



3DXpert™ for SOLIDWORKS®

Working Environment

Using the Mouse




13,0600,1488,1586(SP6)

In this document, we will learn Using the Mouse.




The system use the mouse buttons for variety of functions like select, display and more.

Controlling the mouse buttons and his combination with other keyboard keys is the basic cornerstone for operating the software.

Main mouse buttons

Left Mouse Button (LMB)	Middle Mouse Button (MMB)	Right Mouse Button (RMB)
		
button name is " <i>pick</i> "	button name is " <i>Exit</i> "	button name is " <i>Click</i> "
The <i>pick</i> button is use for picking commands as well as picking entities on screen. Second <i>pick</i> on a picked entity will unpick it.	The <i>exit</i> button is use for closing functions which don have an <i>exit</i> icon (like in the Feature Guide). Inside the Feature Guide the <i>exit</i> is used for going forward from step to step.	The <i>Click</i> button is use for invoking relevant commands and sub context menu for some commands. When the Feature Guide is open the <i>click</i> pops up the Feature Guide on the screen.

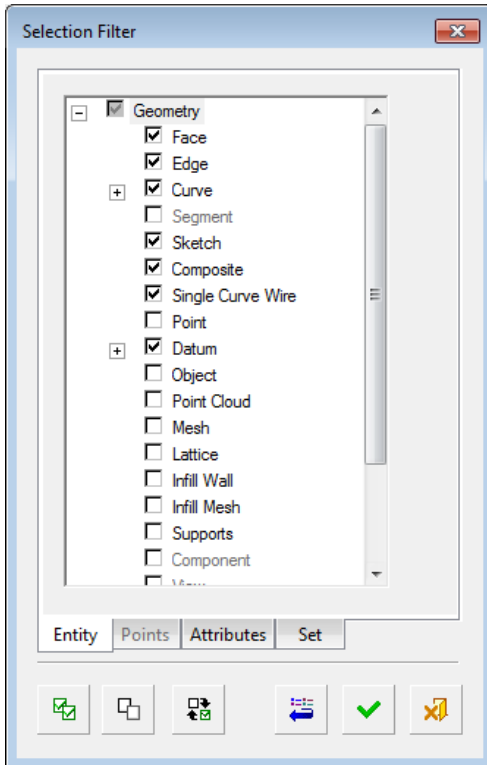
Mouse buttons combination

Left and Middle Mouse Buttons	Left and Right Mouse Buttons	Right and Middle Mouse Buttons
		
Undo	Filters	Display
The combination left and middle mouse buttons Same as <i>Undo</i> command.	The combination left and right mouse buttons invoke the <i>Selection Filter</i> .	The combination right and middle mouse buttons invoke the <i>Immediate Display Menu</i> .

In brief:

Selection Filter

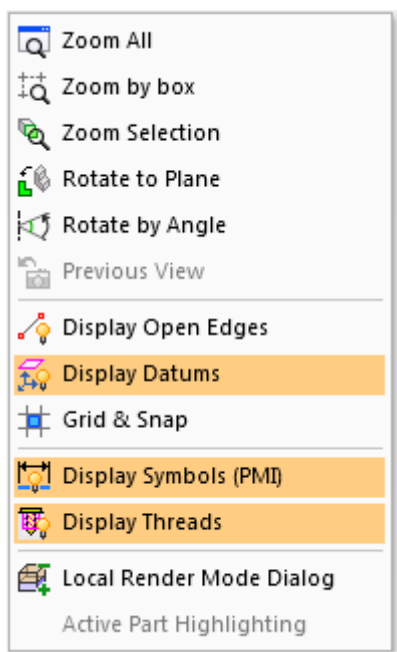
The **Selection Filter** enables the user to define the types and attributes of geometry available for selection and it looks like this:



*Please notice: for more information on **filters** it is recommended to go through the relevant exercise.*

Immediate Display Menu




The **Immediate Display Menu** enables the user to invoke a display menu at his cursor position and quickly set display command without moving the mouse to look for commands.



*Please notice: for more information on **Immediate Display Menu** it is recommended to go through the relevant exercise.*

Display with Mouse

Most common use of mouse is to **Zoom**, **Pan** and **Rotate (ZPR)** the model. For that use the following:

Zoom		<Shift> + MMB	Press <i>Shift</i> key and Middle Mouse Button, move mouse up or down.
Pan		<Ctrl> + MMB	Press <i>Ctrl</i> key and Middle Mouse Button, move mouse to any direction.
Rotate		MMB	Press Middle Mouse Button, move any to any direction.
Dynamic Zoom			Scrolling Middle Mouse Button, zoom center is at cursor position.

Next Face

When the cursor is placed over a face, after one second appear an arrow. It is possible now to scroll the Middle Mouse Button scanning "Next Face" inside the body.

