

# *Chapter 3*

## *Menus*

Details of 3D World's File, Edit, View, Options, Palettes and Help menus.

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## FILE MENU



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### ◆ **New (Command-N)**

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Opens a new, untitled 3D World document.

If there is a document called Default Stationery Pad located in the same folder as the 3D World application, that has been tagged as a stationery pad via the Get Info dialog, a copy of this document will be opened as an untitled document. This allows you to use the same customized settings for each document.

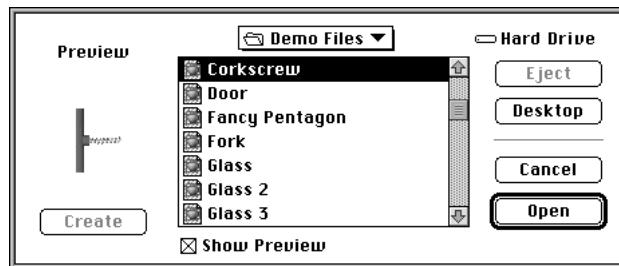
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### ◆ **Open (Command-O)**

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Opens an existing 3D World file, or any other file created by a QuickDraw 3D-compatible application.

A standard open dialog displays for you to select the file to open:



The file will open showing the view that was displayed the last time the file was saved.

**Note:** Librarian files can be opened directly from within 3D World. Librarian files will be shown in the standard open dialog, and if a Librarian file is chosen to be opened, 3D World will launch the Librarian application to open the file.

### Show Preview

Click on this checkbox to extend the dialog and display a preview of the file (if one is available). If no preview has been saved for the file and the Create button is enabled, click Create to create a preview. Uncheck the Show Preview checkbox to reduce the window and hide the preview display area.

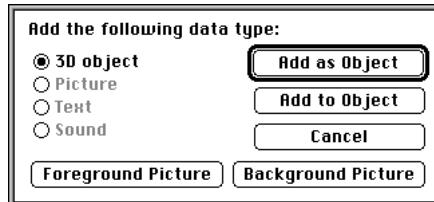
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## ◆ Insert

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Select Insert to bring QuickDraw 3D, PICT, or text files into 3D World documents.

When the standard dialog displays, select a file to insert. The Insert Dialog will display:

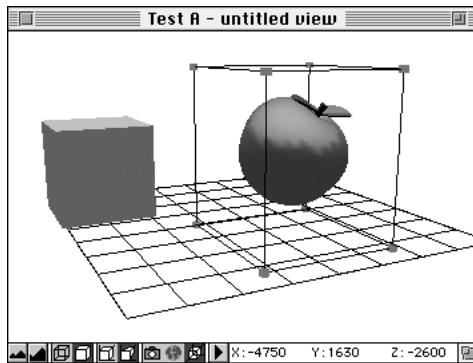


The options available will depend upon the type of file selected, and whether an object was selected when Insert was chosen. The type of file selected will be indicated on the left side of the dialog.

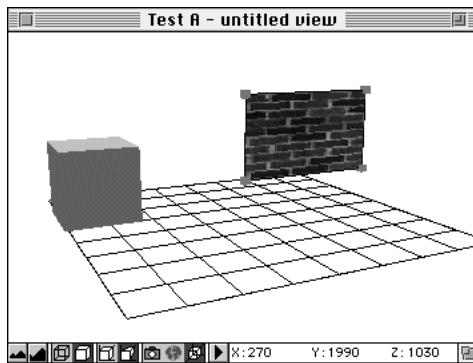
### Add as Object

The selected file appears either in the center of the grid or at the last place the mouse was clicked.

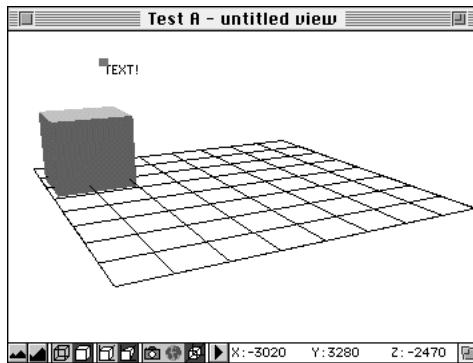
- **QuickDraw 3D file:** Appears as a 3D object, the orientation of which will depend on the information contained in the QuickDraw 3D file.



- **PICT file:** The PICT image displays as a rectangle with the same proportions as the original picture. The longest side of the rectangle is equivalent to the length of one side of one grid square and its orientation relates to the World Coordinate System.



- **Text file:** Text is placed in the document as a text marker. The marker has a specific location within the document, but the text is always displayed perpendicular to the camera, regardless of the view.

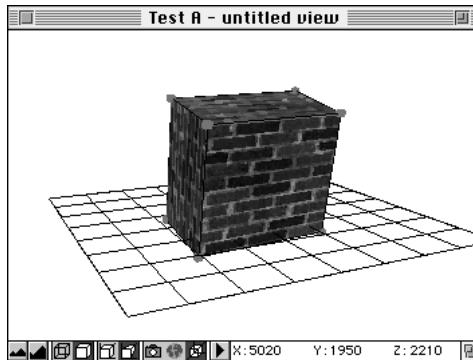


### Add to Object

This option is only available if an object was selected in the document before Insert was chosen. The file is converted to a PICT (if necessary) and applied to the selected object as a texture. The properties of the selected object will determine how it is applied.

Available for:

- QuickDraw 3D file
- PICT file



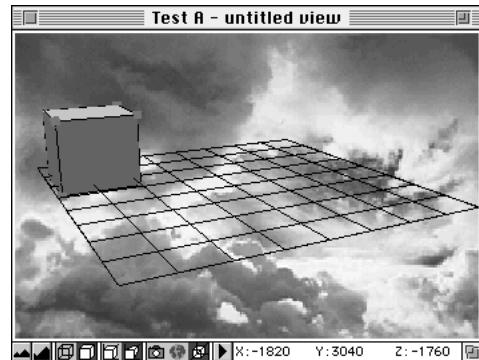
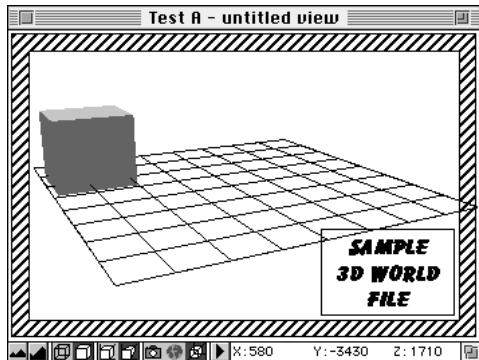
- Text file

## Foreground/Background Picture

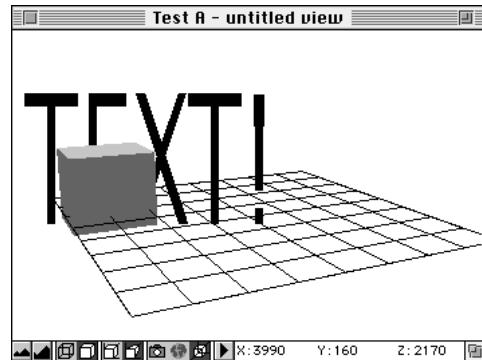
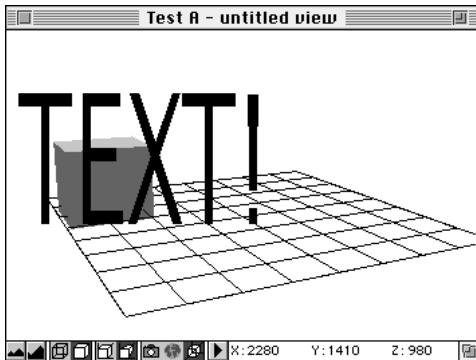
The file is converted to a PICT (if necessary) and placed in the foreground/background where it remains even if the view changes. If the proportions of the PICT image are not the same as the proportions of the window, the PICT image is distorted to fit the window. Its size remains constant relative to the window size.

