



View Re-Centering

There's one new piece of functionality associated with the new in-scene navigation controls. You can now instruct the 3D scene to center the camera on objects or relations in the scene. There are two ways to do this:

- Control-Right-Click on the object or relation in the scene. This works independently of selection.
- From the pop-up menu, choose "Center view on selection". Note that if multiple objects are selected, the view will move to the common center of the selection. Note also that this option may be invoked from the tree and can be useful to "find" object not onscreen.