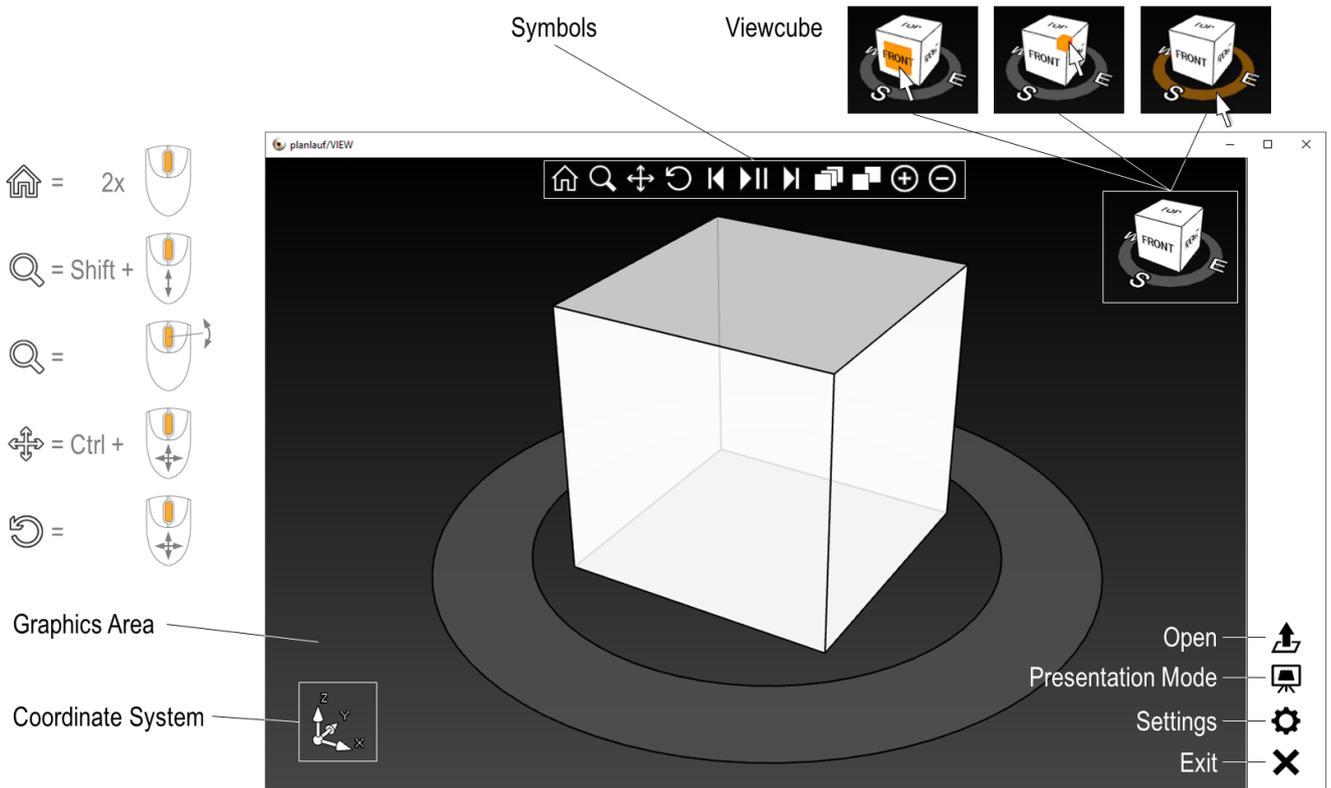


## 3D-Control

## planlauf/VIEW



### Symbols

For the **standard view** click on . Adjust the model view by first clicking **zoom** , **pan** or **rotate** , then hold the left mouse button pressed within the graphics area and move the mouse. Alternatively, adjust the model by pressing the middle mouse button in combination with either the shift or the control key. planlauf/VIEW also supports the use of a 3D mouse or a touchscreen.

### Viewcube

The viewcube allows displaying the model in different standard views. Pointing the mouse at the cube highlights the different views (surfaces, edges and corners). Clicking the ring rotates the model around the up axis.

### Graphics Area

Models, results and animations are displayed in the graphics area.

### Coordinate System

The coordinate system represents the orientation of the model and is usually identical with the machine coordinate system.