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## CHAPTER 2 ● Menus

This chapter lists and describes the menu options in TriSpectives. You can refer to this chapter for information on the main menu as well as the pop-up menus that appear throughout TriSpectives.

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### In this chapter

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- Main menu options
- Pop-up menus



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## ● Main menu options

The main menu bar in the TriSpectives window includes the following options. Many of these options display a dialog box, wizard, or other prompt. For information on these tools, refer to Chapter 3, “Dialog boxes.”

### File menu

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Use the File menu to manage WorkBook files and perform other input/output tasks. In addition to the following options, the File menu may include a list of WorkBook files. Choose one of these items to open the corresponding WorkBook.

- **New.** Creates a new WorkBook. TriSpectives displays the WorkBook Wizard.
- **Open.** Opens an existing WorkBook file. TriSpectives displays the Open dialog box.
- **Close.** Closes the current WorkBook. If you have made changes in the WorkBook, TriSpectives displays a prompt to ask if you want to save your changes before closing.
- **Save.** Saves the contents of the current WorkBook. TriSpectives saves the WorkBook using its existing file name. If the WorkBook is new, TriSpectives displays the Save As dialog box to prompt for a name.
- **Save As.** Displays the Save As dialog box, which prompts you for the name of a file. Use this command the first time you save a WorkBook. You can also use it to save a WorkBook under a different file name.
- **Save All.** Saves all open WorkBooks.
- **Print Preview.** Displays the current document as it will appear when you print it.



- **Print.** Displays the Print dialog box. Use the controls on this dialog box to print the current document.
- **Export Animation.** Saves the animated sequence in the current document as a software video file. TriSpectives displays the Export Animation dialog box, which prompts you for a file name and format.
- **Export Image.** Saves the current document as a graphic file. TriSpectives displays the Export Image File dialog box, which prompts you for a file name and format. TriSpectives supports a variety of graphic formats including standards like BMP and TIF.
- **Export model.** Saves the selected model as a database or program for use with other software. TriSpectives displays the Export Model dialog box, which prompts you for a file name and format. TriSpectives supports the file formats for a number of popular CAD and 3D design programs. You can also export your model as the text of a Visual Basic program.
- **Export 2D.** Saves the selected 2D drawing in a file for use with other software. TriSpectives displays the Export 2D Geometry dialog box, which prompts you for a file name and format.
- **Send.** Transfers the current document to another user on a network. The Send command activates Microsoft Exchange, which lets you specify a recipient.
- **Exit.** Closes TriSpectives and returns to Microsoft Windows. If you are using an unsaved Workbook, TriSpectives displays a prompt to ask if you want to save before exiting.

## Edit menu

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Use the commands on this menu to select, copy, and perform other editing functions with the contents of a 3D document. The Edit menu includes the following commands:



- **Undo.** Reverses the effects of the last operation. For instance, choose Undo to restore a deleted shape.
- **Redo.** Reverses the effects of the Undo command.
- **Cut.** Removes the selected object from the document and places it on the Windows clipboard.
- **Copy.** Duplicates the selected object in the document and places a copy on the Windows clipboard.
- **Paste.** Places the contents of the Windows clipboard in the current document.
- **Clear.** Removes the selected object from the display.
- **Select All.** Selects all the models or 2D drawings in a document. To select models, deactivate the Edit IntelliShapes or Edit Surfaces tool if one is active.
- **Deselect All.** Returns all selected objects to their default state without highlighting, handles, or other features of selection.
- **Shape Edit Mode.** Displays a submenu with choices for All Shapes, IntelliShapes, and Surfaces and Edges. Choose the first option to select and work with entire models. Use the second to select shapes and the third for surfaces, edges, and vertices.
- **Object.** Edits an object embedded in a page or scene using Object Linking and Embedding (OLE). The embedded OLE object appears in the application that created it.

## View menu

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Some of the commands on this menu produce TriSpectives tools. Other commands change the display. The View menu includes the following options:

- **Toolbars.** Displays the Toolbars dialog box. This dialog box lets you select and modify the TriSpectives toolbars. Check the option for each toolbar you want to see.



- **Status bar.** Displays or hides the status line at the bottom of the TriSpectives window.
- **Ruler.** Displays or hides the rulers at the top and along the side of the 3D page.
- **SmartMotion Editor.** Displays the SmartMotion Editor window, which has tools that let you control animation.
- **Catalog Browser.** Displays or hides the Catalog Browser. The Browser lets you choose a catalog and work with its contents.
- **WorkBook Browser.** Displays the WorkBook Browser, which shows the contents of the current WorkBook. Use this tool to navigate the contents of the current WorkBook and select individual objects.
- **Camera.** Lets you choose one of the TriSpectives camera tools. This command produces a submenu with options for each camera. The submenu options correspond to the buttons on the Camera toolbar. For a list and descriptions of each camera, see “The Camera toolbar” in Chapter 1.
- **Page Zoom.** Displays the Zoom dialog box, which lets you change your view of the 3D page. You can select a zoom ratio to make the page appear closer or farther away.