Available for:

- QuickDraw 3D file
- PICT file



- Text file



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## ◆ Import

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The Import option allows you to access Import plug-ins.

Open the file menu and select Import. A submenu lists the installed Import plug-ins. Select the plug-in you wish to use from the list. *See Appendix A – Import Plug-ins on page A-1 for further details.*

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## ◆ Export

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The Export option allows you to access Export plug-ins.

Open the file menu and select Export. A submenu lists the installed Export plug-ins. Select the plug-in you wish to use from the list. *See Appendix B – Export Plug-ins on page B-1 for further details.*

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## ◆ Close (Command-W)

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Closes the current document and its associated windows. If the document has not been saved, or if changes have been made to it since it was last saved, an alert will display asking if you want to save the document before closing.

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## ◆ Save (Command-S)

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The Save option is only available if a document has never been saved, or if changes have been made to it since it was last saved. Using the Save option saves the document in 3D metafile for-

mat. If the document has not been saved before, a dialog will display for you to specify the document name and a location to save it.

To save a document as a stationery pad, give it the name Default Stationery Pad. The document will be automatically tagged as a stationery pad. *See New on page 3-3 for information about opening the Default Stationery Pad.*

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◆ **Save As**

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Choose to save a document (in 3D metafile format) under a different name or in a different location. If you try to save a document in the same location as a document of the same name, an alert will ask if you wish to replace the existing file.

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◆ **Revert**

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Returns to the last saved version of a document. (This option will only be available if the document has been previously saved.) An alert will display to ask if you are sure you wish to revert.

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◆ **Page Setup**

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Select to display the Page Setup dialog. The options available in the Page Setup dialog will depend on the printer driver you have selected in the Chooser.

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- ◆ **Print (Command-P)**

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Select to display the Print dialog. The options available in the Print dialog will depend on the printer driver you have selected in the Chooser.

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- ◆ **Print One**

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Prints one copy of the current window without displaying the Page Setup and Print Dialogs.

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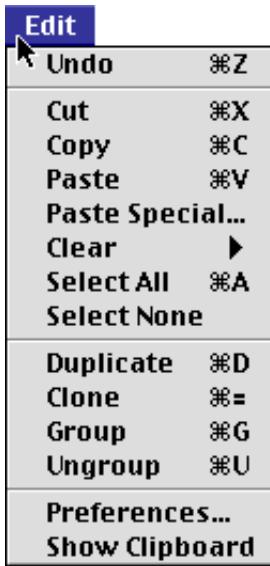
- ◆ **Quit (Command-Q)**

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Quits the application and closes all open files and their associated windows. If any open files have been changed without being saved, a dialog will display asking if you wish to save the changes.

## EDIT MENU



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### ◆ Undo (Command-Z)

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Allows you to undo your last object manipulation. Selections, de-selections, mode changes and view changes are not object manipulations, and therefore cannot be undone.

This option will be disabled if no 3D World document is open, if an open document has not been changed since it was last saved, or if Do Undos has been turned off in the Preferences dialog. *See Do Undos on page 3-23 for further details.*

After an object manipulation has been undone, the Undo option will change to Redo. Select Redo to perform the action again.

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- ◆ **Cut (Command-X)**

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Removes a selected item from the current document and places it on the clipboard, where it remains until replaced by another item cut or copied from the document.

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- ◆ **Copy (Command-C)**

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Copies a selected item from the current document and places it on the clipboard, where it remains until replaced by another item cut or copied from the document.

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- ◆ **Paste (Command-V)**

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Pastes items into the current file either in the center of the grid or at the last place the mouse was clicked. 3DMF, PICT, text, and sound files can be pasted into 3D World documents. 3DMF data are pasted in as 3D objects; PICT files are pasted in as rectangles; text and sound data are pasted in as markers.

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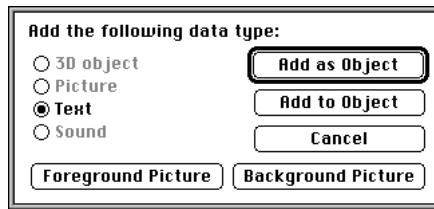
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- ◆ **Paste Special**

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Paste Special is only available if you have cut or copied items from an application other than 3D World. When you select Paste Special, the following dialog displays:



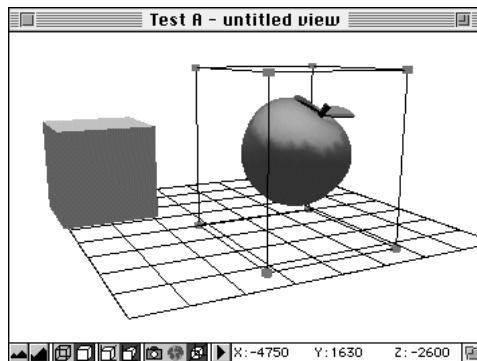
Items cut or copied from other applications can be placed in 3D World documents in a variety of ways, depending on their formats. If you have cut or copied multiple data types, you can use the list on the left of the Paste Special dialog to select the data type you want to place in your document.

The Paste Special options available to you will depend on the type of file selected, and whether an object was selected prior to choosing Paste Special.

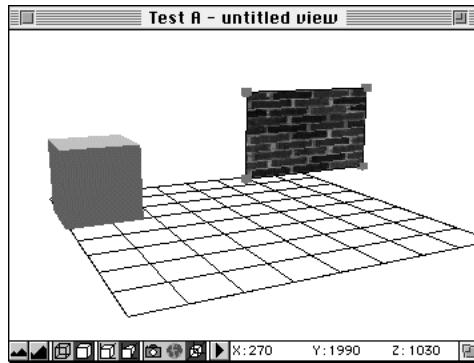
### Add as Object

The file will appear either in the center of the grid or at the last place the mouse was clicked.

