The complete manual of
ZEGO

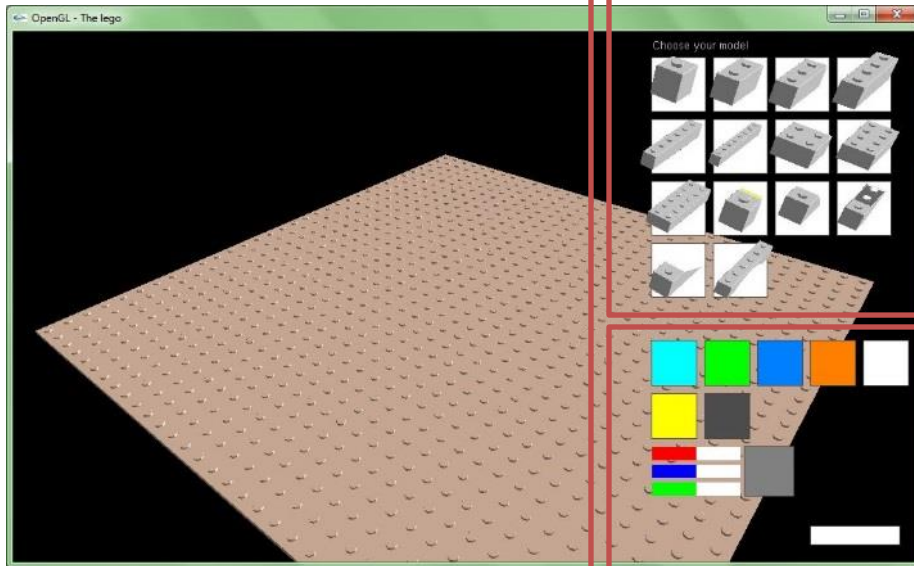# Table of Contents

1.What is Zego?

      Zego is blocks design program. With many tools in program provided, this program can build enormous number of models easily. After finished your design, models can be rendered for realistic look.

2.Interface

Choose your block from here

Blocks Viewport

Choose your favorite color.

3.Control

There many keys and mouse click that manipulate camera which help users move around the viewport.

W: Shift the Camera to +X

S: Shift the Camera to –X

A: Shift the Camera to +y

D: Shift the Camera to –y

2(Upper row): Zoom in

X: Zoom out

CTRL + (Any key): Lift the blocks up.

SHIFT + (Any key): Move the blocks down.

Right Click: Enter Rotate mode.

Page up: Rotate block.

Page down: Rotate block.

Enter: Place the block

Del: Remove the latest previously placed block.

4.Load and save

To load previous model, you can hit F1 (... FN).

To save current model, you can hit SPACE + F1 (... FN).

If you want to show your friend how great your model is, just copy .zego which is save file format for this program and place it in your friend's ZEGO folder and load the model normally.

5.Screen Capture and render

Before render or capture the screen, Adjust the camera to good angle is suggested.

To capture the screen, press SHIFT + P, then the captured picture will saved in side ZEGO folder named capture.bmp.

To render the screen, Press the button at the bottom right of interface. The rendered picture will be saved in ZEGO folder