

Left Button

Click: Selects object
(when over object)

Click + Control: Toggle selection
(when over object)

Double Click: Show subspace menu
(when over object)

Hold: Orbit around space
(when mouse over background)

 **Hold + Control:** Region select
(when mouse over background)


 **Hold + Shift:** Move object (free)

Scroll: Zoom in and out

Right Button

Click: Show pop-up menu
(when over object)

Control + Click: Re-center on object

Hold: Pan around space
(when mouse over background) 

Hold + Shift: Move object (grid)



Multi-Select

You can draw a box around a group of objects and/or relations in a scene by **holding down the right click and the ctrl key** – you should see a dotted square.

View Re-Centering

You can 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.