

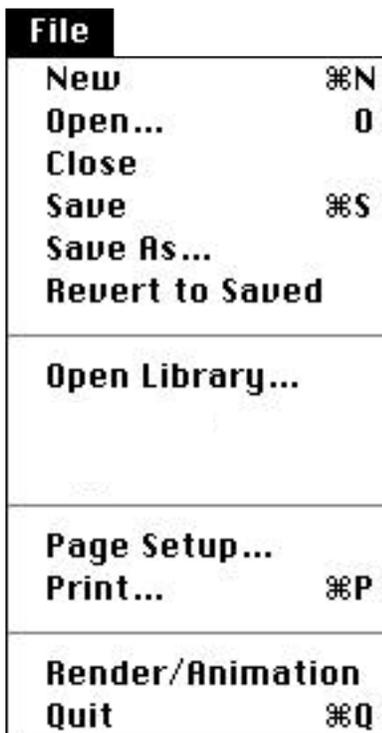
This Quick Reference section is provided for your convenience. It describes the basic functions of ModelPro Menus, Windows, and Palettes.

Menus



Show developer information
Open ModelPro Help file

Access to Desk Accessories



Open a new file that is blank
Open an existing file
Close the current file
Save the changes to the current file
Save the current file under a new name
Discard changes and open the last saved version

Open a data base as a Library item

Setup the current file for the current print device
Print the current file to the current print device

Switch to the Presenter module
Quit the application

Menus *continued*

Edit

Undo	⌘Z
Cut	⌘H
Copy	C
Paste	⌘V
Clear	⌘B
Select All	⌘A
Redo	⌘R
Clone	⌘W
Duplicate...	⌘=
Preferences...	

Undo the last action (up to 10 times)

Remove the selection and put it on the clipboard

Put a copy of the selection onto the clipboard

Place a copy of the clipboard contents into the file

Remove the current selection from the file

Select all objects in the file

Redo an action after Undo (up to 10 times)

Make a copy of an Object directly on top of the selected Object

Bring up Dialog Box for Linear and Polar Duplication

Bring up Dialog Box for setting Preferences

Windows

Re-display	⌘D
Top	⌘1
Front	⌘2
Right	⌘3
3D Window	⌘4
Palettes	▶
Display Image	⌘E
Clean Up Windows	

Redraw all the viewing windows

Show and bring-to-front the Top view Window

Show and bring-to-front the Front view Window

Show and bring-to-front the Right view Window

Show and bring-to-front the Angled view Window

Display Palettes sub-menu. Enable/Disable display of palettes

Display a finished image from Presenter 3.0

Reorganize screen layout to the default layout

Palettes ▶

Statistics
✓ Tools
✓ Snapping
✓ Groups
✓ Tool Info
✓ Status Line
Libraries

Options

✓ Show Rulers
✓ Show Guides
Show Grid
✓ Show Depth Line
✓ Show Markers

Display Rulers in each of the View Windows
Display user-set guide lines
Display the Grid
Display the “lock” position defined by Space Bar
Display user-set reference points

✓ Snap To Guides
Lock Guides

Snap cursor to guide lines when close enough
Prevent guide lines from being moved or deleted

Clear All Guides
Clear All Markers

Remove all guide lines from the View Windows
Remove all Markers from the View Windows

