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 y-axis, click anywhere in the window and drag.

Projection Buttons

Dimetric

When clicked, sets the coordinates of the cube to show a dimetric projection (always the same coordinates).

Trimetric

When clicked, sets the coordinates of the cube to show a trimetric projection (always the same coordinates).

Isometric

When clicked, sets the coordinates of the cube to show an isometric projection (always the same coordinates).

Orthographic

When clicked, sets the coordinates of the cube to show only the top face in an "orthographic" projection (always the same coordinates).

Transformation Buttons

Sheering

Not currently working.

Start/Stop Translation

When clicked, starts or stops the ability to make translations to the cube.
When initiated, use the "WASD" keys to move the cube up (W), down (S), left (A) and right (D).
When initiated, use the "F" key to move the cube forward and the "B" key to move the cube back.

Basic Feature Buttons

Stop/Start Animation

When clicked, stops or starts animation.

Start/Stop Autorotation

When clicked, starts or stops autorotation of the x-axis, y-axis and z-axis.

RESET

When clicked, resets the cube back to its starting position (this is done by simply refreshing the page).