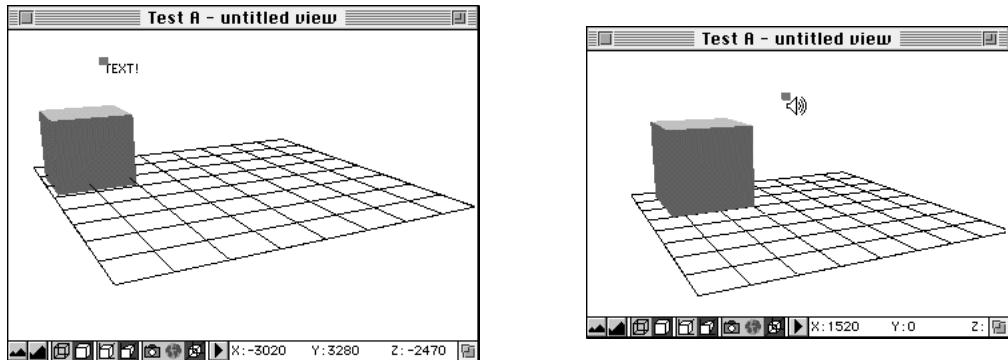
- **3D Object:** Appears as a 3DMF, the orientation of which depends on the information contained in the 3D object file.



- **Picture:** The PICT image displays as a rectangle with the same proportions as the original picture. The longest side of the rectangle is equivalent to the length of one side of one grid square, and its orientation relates to the World Coordinate System.



- **Text/Sound:** Placed in the document as a text/sound marker. The marker has a specific location within the document, but always displays perpendicular to the camera, regardless of the view.

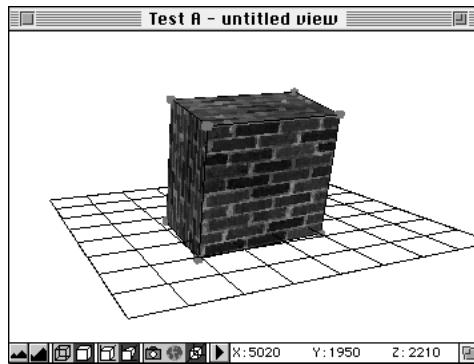


### Add to Object

This option is only available if an object was selected in the document prior to choosing Paste Special.

Available for:

- **3D object:** The file is converted to a PICT and applied to the selected object as a texture. The properties of the selected object will determine how it is applied.
- **Picture:** The file is applied to the selected object as a texture. The properties of the selected object will determine how it is applied.



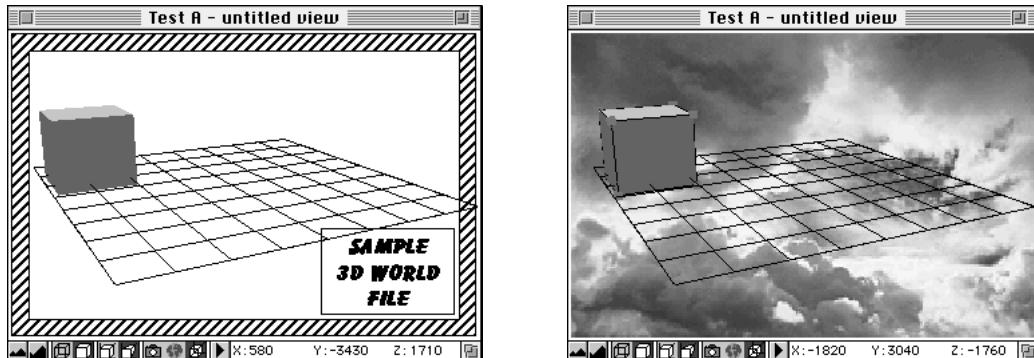
- **Text:** The file is converted to a PICT and applied to the selected object as a texture. The properties of the selected object will determine how it is applied.
- **Sound:** The sound is applied to the selected object as an attribute. To play the sound, click on the object.

#### Foreground/Background Picture

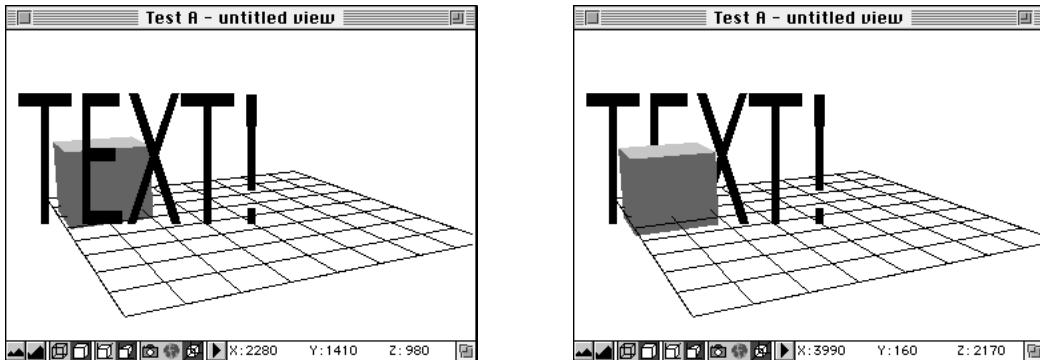
The file is converted to a PICT (if necessary) and displayed in the document foreground/background where it remains even if the view changes. If the proportions of the PICT image are not the same as the proportions of the window, the PICT image is distorted to fit the window. Its size remains constant, relative to the window size.

Available for:

- 3D object
- Picture



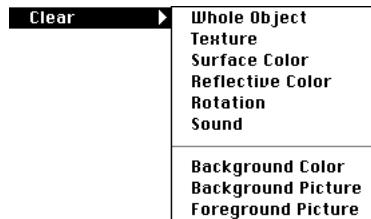
- Text



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- ◆ **Clear**

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Use the **Clear** command to remove items or attributes without placing them on the clipboard. The six options in the top part of the popup menu are only available if an item is selected within the document before **Clear** is chosen.

Select the appropriate option to clear the entire object, or a specific attribute of the object. An entire object can also be cleared from a file by dragging and dropping it into the trash can. Although the object will be removed from the file, a clipping will remain in the trash can until it is emptied. This allows you to drag and drop the item back into the document if necessary.

The last three options in the **Clear** menu allow you to remove the document's background color, background picture and foreground picture.

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- ◆ **Select All (Command-A)**

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Selects all of the objects in the current window.

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- ◆ **Select None**

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Deselects all of the selected items in the current window.

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- ◆ **Duplicate (Command-D)/Clone (Command-=)**

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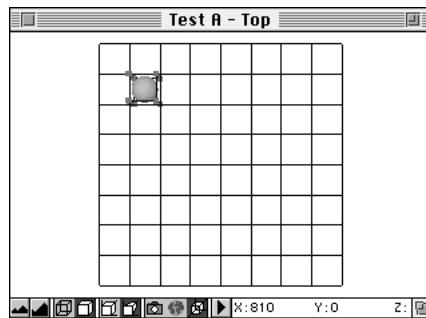
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**Note:** Clone is available only if QuickDraw 3D version 1.0.4 or later is installed, otherwise it will be grayed out. This is due to a bug in prior versions of QuickDraw 3D.

