

Snapping palette (eight buttons)

Click on a button to toggle it “on”. (defaults to Free or Grid “on”)

Unless otherwise stated, double-click on a button to lock the button “on”.

Generally, must click within 3 pixels of snap target.

Drag the Title bar to reposition the palette.

Click the Close box to turn the palette display “off”.

Use the snapping functions to intuitively/accurately place:
a cursor, a vertex(es); a 3D tool control point, a tool Anchor, a Guide,
a Marker, the Origin, an Item, a Rotation Point

Free [f]

Disables all Snap palette functions.

Double-click to access ModelPro Preferences dialog box (Grid Options)

Grid [g]

Cursor/Vertex snaps to grid.

Double-click to access ModelPro Preferences dialog box (Grid Options)

Vertex [v]

Cursor/Vertex snaps to vertex on selected item when click on the object near vertex.

On [o]

Cursor/Vertex snaps onto object nearest position of cursor when click near the object.

Marker [j]

Cursor/Vertex snaps to Marker when click near Marker. (User sets Marker(s) from Guides pull-down (Ruler))

Midpoint [m]

Cursor/Vertex snaps to midpoint between two vertices when click on the object.

Center [c]

Cursor/item snaps to geometric/volumetric center when click on an item.

Intersection [i]

Cursor/Vertex snaps to visual intersection of two objects when click near intersect point.