Group

Group	⌘G
Ungroup	⌘U
Create Folder	⌘F
Information	⌘I

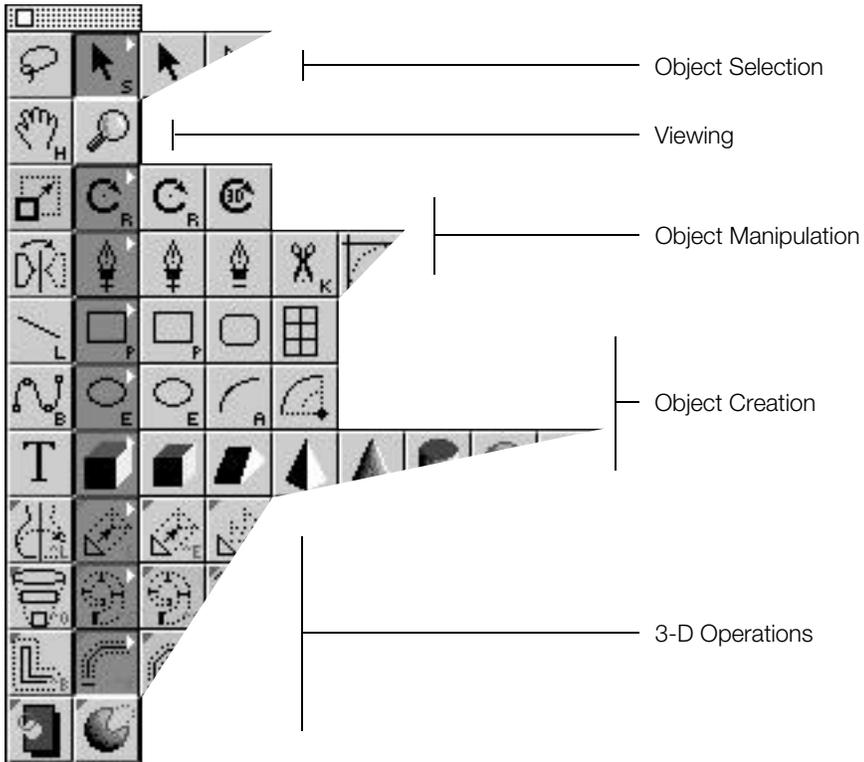
Combine all selected objects into a group
Break a group into its individual objects
Create a new folder in the Group palette
Bring up Object/Group Info dialog box for the selected item

Operations

Transform...	⌘T
Join Elements	⌘J
Align...	
Move To...	⌘M

Bring up dialog box for Translate, Rotate, Resize
Combine selected objects into a single Joined Spline
Bring up dialog box for aligning objects relative to one another
Bring up dialog box for moving objects exactly

Tool Palette





Lasso Selector—"Freehand" selection of vertices
 Selector— Select objects and vertices for moving and editing
 Direct Selector—Select objects and vertices for moving and editing



Hand—Pan View Windows and rotate view in the Angled view Window
 Magnifying Glass—Zoom the view in and out



Scale—Scale selected objects larger or smaller
 Rotate—Rotate selected objects in a 2-D plane
 3-D Rotate—Rotate selected objects in 3-D from an orthogonal view Window



Mirror—Reflect the selected objects across a mirror line
 Add Vertex—Create a new vertex at the cursor place on the current object
 Delete Vertex—Delete the selected vertex on the current object
 Scissors—Cut the selected object at the click point
 Fillet—Create a radius fillet at the vertex of two straight lines



Line—Create a Line object between the two click points
 Polygon—Create Rectangles and Polygons
 Rounded Corner Polygon—Create rounded corner Rectangles and Polygons
 Spline Mesh—Create a planar spline mesh which may be edited into a 3-D shape



Spline—Create 2-D or 3-D spline shapes
 Circle / Ellipse—Create 2-D circular and elliptical closed splines shapes
 90° Arc—Create 2-D elliptical, 90° arcs
 Circular Arc—Create 2-D circular arcs (1°–360°)

Tool Palette *continued*



Text—Create 2-D spline shapes from Postscript or TrueType font characters

Primitives—Create a surfaced 3-D object
Cube, Prism, Pyramid, Cone, Cylinder, Sphere, and Torus



Lathe—Create a 3-D spline surface by rotating a 2-D contour around an axis

Extrude—Create a 3-D spline surface by extruding a 2-D contour along a vector

Linear Duplicate—Distribute copies of selected objects along vector



Loft—Create a 3-D spline surface by “skinning” a series of
2-D sections (shapes) which act as “ribs”

Sweep—Create a 3-D spline surface by rotating, with linear offset,
a 2-D section around an axis

Polar Duplicate—Distribute copies of selected objects around a user-defined axis



Bevel Extrude—Extrude a closed 2-D shape along a 2-D path, which is perpendicular to
the plane of the shape

Path Extrude—Extrude a 2-D shape along a user-set 2-D or 3-D path

Path Duplicate—Distribute copies of selected objects along a user-set path



Punch—Remove the portion of a surface (2-D or 3-D) that intersects with a
projection of a closed 2-D shape