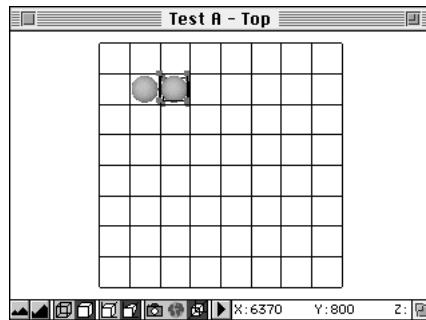
The Duplicate and Clone operations appear identical, however, when an object is duplicated, the duplicate is created as an entirely separate item and is unrelated to the original. When an object is cloned, the clones share the same basic geometry and surface attributes as the original. This means that if the geometry, color, transparency, shininess etc. of the original is changed, any clones will also be changed, and if a clone is changed, other clones and the original will be changed. The link relates to the basic geometry and surface attributes only. Changes in size, position and rotation will not be reflected by the clones.

The Clone command can be very useful in certain situations as due to their shared attributes, clones use less memory than duplicates, and changes can be made quickly to several cloned objects at once.

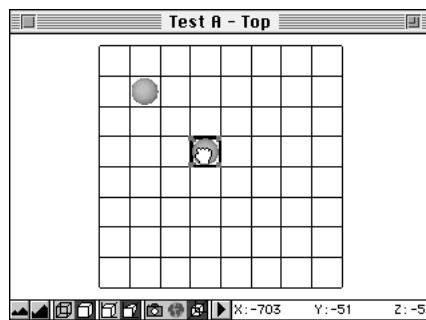
1. Select an item or group of items and choose Duplicate/Clone.



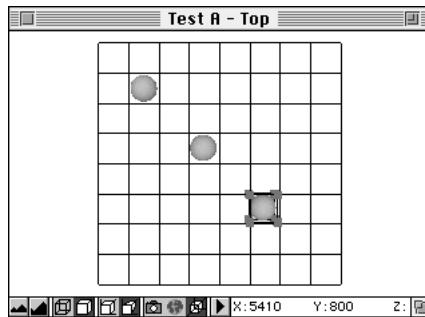
2. A duplicate/clone of the selected item or group of items is placed one grid square to the right of the original:



3. Move the duplicate/clone and choose Duplicate/Clone again.



4. The second duplicate/clone will be positioned in the same position relative to the first duplicate/clone, as the first duplicate/clone was to the original:



Any rotations that are applied after the first duplication are also applied to subsequent duplicated items. This is useful for drawing items like spiral staircases.

Hold down the Shift key when using the Duplicate/Clone option to avoid applying any offset.

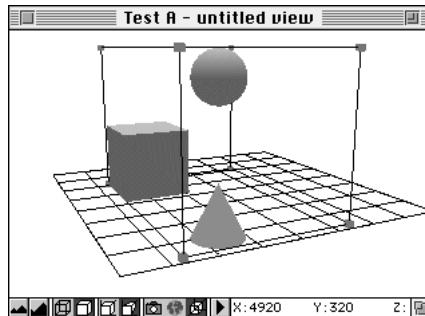
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#### ◆ **Group (Command-G)**

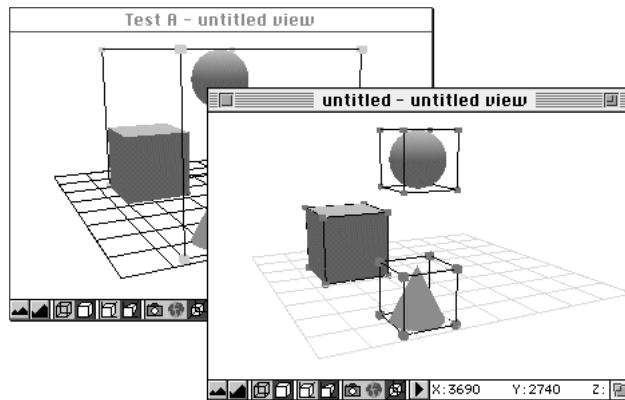
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Groups two or more objects and allows them to be manipulated as a single object.

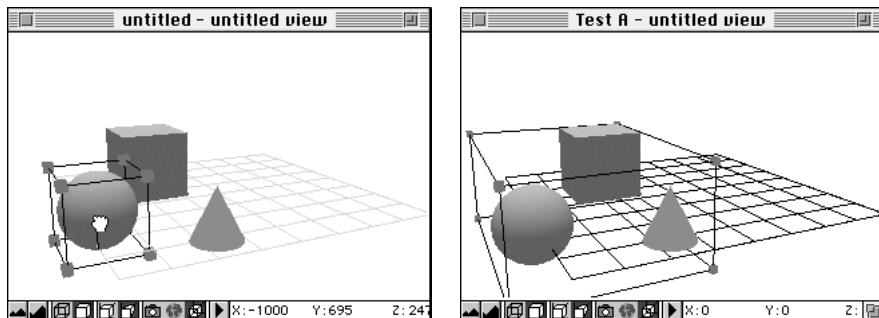
1. Select the desired items, then choose Group. Grouped items will be surrounded by a bounding rectangle or sphere:



2. Double-click on the group or choose Edit Item from the Options menu to open a new window containing only the items within the group:



3. Manipulate these items individually, then close the window to view your changes in the original document:



While a Group window is open, the handles of the bounding rectangle or sphere around the original grouped items will change color. This indicates that the objects are selected, and the Group window is open. The color of the handles is set in the Preferences dialog. [See Color Preferences on page 3-22 for further details.](#)

If the grouped objects have been placed in further groups, the Group window will contain grouped objects. Double-clicking on these groups will open additional windows showing the contents of their respective groups.

If a group of objects is flagged as Primitive, it is not possible to edit the items within the group by double-clicking on the group or choosing Edit Item from the Options menu. The group must be flagged as Dismantleable before the individual items can be edited. The Primitive and Dismantleable options are available in the Options menu and the Info palette, and are discussed

further in the sections *Primitive on page 3-33*, *Dismantleable on page 3-34* and *Primitive/Dismantleable Flag on page 4-19*.

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## ◆ **Ungroup (Command-U)**

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Ungroups selected items so that members of a group can be selected individually. Note that this option only ungroups one level at a time.

If a group is flagged as Primitive, the Ungroup option will be grayed out in the Edit menu, and will not be selectable. The group must be flagged as Dismantleable before it can be ungrouped. The Primitive and Dismantleable options are available in the Options menu and the Info palette, and are discussed further in the sections *Primitive on page 3-33*, *Dismantleable on page 3-34* and *Primitive/Dismantleable Flag on page 4-19*.

