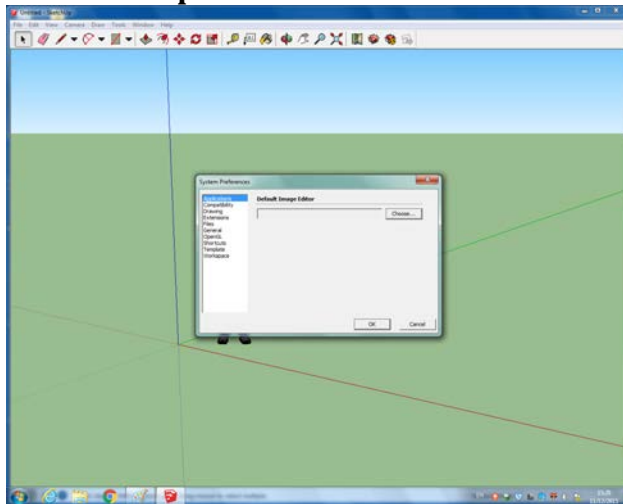




Basics: interface and workspace

Window → preferences



View → Toolbars → Large Tool Set. Turn on e.g. Styles.

Viewport operations:

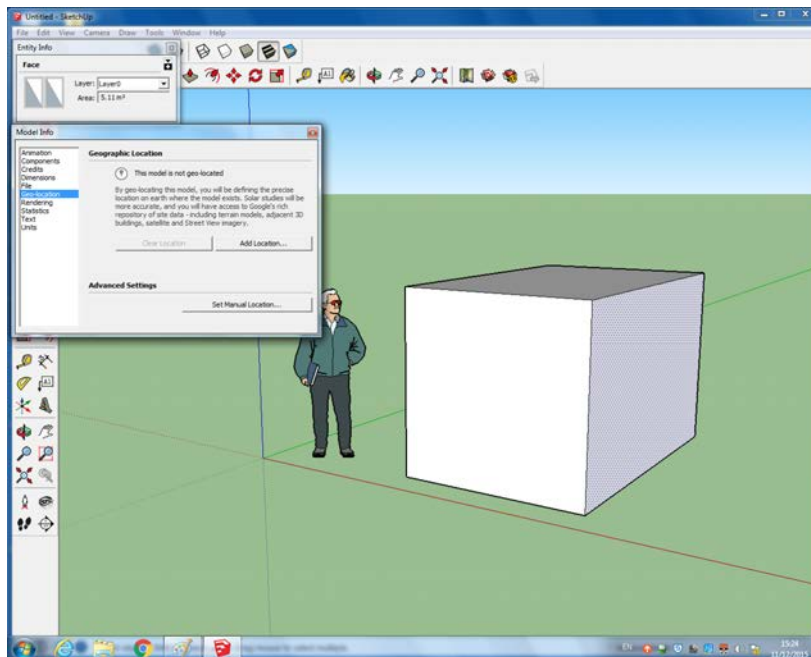
Zoom
Orbit
Pan
Zoom extents

Camera → Standard view modes

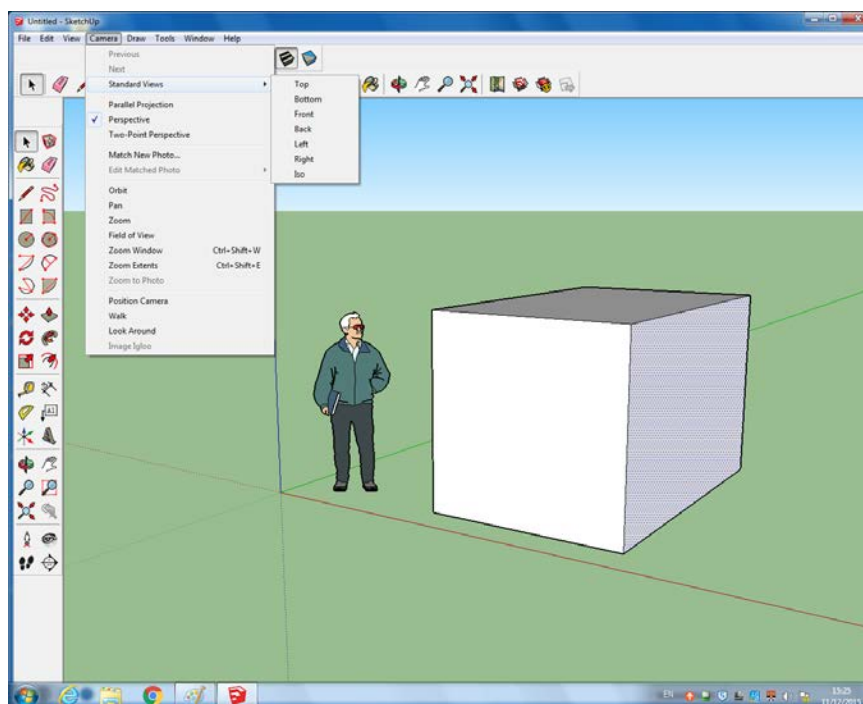
Select modes

Single/double/triple click
Drag left/drag right
Contextual click
Inference snapping
VCB

