Drag the Title bar to reposition the window.

Click the Close box to turn the window display "off".

Double-click Title bar to enlarge window to fill screen
(Double-click Title bar to return window to default size).

Click zoom box to toggle window display between full screen and default size.

Drag the Size box to enlarge or reduce window size.

Zoom In/Out (buttons)
Click, or click-hold to zoom in/out intuitively.
Hold ⛺ - key, then click to bring the other two views to the same scale.

Fit-to-window (button)
Click to fit the scene (all objects) in the window.
Hold ⛺ - key, then click to apply Fit-to-window to all windows simultaneously.

Rulers
Positioned at the top and left edge of each View window. Units are determined by setting in the Drawing Preferences dialog box. (i.e. if Units are set to inches, then 13 on the rulers corresponds to 13 inches from the origin.)
(Must have VIDI Font in Fonts folder (in System Folder) for Rulers to display.)

Guides/Markers/Origin (pull down)
Click-hold to display three options — (G)uides, (M)arkers, (O)rigin; drag down to
the desired option, then release to select it.

Set the color for any of these three in the Color Preferences dialog box.

Look for additional controls in the Options menu.

Guides
Drag an individual, horizontal or vertical, guide from a Ruler.

Drag a horizontal/vertical guide from the pull-down.

Markers
Drag a Marker from the pull-down; sets a numbered cross-hairs marker.

Origin

Drag from the pull-down to move the Origin (0,0) to a new location.
Coordinate Axis Indicators (display only)

Indicates the 2D plane view represented in the window (z-x Top; y-x Front; y-z Right).

(Turn axis display "on/off" in Screen Preferences dialog box).

3D Window (Angled) 7 buttons

Still Camera (button)

Click to create a screen-quality capture (PICT) of the window.
Access standard Save dialog box.
If QD3D is enabled:
In Shading Preferences, turn "on" "Save 3DMF instead of PICT"; click to export the file as 3DMF file.

Shaded preview (button)

Click to view objects as shaded solids.

Wire frame preview (button)

Click to view objects as hollow wire frames.

Right/Front/Top Grid (3 buttons)

Click to display the desired grid in the window (displays grid 20 times the

single Unit size (Drawing Preferences dialog box).

Lighting control (button)

Enabled only when Shaded preview is "on".

Lights used in ModelPro do not have an effect in Presenter, and vice-versa.

Click to access lighting controls.

Lighting Controls

Drag a "light" (default is white oval) around the "sphere" to position the "light" ("lights" point toward the center of the "sphere"). The center of your scene is located at the center of the sphere. Drag a light to the back of the "sphere" to light the back of the scene.

Click on "+" to add a "light" to the preview.

Click on a "light" to select it, then click on "−" to delete the "light".

Double-click on a "light" to access the standard color dialog box, then choose a new color for the "light" (its oval on the sphere will show the new color).