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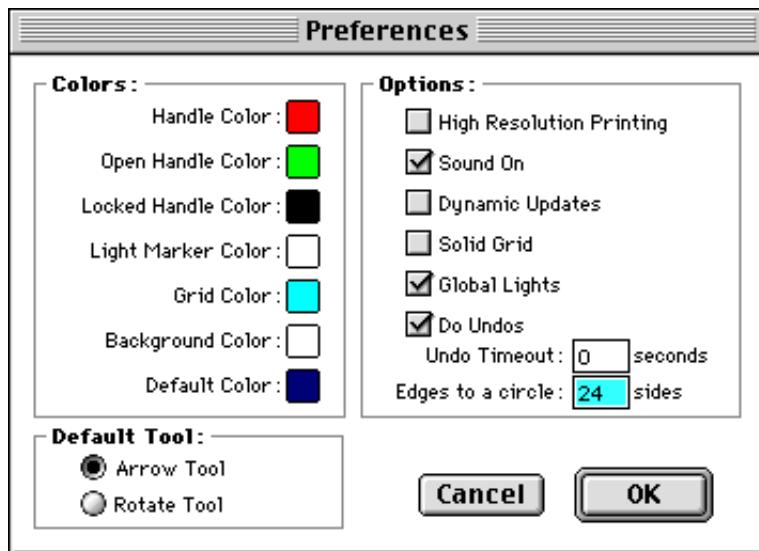
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## ◆ **Preferences**

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Select Preferences to display the Preferences dialog:



## Color Preferences

To change color preferences, click on a color square to display the Color Picker. Select a new color and close the Color Picker.

- **Handle Color:** The color of the handles on the bounding frame of a selected object.
- **Open Handle Color:** The color of the handles on the bounding frame of a group of objects when an Editing or Group window is open.
- **Locked Handle Color:** The color of the handles on the bounding frame of a locked object.
- **Light Marker Color:** The color of the cone or point marking the position of a Spot/Point Light. If this color is set to white, the color of each light marker will be the same as the color of the light.
- **Grid Color:** The color of the grid.
- **Background Color:** The color displayed in the background of a new file.
- **Default Color:** The color that displays in the color block in the window toolbar, and is used to draw new objects.

## Default Tool

Choose either the Arrow or Rotate Tool as the default tool.

## Options

- **High Resolution Printing:** Click to print at printer resolution rather than screen resolution (72 dpi).
- **Sound On:** Click to play sounds within the 3D World application.
- **Dynamic Updates:** If this option is enabled, all open windows for a particular document will automatically be updated as objects are created or manipulated in the active window and as slider bar controls in palettes are changed. If this option is not enabled, only the active window will be updated as actions are performed. Other open windows will not be updated until the action is complete. When moving slider controls, views will not be updated until the mouse is released.
- **Solid Grid:** Click to specify that the document grid should appear as a solid floor rather than a wire frame grid.

- **Global Lights:** When this check box is enabled, the controls in the Lights palette relate to the 3D World document. When it is unchecked, the controls in the Lights palette affect only the active window.
- **Do Undos:** The Do Undos checkbox is used to specify whether or not you wish to be able to use the Undo command. It is checked on by default.

To be able to perform an Undo command, when anything in the 3D World document window is changed, 3D World must store a copy of the document (or parts of it) before carrying out the required action. This means that you potentially need twice as much memory to be available for 3D World, as the document itself requires. It also means that for large documents, the time it takes 3D World to store the copy of the file may result in unacceptably slow updates as you edit your document. Unchecking the Do Undos checkbox will therefore allow 3D World to use less memory and also speed up the updating of large documents.

- **Undo Time-out:** As an alternative to completely disabling the Undo command, you can leave the Do Undos checkbox checked on, and enter a value in seconds in the Undo Time-out field. This specifies the amount of time that you are prepared to give 3D World to store a copy of the document. If a copy of the document cannot be stored in the time specified, no copy will be saved and the Undo command will not be available. The default setting of 0 seconds gives unlimited time.
- **Edges to a Circle:** Enter a value for the number of sides a circle should have. This will affect the appearance of circles, spheres, cylinders, lathed objects, etc. The lower the value, the coarser the curve. The higher the value, the more memory and disk space you will need to display and store the images. The default value is 24.

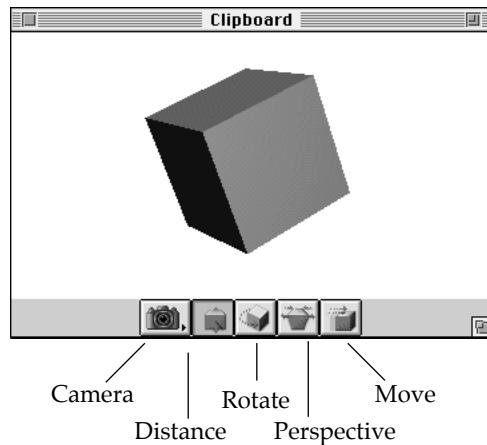
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## ◆ Show Clipboard

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Choose this option to display the clipboard, which stores items that have been cut or copied from applications. The contents of the external clipboard can only be displayed if they can be recognized.

Use the controls at the bottom of the Clipboard window to view stored items:



## Camera

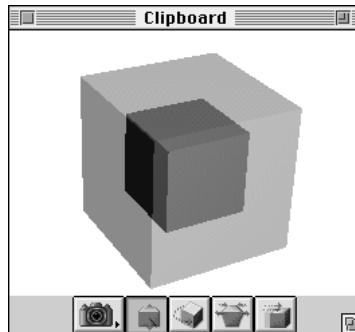
Click on the Camera icon and hold down the mouse to display the Camera popup menu.

Use the options in the Camera menu to change the view of an item on the clipboard. The options available will depend on the version of QuickDraw 3D installed.

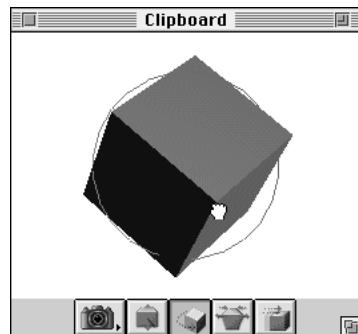
## Viewing Tools

Click on an icon and move the cursor over the item in the Clipboard window. Hold down the mouse, then click and drag over the item

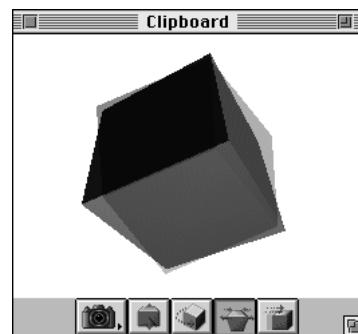
- **Distance:** Use to move closer to, or further away from, an item:



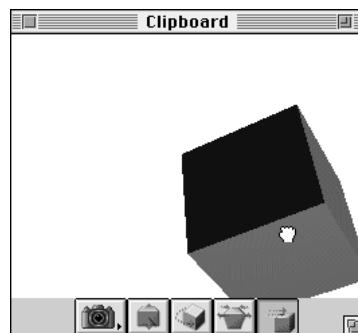
- **Rotate:** Use to rotate an item. To rotate the camera around the item, position the cursor over the clipboard's background and drag while holding down the mouse:



- **Perspective:** Changes the perspective view of an item:



- **Move:** Moves an object up, down, left or right:



## VIEW MENU



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### ◆ **New Window (Command-K)**

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Opens a new window for the current document. The new window displays the same view as the original window, and is offset from it. Use the Change View menu to change the view in the new window to display a different view of the same document. *See Change View on page 3-28 for further details.*

---

### ◆ **Close Window**

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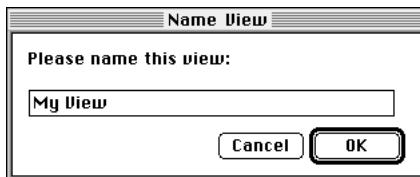
Closes the current window. If this is the last open window for a document, the document will also be closed. If you have made changes to the document since it was last saved, an alert displays asking if you want to save the changes. If you save your changes then later reopen the document, the same view as when the document was closed will be displayed. To save a view with a name, use the Name View option before closing the window. *See Name View on page 3-26 for further details.*

---

### ◆ **Name View**

---

Saves the current view. Enter a name for the view in the dialog that displays:



You cannot use the names of the standard views included in the program. If you specify a name that has already been used to save a nonstandard view, an alert displays asking if you want to replace that view.