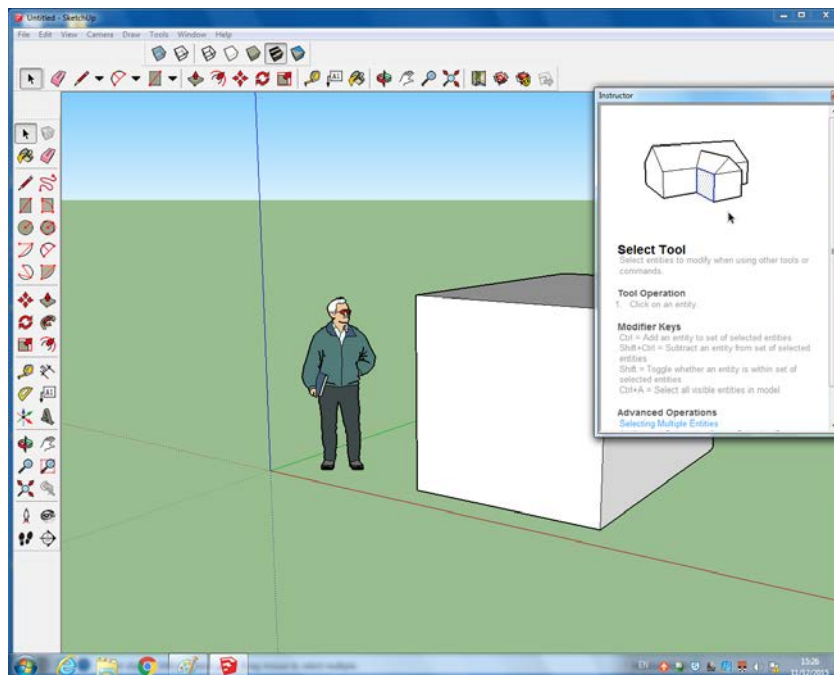
Model/entity info windows



Standard views

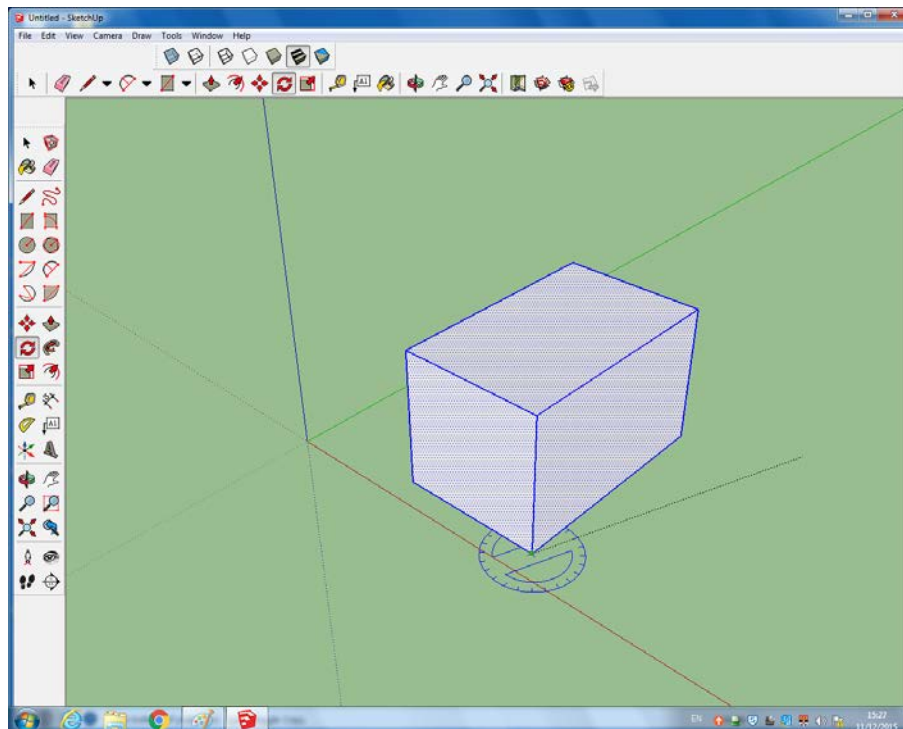


Instructor window

