Selector Tool—To use the table:1) look down along the left-hand column to find the type of selection you wish to make,
2) look across the top row to find the status of the object,
3) find the place in the table where the column and row intersect to see the effect .

	Object de-selected	Vertices visible	Vertices selected	Bounding Box corners visible
Click on Segment	Vertices of entire object become visible	Vertices on either end of that segment become selected.	No Action	No Action
Click on Vertex	Vertices of entire object become visible	That Vertex becomes selected. (Shift-click applies)	No Action	No Action
Click on Bounding Box Corner	—	—	—	No Action
Drag Segment	Object Moves with cursor and vertices become visible	Straight: No Action Curved: Edits that segment	Straight: No Action Curved: Edits that segment	Object Moves with cursor.
Drag Vertex	Object Moves with cursor and vertices become visible	Moves that vertex with the cursor. Edits the 2 segments on either side	All selected Vertices move as a group.	—
Drag Control Handle	—	—	Edits the curvature of that segment	—
Drag Bounding Box Corner	—	—	—	Resizes the object.
Double-Click on Segment	Brings up Object/Group Info dialog box. Also makes vertices visible.	Brings up Object/Group Info dialog box.	Brings up Object/Group Info dialog box.	Brings up Object/Group Info dialog box.
Double-click on Vertex	Brings up Vertex MoveTo dialog box. Also makes vertices visible.	Brings up Vertex Move To dialog box.	Brings up Vertex Move To dialog box. (All selected vertices get moved)	Brings up Object/Group Info dialog box.

Selector Tool—To use the table:1) look down along the left-hand column to find the type of selection you wish to make,

with Command (⌘) key pressed

2) look across the top row to find the status of the object,

3) find the place in the table where the column and row intersect to see the effect .

	Object de-selected	Vertices visible	Vertices selected	Bounding Box corners visible
Click on Segment	Vertices of entire object become visible For primitives the Bounding Box corners show	Selects a "rib" of a 3D object All vertices on a continuous spline object get selected	No Action	No Action
Click on Vertex	Vertices of entire object become visible For primitives the Bounding Box corners show	That Vertex becomes selected (Shift-click applies)	No Action	No Action
Click on Bounding Box Corner	—	—	—	No Action
Drag Segment	Object Moves with cursor and vertices become visible	Moves a "rib" of a 3D object All vertices on a continuous spline object get Moved	Moves a "rib" of a 3D object All vertices on a continuous spline object get Moved	Object Moves with cursor
Drag Vertex	Object Moves with cursor and vertices become visible	Moves that vertex Edits the curve segments on either side	Moves all selected vertices as a group Edits the curve segments on either side	—
Drag control handle	—	—	Edits the curvature of the curves connected to that segment	—
Drag Bounding Box Corner	—	—	—	Resizes the object
Double-click on Segment	Brings up Object/Group Info dialog box Also makes vertices visible	Brings up Object/Group Info dialog box	Brings up Object/Group Info dialog box	Brings up Object/Group Info dialog box
Double-click on Vertex	Brings up Vertex Move To dialog box Also makes vertices visible	Brings up Vertex Move To dialog box	Brings up Vertex Move To dialog box	Brings up Object/Group Info dialog box

Selector Tool—To use the table:1) look down along the left-hand column to find the type of selection you wish to make,

**with Control
(ctrl) key pressed**

2) look across the top row to find the status of the object,

3) find the place in the table where the column and row intersect to see the effect .

	Object de-selected	Vertices visible	Vertices selected	Bounding Box corners visible
Click on Segment	Vertices of entire object become visible For primitives the Bounding Box corners show	Vertices on either end of that segment become selected	No Action	No Action
Click on Vertex	Vertices of entire object become visible For primitives the Bounding Box corners show	That Vertex becomes selected (Shift-click applies)	No Action	No Action
Click on Bounding Box Corner	—	—	—	No Action
Drag Segment	Object Moves with cursor and vertices become visible	Straight: No Action Curved: Edits that segment	Straight: No Action Curved: Edits that segment	Object Moves with cursor
Drag Vertex	Object Moves with cursor and vertices become visible	Converts sharp corners to smooth curve Adds control handles Edits smooth curves	Converts sharp corners to smooth curve Adds control handles Edits smooth curves	—
Drag Control Handle	—	—	Converts smooth curve to sharp corner Allows edit of each handle	—
Drag Bounding Box Corner	—	—	—	Resizes the object
Double-click on Segment	Brings up Object/Group Info dialog box Also makes vertices visible	Brings up Object/Group Info dialog box	Brings up Object/Group Info dialog box	Brings up Object/Group Info dialog box
Double-click on Vertex	Brings up Vertex Move To dialog box Converts sharp corner to smooth curve	Brings up Vertex Move To dialog box Converts sharp corner to smooth curve	Brings up Vertex Move To dialog box Converts sharp corner to smooth curve	Brings up Object/Group Info dialog box

Selector Tool Effects
How to Make Selections

Selector Tool—To use the table:1) look down along the left-hand column to find the type of selection you wish to make,

with Option (option) key pressed

2) look across the top row to find the status of the object,

3) find the place in the table where the column and row intersect to see the effect .

	Object de-selected	Vertices visible	Vertices selected	Bounding Box corners visible
Click on Segment	Bounding Box Corners are Displayed Subsequent clicks move up the group hierarchy	Bounding Box Corners are Displayed Subsequent clicks move up the group hierarchy	Bounding Box Corners are Displayed Subsequent clicks move up the group hierarchy	No Action
Click on Vertex	Bounding Box Corners are Displayed Subsequent clicks move up the group hierarchy	Bounding Box Corners are Displayed Subsequent clicks move up the group hierarchy	Bounding Box Corners are Displayed Subsequent clicks move up the group hierarchy	No Action
Click on Bounding Box Corner	—	—	—	No Action
Drag Segment	Copy of object moves with the cursor	Copy of object moves with the cursor	Copy of object moves with the cursor	Copy of object moves with the cursor
Drag Vertex	Copy of object moves with the cursor	Copy of object moves with the cursor	Copy of object moves with the cursor	Copy of object moves with the cursor
Drag Control Handle	—	—	Makes a copy of the object and edits the curvature of the segments of the copy	—
Drag Bounding Box Corner	—	—	—	Makes a copy of the object and resizes the copy
Double-click on segment	Brings up Object/Group Info dialog box Also makes Bounding Box corners visible	Brings up Object/Group Info dialog box Also makes Bounding Box corners visible	Brings up Object/Group Info dialog box Also makes Bounding Box corners visible	Brings up Object/Group Info dialog box Also makes Bounding Box corners visible
Double-click on Vertex	Brings up Object/Group Info dialog box Also makes Bounding Box corners visible	Brings up Object/Group Info dialog box Also makes Bounding Box corners visible	Brings up Object/Group Info dialog box Also makes Bounding Box corners visible	Brings up Object/Group Info dialog box Also makes Bounding Box corners visible