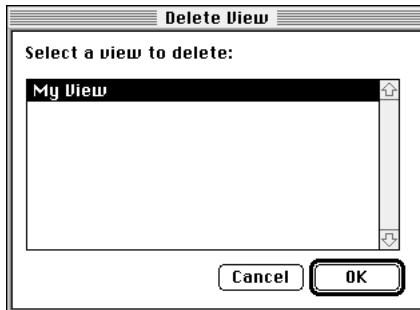
---

#### ◆ **Delete View**

---

Deletes a saved view. This option is only available when new views have been created and saved (standard program views cannot be deleted).

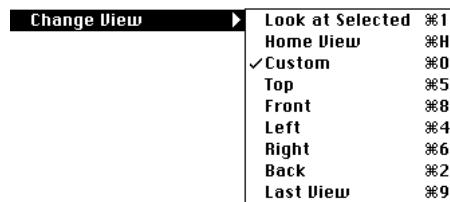
1. Select Delete View to display a dialog listing the views that may be deleted:



2. Select the view to delete and click OK. If a document window was displaying a view that has now been deleted, the window will remain open as an untitled view.

## ◆ Change View

Click on Change View to display a popup menu which lists the available views (including any that you have saved). The view in the current window will be indicated by a check mark. Move the cursor down the list to select the desired view:

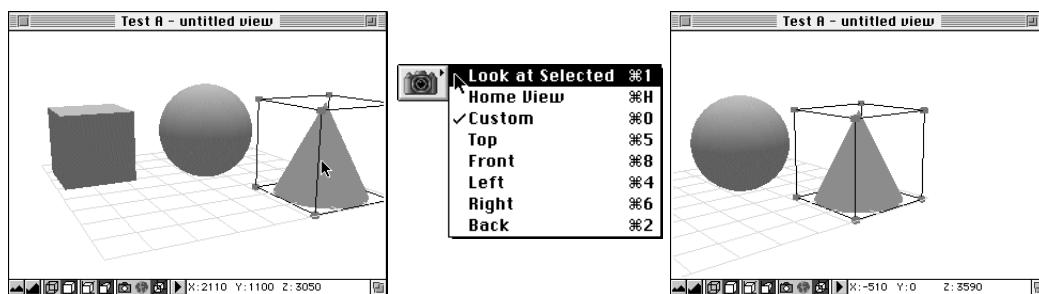


The current window will change to reflect your choice. If a standard view has been changed, hold down the Option key and select the name of the standard view to reset it to the default standard view.

The view displayed can also be changed via the Command key shortcuts shown in the Change View popup menu above, or through the popup menu in the Window toolbar. *See View on page 4-34 for further details.*

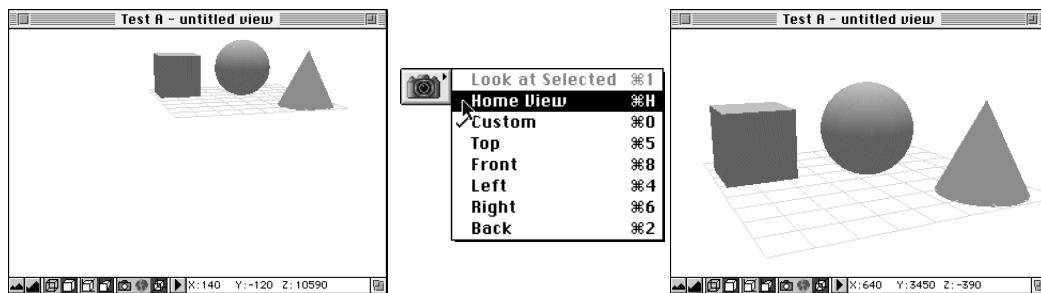
### Look at Selected

Displays a selected object in the center of the window:



### Home View

Returns the camera to its initial position (the view displayed when a new file is opened):

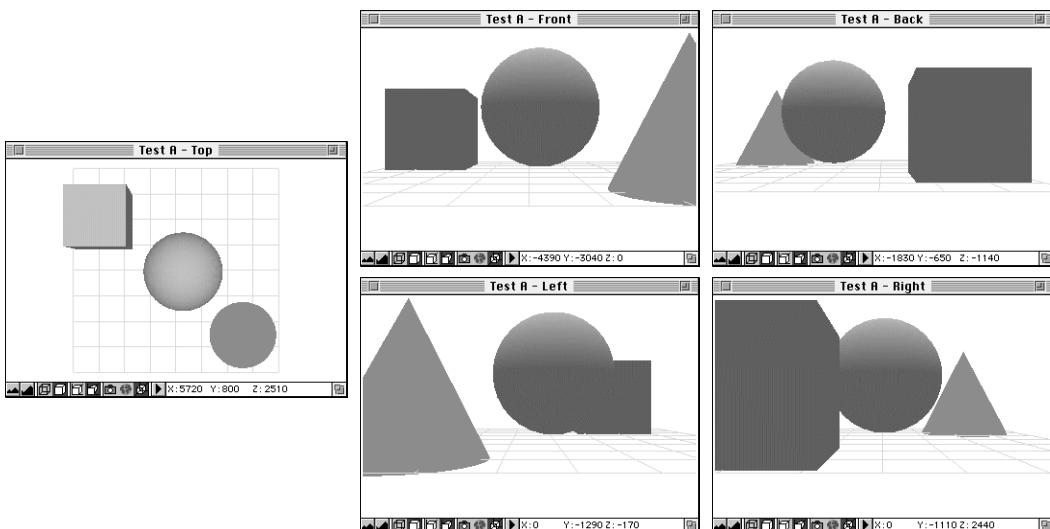


## Custom

Any nonstandard view, or any view that has not been saved is a Custom view.

### Top, Front, Left, Right and Back

The five standard views that allow you to display the file from the sides and top:



## Last View

The view that was displayed in the window immediately prior to the current view.