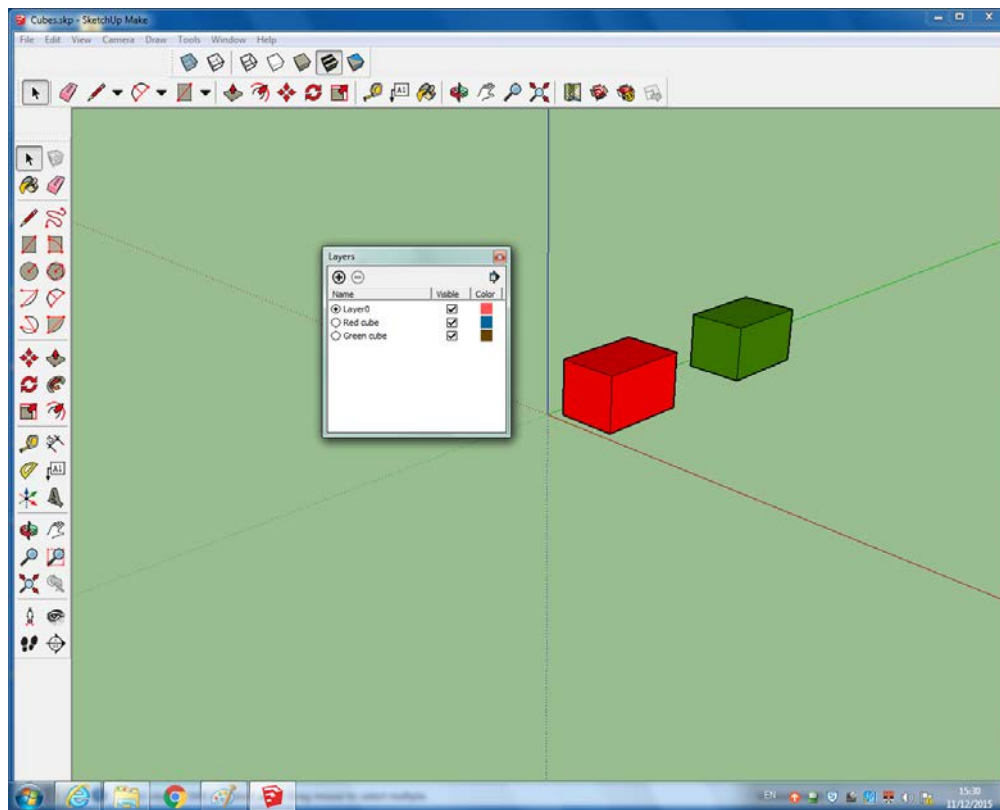


Move tool

Rotate



Groups and layers



Right click → Make group

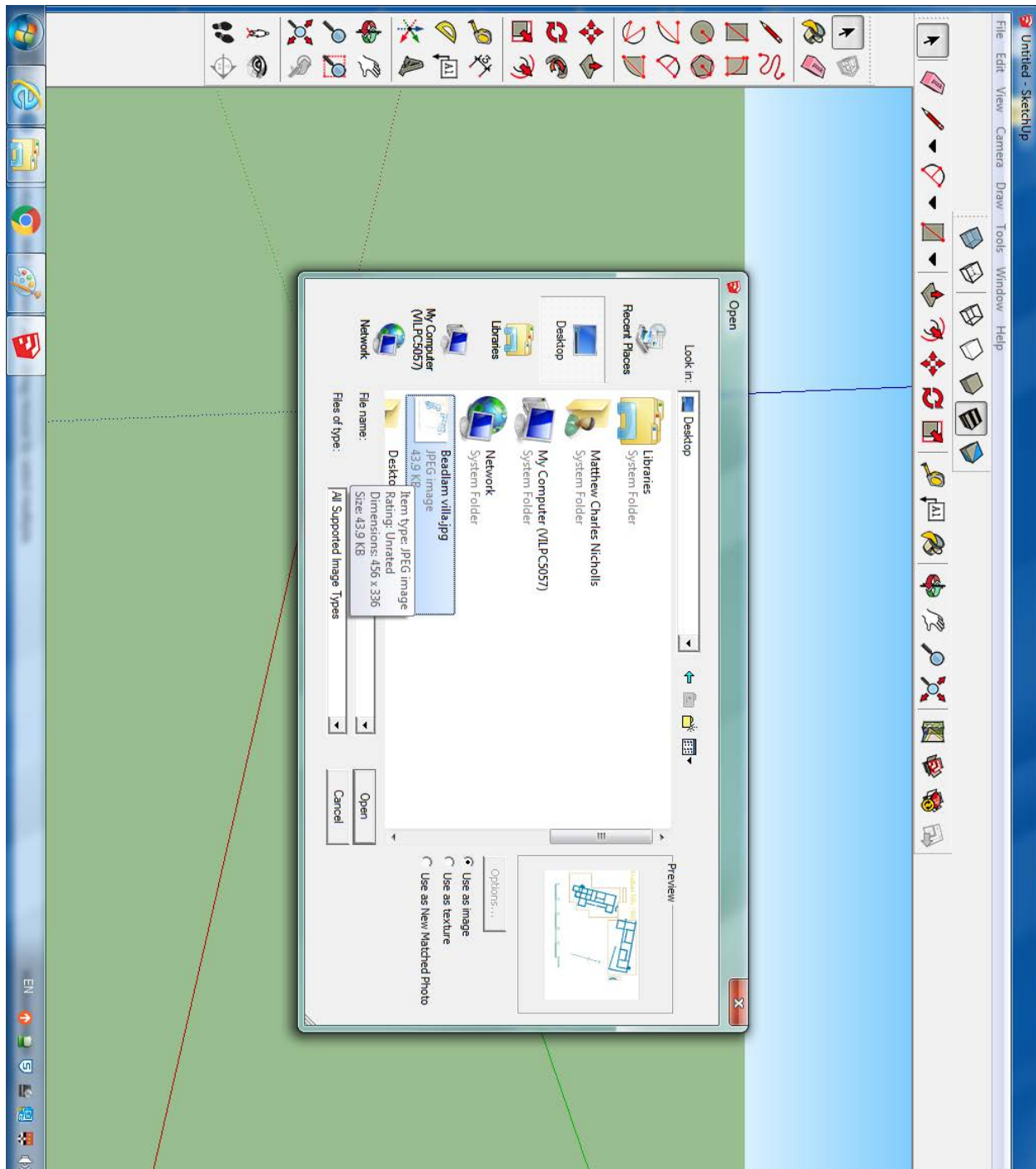
Edit group

Window → Layers

- Rename and add layers; set current layer.
- Assigning geometry to a layer (**Window → Entity info**).
- Discipline of using layers correctly!

