## Camera controls

### Zoom

There are three ways to modify the « zoom » in ISE-MeshTools :

* You may use the zoom roller laying in the lower part of the right panel of the main window :



* You may open the camera options window (viewing opt. -> Camera -> Camera options) and modify manually the “Zoom” control.
* You may set manually the display scale (viewing opt -> Camera -> Set 100 pixels in mm)

### Camera rotation around « z » viewing axis

To do so, you may use the slider laying in the upper part of the right panel of the main window.



### Clipping plane

In some cases, you may need to displace the viewing clipping plane. To do so, use the slider lying centrally in the right panel of the main window.



You can also modify the clipping plane manually by editing the “Tz” control in the camera options window (viewing opt. -> Camera -> Camera options).

### Camera orientation

6 camera positions are predefined.

 view object from right side

 view object from left side

view object from front side (default camera position)

view object from back side

view object from above

 view object from below

### Grid

Press  to show / hide the grid. Default grid size is 1 cm / square. Grid size can be edited manually (viewing opt. -> Grid size).

Switching between the 6 camera predefined positions defined above (, , ,, and )will affect the plane in which the grid is drawn.

### Lightning

6 lightning orientations are predefined.

 light from right viewing side

 light from left viewing side

 light from front viewing side

 light from back viewing side

 light from above

 light from below

## Object controls

As seen earlier, selected objects can be translated and rotated using the mouse left and middle buttons (in landmark and camera selection modes, you also need to maintain “CTRL” button pressed while dragging the mouse to achieve rotation and translation of selected objects). Alternatively, you may also use the following controls to accomplish rotation and translation of selected objects.

Rotation is performed around the global center of mass of all selected objects.

### Rotation around « z » viewing axis and translation along « z » viewing axis

These controls are extremely useful, as there is no way to achieve rotation around « z » viewing axis or translation along « z » viewing axis using the mouse.

To do so, use the slider and roller lying in the upper part of the left panel of the main window.



### Rotation around « x » viewing axis and translation around « y » viewing axis

To do so, use the slider and roller lying in the lower part of the left panel of the main window.



### Rotation around « y » viewing axis and translation along « x » viewing axis

To do so, use the slider and roller lying in the left part of the bottom panel of the main window.