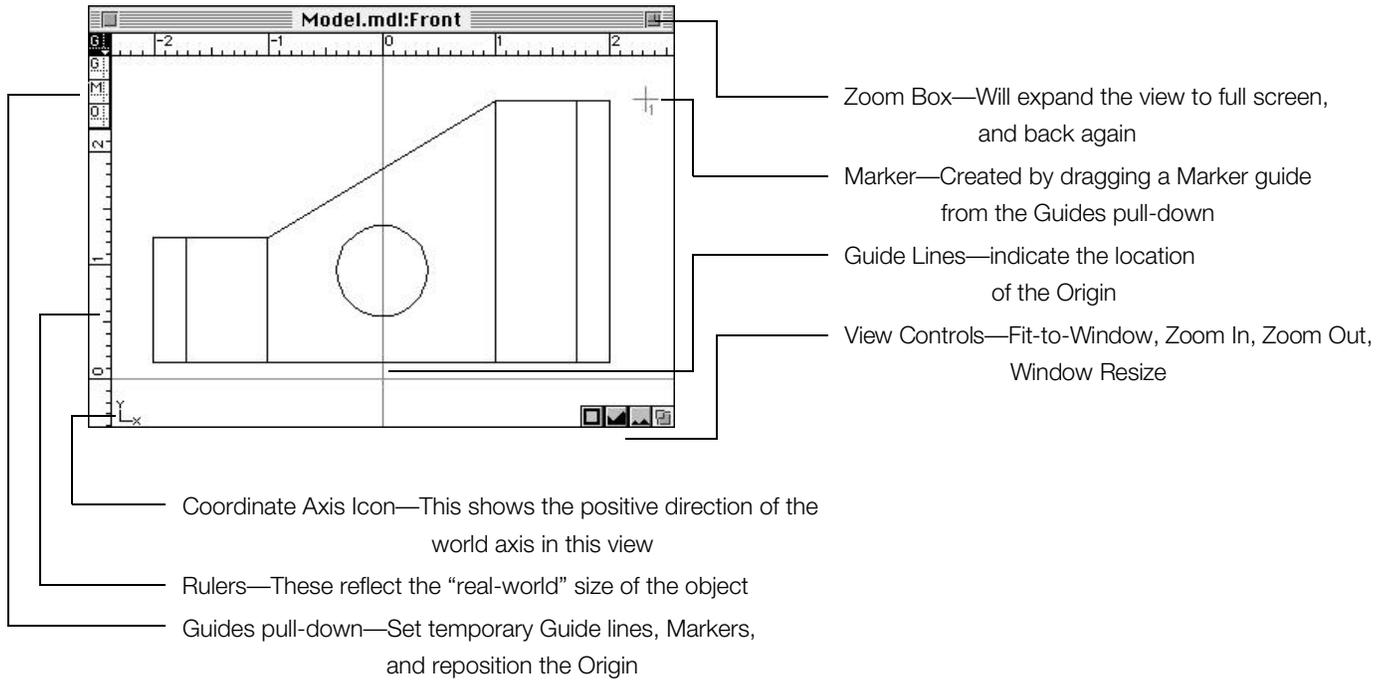
Boolean—Generate volumetric shapes which result from the intersection or union
of two, or more 3-D objects