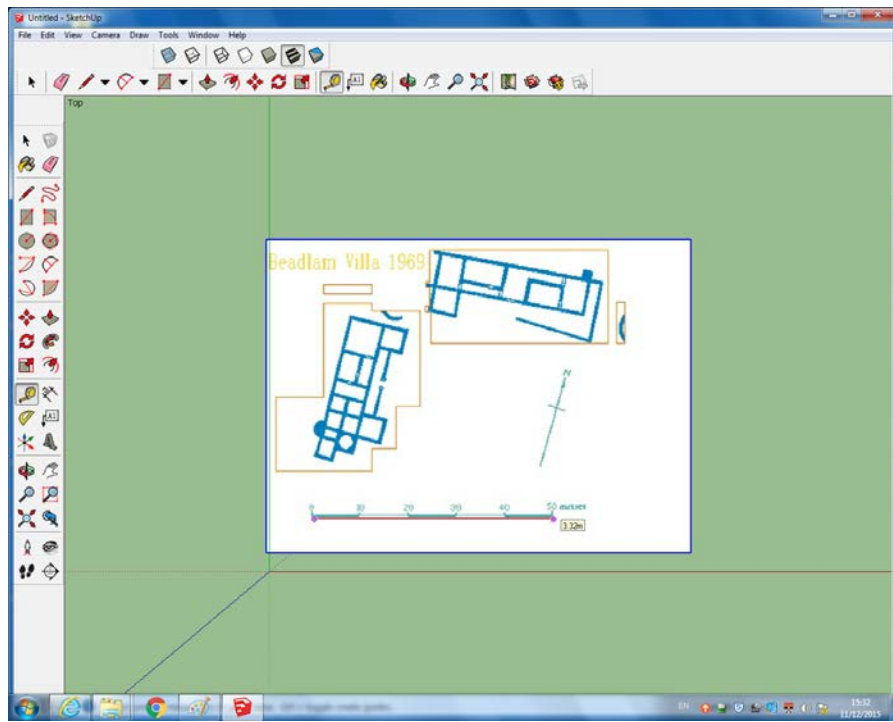
Importing a picture to use as e.g. a groundplan

Check 'use as image' button.

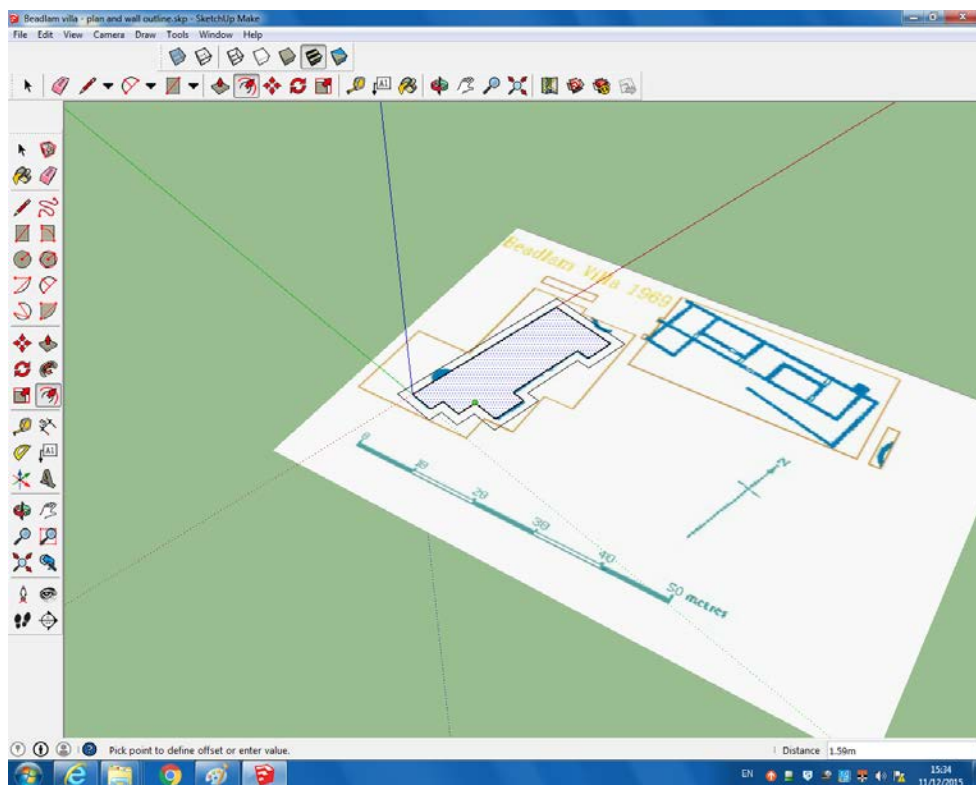


Scaling

- Tape measure tool



Offset tool



Making a roof

(Also: pencil (draw); push pull; eraser; undo).

