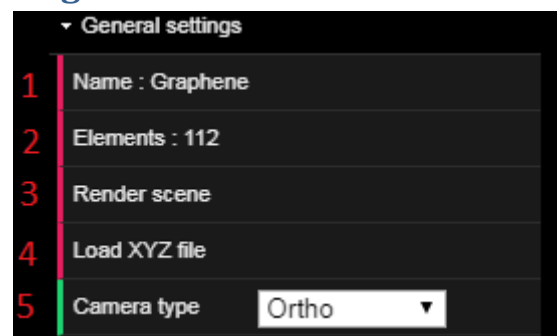
1. Name of the loaded project
2. Number of spheres on the stage
3. Creates a screenshot after clicking
4. Function to re-load the xyz file
5. Change camera type

|		
	▾ Object settings	
1	Object ID	C ▾
2	outlinevisible	☑
3	axis	☑
4	Object shape	Sphere ▾
5	Render type	hight ▾
6	Type Shader	Aluminum ▾
7	scale	0.3
8	radius	
9	Color (Diffuse)	#ff1212
10	Color (Ambient)	#000000
11	Color (Emissive)	#000033
12	Color (Specular)	#ffff00
13	metalness	0.96
14	roughness	0.3
15	normalScale	1
16	envMapIntensity	1.8

1. Selection of the active group of atoms
2. Checkbox for disabling group outline.
3. Checkbox to hide position vectors.
4. Change the spheres of the active group to an element from the list
5. Change the render type
6. Selection of basic material from the list. The list includes pbr and normal materials
7. Manipulation of the scale of solids of the active group
8. Manipulation of the radius for stick atoms
9. Basic color change for the active group:
10. <----------------->
11. <----------------->
12. <----------------->
13. Parameters for pbr materials:
14. <----------------->
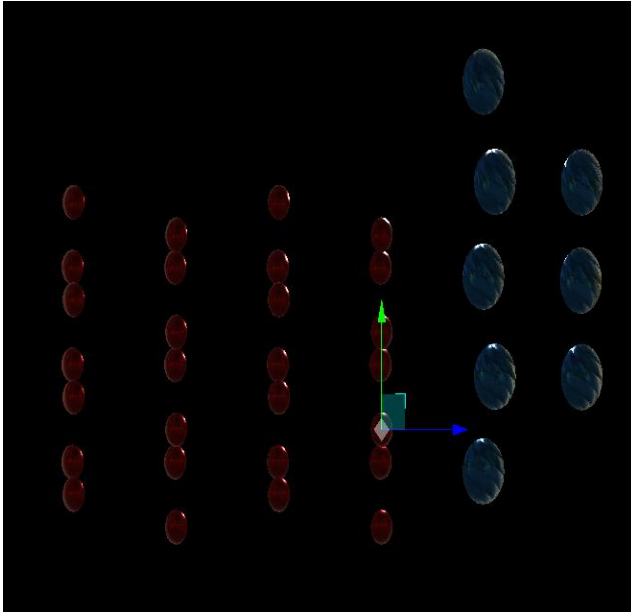15. <----------------->
16. <----------------->
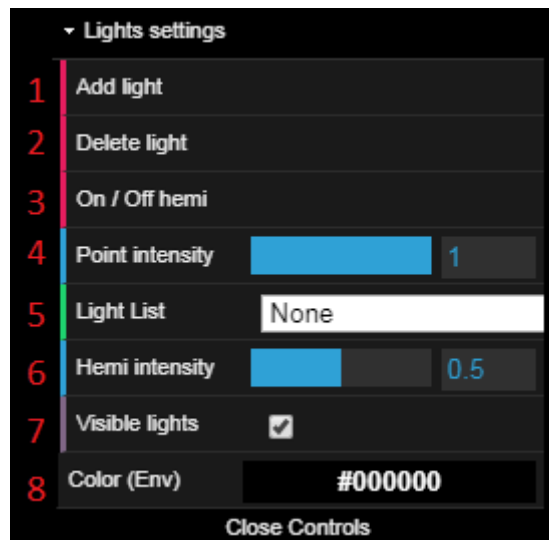
1. Adding light to the scene
2. removing the light to the scene
3. Turning off/on hemispherical light
4. Change of light intensity
5. individual list of lights
6. hemispherical light intensity
7. turn off the visibility of lights
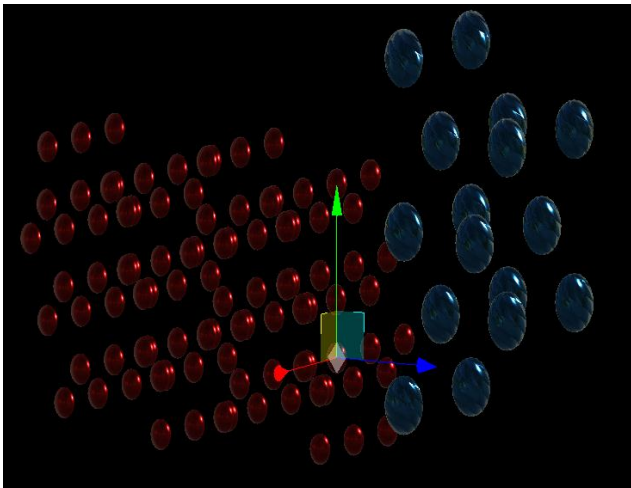8. Background colour

