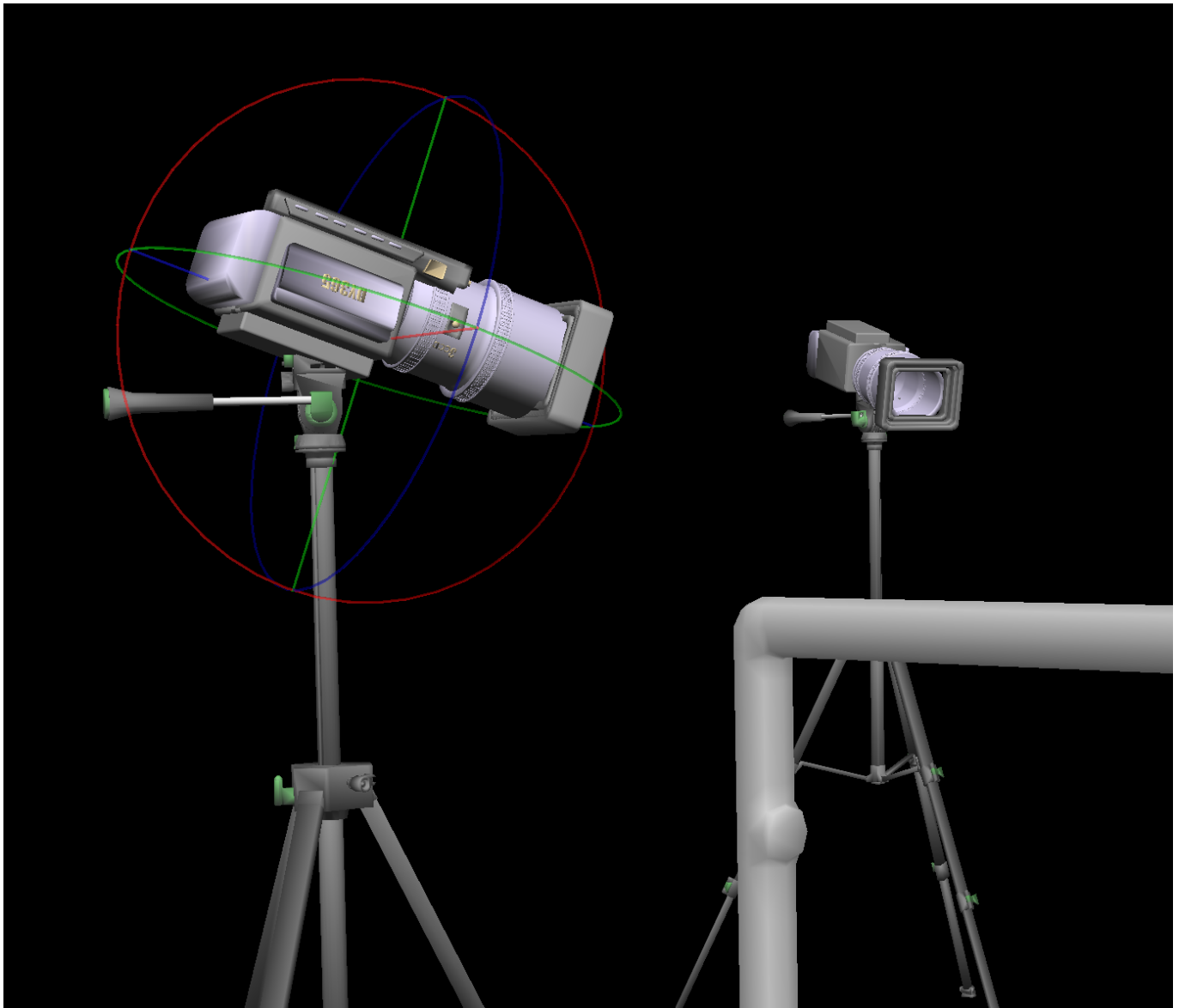


PlanDSX_3D_View

The 3D view shows the setup of the virtual lab. You can change the orientation of the view by clicking and dragging with the left mouse button. X-ray views, mocap cameras, and other objects can be added to and removed from the scene using their respective widgets.



To select an object, mocap camera, or X-ray view, Ctrl-left-click on it. A trackball will be displayed over it, centered on the object's origin. You can click on and drag the trackball handles to translate or rotate the object with respect to a single axis. For free-form rotation, click inside the trackball but away from a handle, then drag the yellow sphere around. For free-form translation, Shift-left-click inside the trackball and drag the yellow sphere. When you are done moving the object, click outside the trackball or press Esc.

A square representing the floor can be added to the scene using the menu command *View → Display Floor*. The floor can be raised and lowered using the Up and Down keys. The global axes of the scene can be displayed using the command *View → Display Axes*.

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