Manual

On Load

Cube moves into position in the center of the window.

Moving the Cube

To rotate the cube along the z-axis, move the mouse wheel. To rotate the cube along the x-axis and the y-axis, click anywhere in the window and drag.

Buttons

Stop/Start Animation

Stops and starts animation.

Start/Stop Autorotation

Starts and stops autorotation of the z-axis.

Dimetric (Projection)

Set the coordinates of the cube to show a dimetric projection (always the same coordinates).

Trimetric (Projection)

Set the coordinates of the cube to show a trimetric projection (always the same coordinates).

Isometric (Projection)

Set the coordinates of the cube to show a isometric projection (always the same coordinates).

Orthographic (Projection)

Sets the coordinates of the cube to show only the top face in an "orthographic" projection.

Sheering (Transformation)

Not currently working.

Translation (Transformation)

Not currently working.