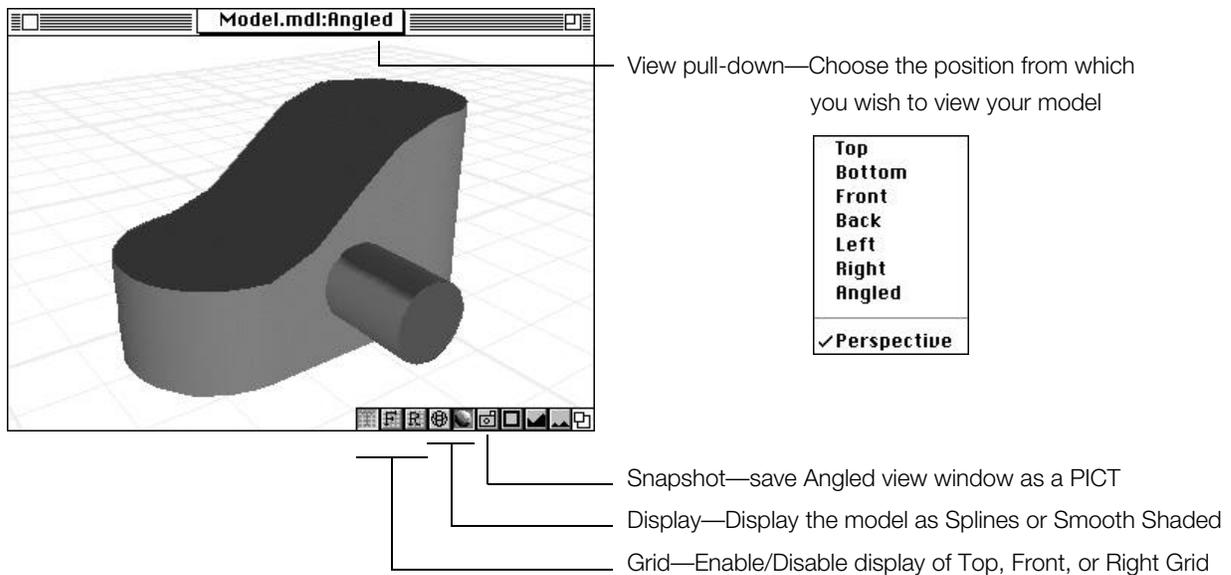
Drawing Options—Set object color, object filled/not filled, and drag protocol for
quickdraw polygon and ellipse shapes (corner-to-corner,
corner-to-center, and center-to-corner)

View Windows

Orthogonal Views

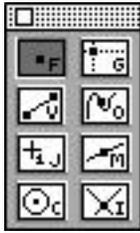


Angled View



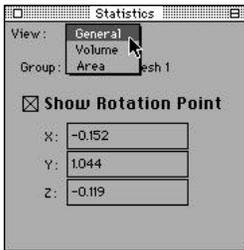
Palettes

Snap Palette

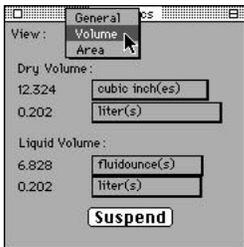


- Free—No snap
- Vertex—Snap to endpoints of lines and arcs
- Marker—Snap to nearest marker
- Center—Snap to Centers of circles and arcs
- Grid—Snap to intersection of grid lines
- On—Snap onto the object itself
- Midpoint—Snap to the midpoints of lines and arcs
- Intersection—Snap to the intersection of two objects

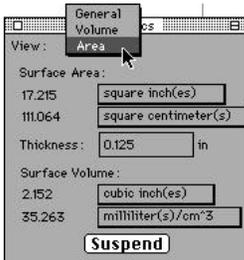
Statistics Palettes



General—Enable/Disable display of selected Object Rotation Point, and precisely locate the Object Rotation Point

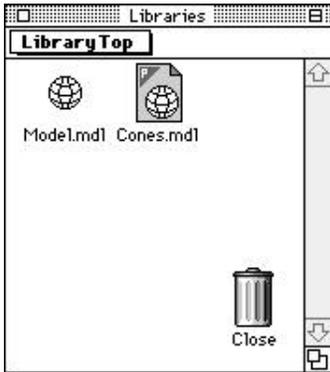


Volume—See Volumetric data for the selected item.
Choose units displayed in palette from pull-down menus



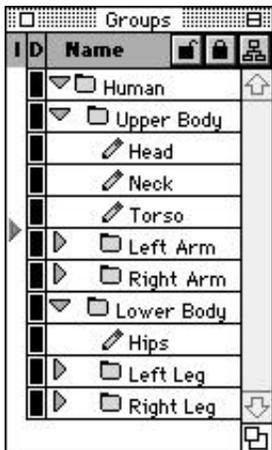
Area—See information about the Surface Area for the selected item.
Set “material thickness” to see Surface Volume information.
Choose units displayed in palette from pull-down menus

Libraries Palette



Drag and Drop Library items into your model to ease building models with repetitive parts

Groups Palette



Organize your data base to ease model-building and animation

Status Line Palette



Look to the Status Line for helpful prompts while using tools, and to precisely locate the cursor in the orthogonal view Windows. (Prompt for Polygon tool shown)

Tool Info Palette



The Tool Info palette is your access to precise use of the tools. This palette displays the relevant parameters for the tool currently in use. (Sweep Tool Info palette shown)