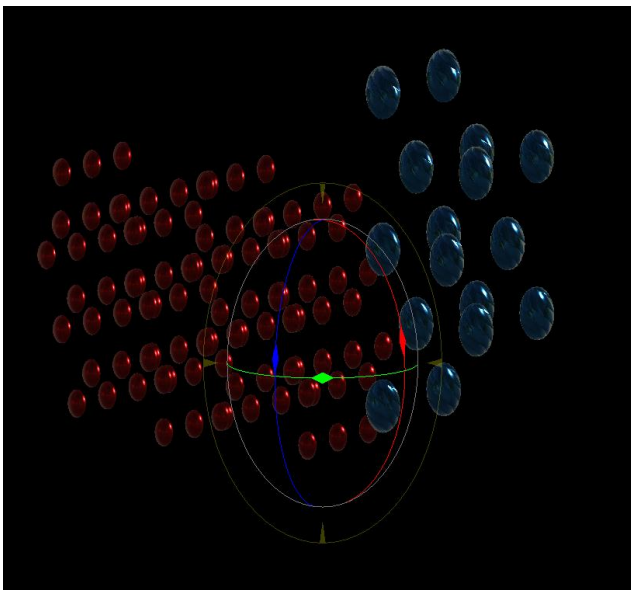## 3. keyboard shortcuts

- The "1,2,3,4,5,6" keys are views
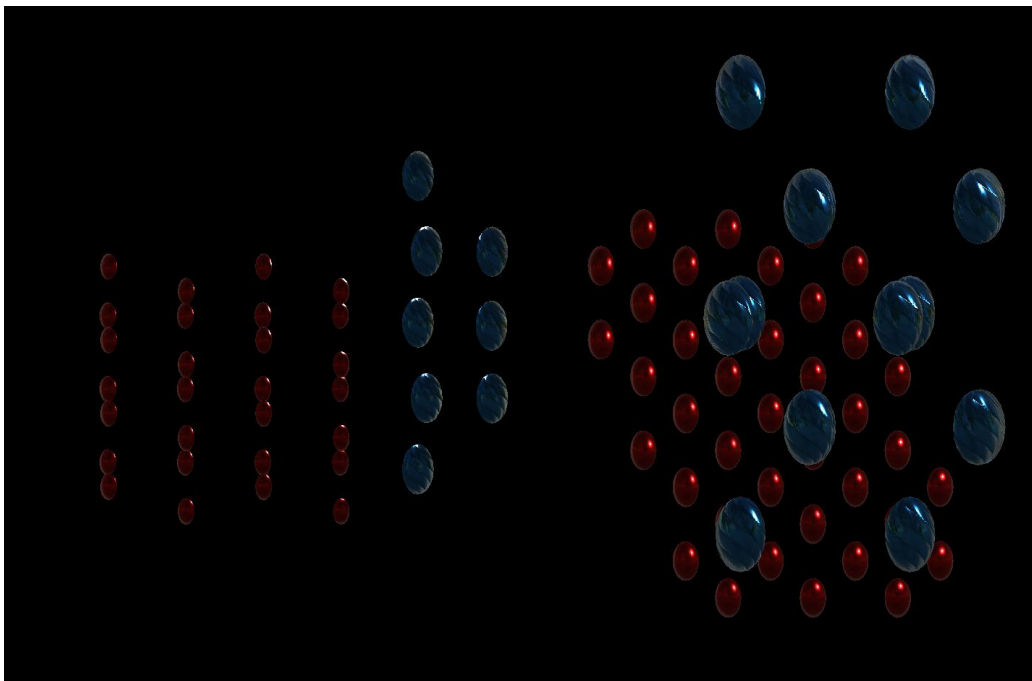
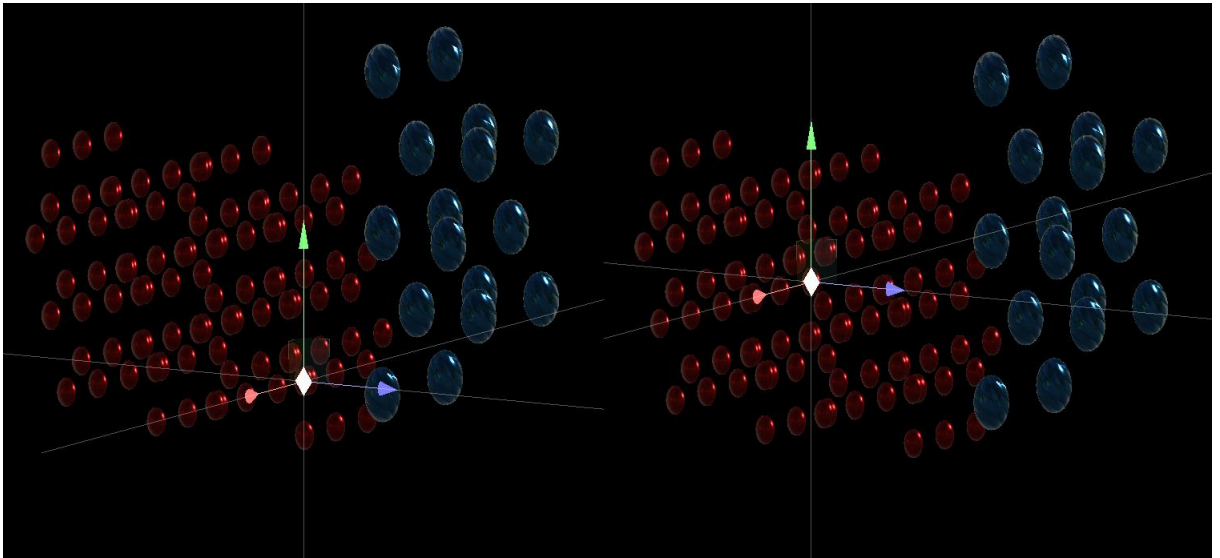- To return to controlling our main group we have to press the "0" buton

- „w" - change control to vectors (location change)

- „e" - change control to circle (change of rotation)

- „c" Point change for position rotation control
  the new position is the position of the atoms,
  the new position is indicated by the mouse.

  pressing "s" saves the new position and ends the position change

- The "m" key maximizes the view of the main window