---

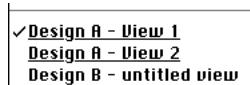
---

## ◆ Open Documents

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At the bottom of the view menu is a list of the documents and views that are currently open. The active window has a check mark to the left of its name. Documents that have been changed since they were saved are underlined. Select a document/window name from the list to make it the active window:



## OPTIONS MENU



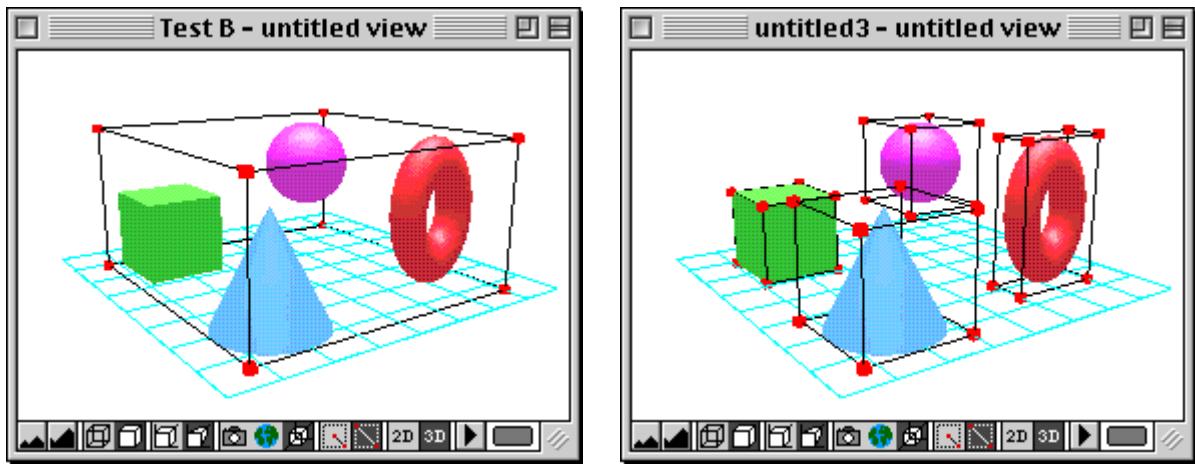
---

### ◆ **Edit Item**

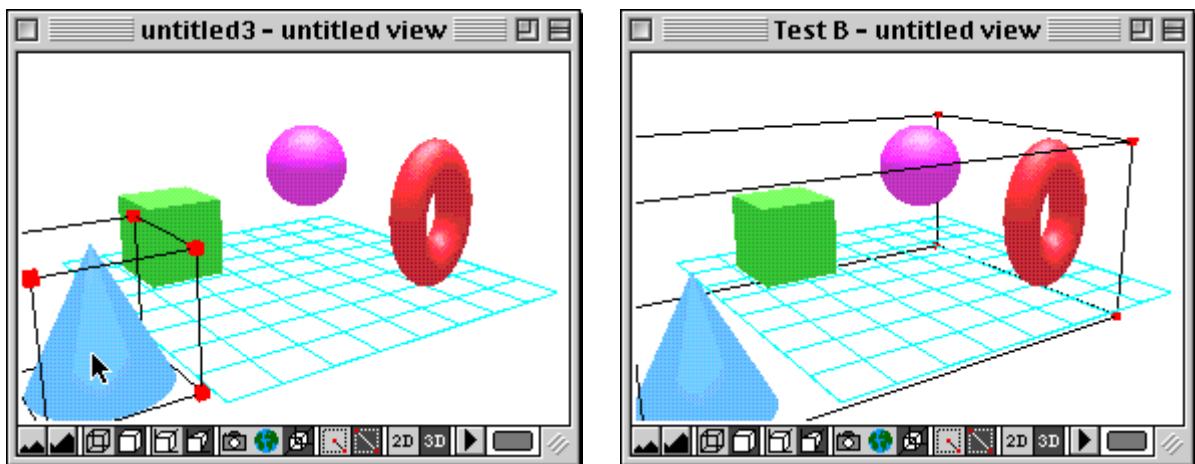
---

Select to edit individual objects within a group.

Double-click on the group, or select the group and choose Edit Item from the Options menu, to display a new window which contains only the items in the group.



The items can now be edited individually. As you edit the individual items, the group remains locked in the original file window, although it will be updated to reflect any changes you make.



Hold down the Option key when closing an editing window, and all editing windows for that file will be closed.

Items and groups can be flagged as Primitive or Dismantleable. If the selected group has been flagged as Primitive, Edit Item will be grayed out and will not be selectable. Flag the group as Dismantleable to edit it. The Primitive and Dismantleable options are available in the Options menu and the Info palette. *See Primitive on page 3-33, Dismantleable on page 3-34, and Primitive/Dismantleable Flag on page 4-19 for further details.*

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## ◆ **Lock**

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Protects a selected object or group from being changed. A locked object can be grouped with other objects, but cannot be moved, resized or changed. If you group a locked object with other objects, the entire group will be locked.

If you place the cursor over a locked object, it will display as a padlock.

An object or group can also be locked by selecting it and clicking on the large open padlock icon in the top right corner of the Info Palette. *See Lock on page 4-20 for further details.*

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## ◆ **Unlock**

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Select a locked object or group and choose Unlock to remove the protection against changes. An object or group can also be unlocked by selecting it and clicking on the large closed padlock icon in the top right corner of the Info Palette. *See Lock on page 4-20 for further details.*

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## ◆ **Primitive**

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Specifies that an item or group should be treated as a basic geometry. A basic geometry cannot be ungrouped, so individual surfaces or items cannot be edited. An alternate method of specifying an object as a Primitive is to click on the Primitive/Dismantle button in the Info Palette. *See Primitive/Dismantleable Flag on page 4-19 for further details.*

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## ◆ **Dismantleable**

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Specify that an item or group can be broken down into its component parts. This will allow you to ungroup an item or items and edit individual components as separate items. An alternative method of specifying an object as Dismantleable is to click on the Primitive/Dismantle button in the Info Palette. *See Primitive/Dismantleable Flag on page 4-19 for further details.*

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## ◆ **Autogrid (Command-Y)**

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Autogrid applies an invisible grid to the document to which object points can snap. It is enabled by default to make it easier to align objects. The distances between the nodes on this grid are determined by the value entered for the Snapping Grid Distance in the Grid Options dialog. *See Grid Options on page 3-34 for further details.*

When Autogrid is enabled and a new item is entered, the cursor is positioned on the closest snapping grid intersection. As the object is drawn, the object's handles snap to the snapping grid's intersection points. As an object is resized, the object's handles are positioned on snapping grid intersection points. When an item is moved, its center point will snap to the snapping grid intersection points.

If Autogrid was disabled when an object was randomly positioned in the file, the item will be moved or resized in increments of the snapping grid distance when Autogrid is enabled.

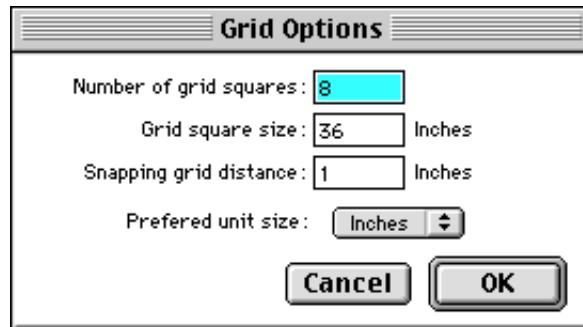
Reselect the Autogrid option in the Options menu to turn this option off.

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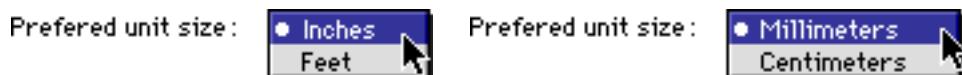
## ◆ **Grid Options**

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Choose Grid Options to display the Grid Options dialog:



- **Number of grid squares:** This value relates to the visible grid. Enter a value to specify the number of grid squares that should make up one side of the grid.
- **Grid square size:** This value relates to the visible grid. Enter a value to specify the length of one side of one grid square.
- **Snapping grid distance:** This value defines the invisible snapping grid. Enter a value for the length of one side of one snapping grid square. Typically, you will want to give the snapping grid distance a value that is a fraction or multiple of one document grid square.
- **Preferred unit size:** This option allows you to select a unit size.



The entries in the popup menu are determined by whether metric or inches has been selected in the Options menu as discussed below.

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#### ◆ Metric (Command-M)

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Select this option to use metric units of measurement. The grid size, coordinates and dimensions will all be calculated using metric units.

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- ◆ **Inches (Command-I)**

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Select this option to use inches or feet as units of measurement. The grid size, coordinates and dimensions will all be calculated using inches or feet.

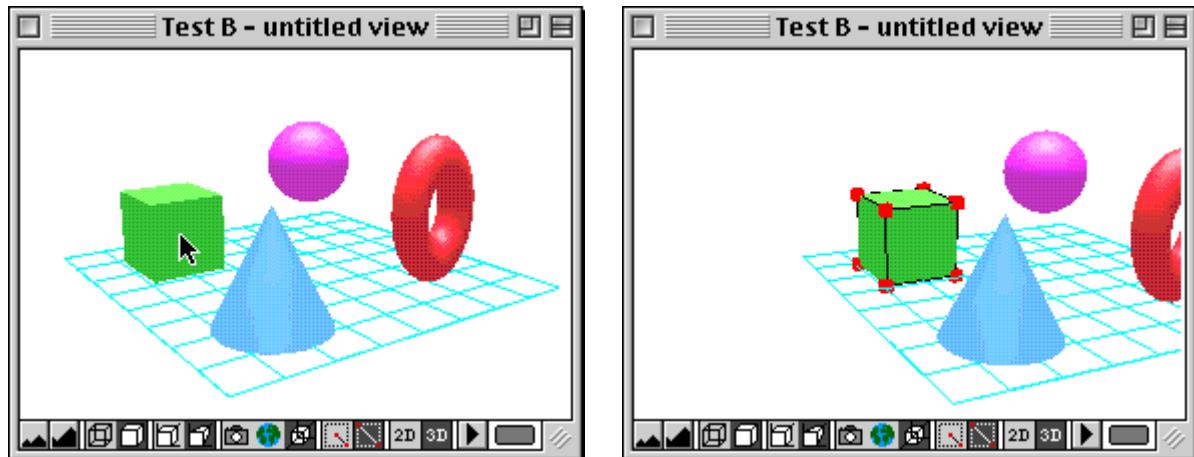
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- ◆ **Auto Look At**

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Allows you to easily change the document view to display a selected object or point in the center of the view.

Select Auto Look At, then move the cursor to the area you wish to view and click the mouse. The view will change to reflect your actions:



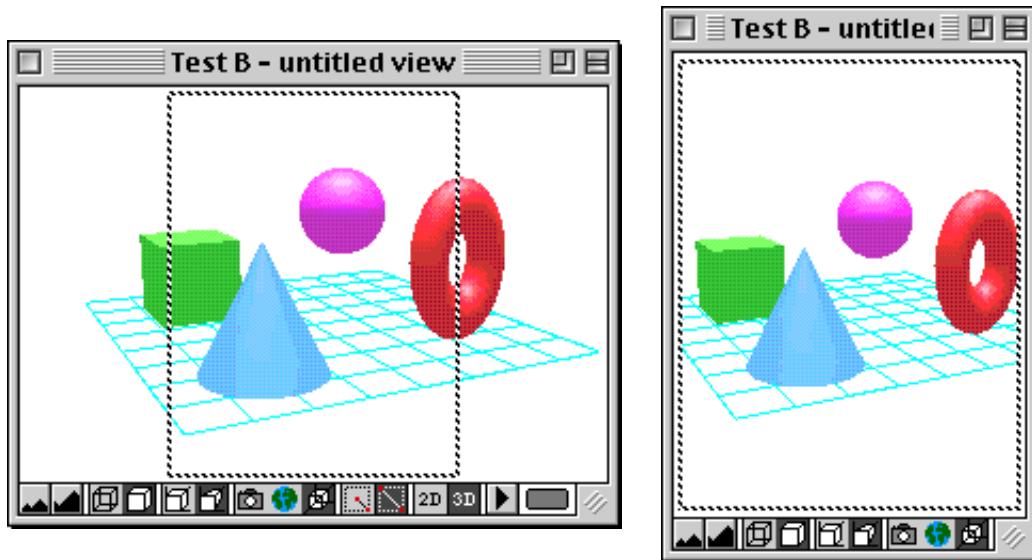
Reselect this option to disable it.

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## ◆ Constrain To Page Setup

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Constrains the window to the proportions of the page size selected in the Page Setup dialog. Select this option and a dotted outline representing the page appears in the center of the window. Change the window size via the Window Zoom Box or Window Resize Box and the window will be constrained to the page proportions. Reselect the option to remove the constraint.



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## ◆ Animation On

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Allows you to turn animation on and off for the current document. Select the item from the menu: animation will be turned on and a checkmark will appear by the item name. To turn animation off: select the menu item again. Animation can also be turned on and off using the Animation Player or Animation Tweener palette. *See Animation Player on page D-12 and Animation Tweener on page D-17 for further details.*

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◆ **Spin Around Look At (Command-T)**

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Select Spin around Look At to rotate a view around the point at the center of the view. Click anywhere in the window to stop the rotation.

## PALETTES MENU

Click on Palettes in the 3D World menu bar to display a list of available palettes. Select the palette name from the list to open it.



The Tools, Info and Help palettes are the standard palettes included in the 3D World application. All other palettes are plug-in palettes that can be loaded when 3D World is launched or while the application is running.

*See Chapter 4 – Palettes on page 4-1 for details of the Tools, Info and Help palettes, Appendix D – Plug-in Palettes on page D-1 for details of plug-in palettes, and Installing Plug-ins on page 1-6 for details of installing plug-ins.*

## HELP MENU



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### ◆ **About Balloon Help**

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Select this option to display information about Balloon Help.

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### ◆ **Show/Hide Balloons**

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Select Show Balloons to display Balloon Help messages. When Show Balloons has been selected, this menu item changes to Hide Balloons. Select Hide Balloons to stop displaying the Balloon Help information.

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### ◆ **3D World Online Manual**

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Select this option to launch Acrobat Reader (if available) and display the 3D World Online manual.