## Insert menu

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Use these commands to create new documents, add shapes and models, and insert other items into your TriSpectives WorkBook. The Insert menu includes the following commands:

- **Page.** Displays the Insert Page dialog box. You can create a new page document or insert a page in a scene or another page.
- **Scene.** Displays the Insert Scene dialog box. You can create a new scene document or insert a scene in a page or another scene.



- **Model from file.** Displays the Insert Model File dialog box, which lets you import a model created by a CAD program or other software. Use the dialog box to specify the file you want to import. You can also list files by their data type.
- **IntelliShape.** Displays a sub-menu of options for creating a custom 3D shape. Choose one of the shape creation processes: Extrude, Sweep, Spin, Loft.



- **Attachment point.** Defines a target point on a shape or model where you can attach other objects. Choose this option then click the location for the new attachment point. Objects snap into place when you drag them over an attachment point. Also, TriSpectives highlights attachment points when SmartSnap is active.
- **Light.** Adds a new light source to the scene. Choose this option then click the location for the new light. TriSpectives displays the Insert Light dialog box which lets you choose a directional light or spotlight.
- **Object.** Inserts data from another program through Object Linking and Embedding (OLE). Choose the kind of data you want to insert on the Insert Object dialog box.
- **Text Box.** Creates a box on the 3D page where you can enter and edit text. Choose this option then drag across the page to define the boundaries of the text box.

## Format menu

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The four commands on this menu let you customize the documents in your WorkBook and their contents. Each command produces a property sheet with a variety of options. For information on these property sheets, refer to the next chapter.

- **Page.** Displays the Page Properties sheet.
- **Scene.** Displays the Scene Properties sheet.
- **Shape.** Displays the IntelliShape Properties sheet for the current shape selection. If the current selection is a model, you see the Model Properties sheet.
- **Style.** Displays the Style Properties sheet for the current model or surface selection.



## Tools menu

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Use this menu to manipulate and analyze the shapes and models in a document.

- **TriBall.** Displays the TriBall over the selected object in the page or scene. For more information, see “The TriBall tool” in Chapter 1.
- **Move From-To.** Lets you quickly join and align two shapes. The effect is the same as working with the Move From-To Tool. For more information, see “The Move From-To tool” in Chapter 1.
- **Move In-Out.** Lets you change the elevation of an object on the 3D page. Choose this option, then drag up to raise the object and down to lower it. The effect is the same as working with the Move In-Out Tool. For more information, see “The Move In-Out tool” in Chapter 1.
- **Move Texture.** Lets you relocate an image that forms the surface texture of a shape or model. Select a model or surface with an image texture, choose this option, and drag the texture to its new location.
- **Move Bumps.** Lets you relocate the bumps on the surface of a shape or model. Select a model or surface with bumps, choose this option, and drag the bumps to a new location.
- **Move Decal.** Lets you relocate a decal image on the surface of a shape or model. Select a model or surface with a decal image, choose this option, and drag the decal to its new location.
- **Shape Analysis.** Displays the Analysis property sheet, which lets you perform a number of analytic measurements on the selected object. You can measure volume, moments of inertia, and other quantities.





- **Options.** Displays the Options property sheet. This tool lets you set parameters in several categories including 2D drawing, units, and colors.

## Shape menu

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These commands work with the 3D objects in a document. The Shape menu includes the following options:

- **Group.** Combines two or more models into a group. Hold down the Shift key, click each model you want in the group, then choose this option. Changes to one model affect all group members. You can combine groups to form a larger group.
- **Ungroup.** Breaks the association of models in a group. When you choose the tool, the group members regain their status as individual objects.
- **Bring to Front.** Places an embedded scene or page in front of other embedded items. This command, and the three that follow, work with a single embedded scene or page in a stack of similar items. This command puts the selected scene or page on top.
- **Bring Forward.** Moves the selected page or scene up one level in a stack.
- **Send to Back.** Places the selected scene or page behind the other items in a stack.
- **Send Backwards.** Moves the selected scene or page down one level in a stack.
- **Bevel Edges.** Displays the Bevel dialog box, which lets you round off the edges of a shape or model.
- **Move Anchor.** Lets you change the location of the anchor, the point where a shape joins other shapes. Choose this command and then click the location for the new anchor.
- **Reset Sizebox.** Recalculates the dimensions of the bounding box around a shape or model. A sizebox



retains its original dimensions until you select this option. The persistence of the sizebox can be useful if you use properties of the sizebox as variables in an expression. For instance, you might define the height of one sizebox as twice the height of another. You know that the height of the original won't change until you choose this option.

- **Regenerate Model.** Assembles a model from its component IntelliShapes and displays it in its current form. This command can be useful when you begin working with a model. Initially, TriSpectives displays some IntelliShape models in a simplified form for performance reasons. If you need access to the underlying IntelliShapes, you can use this command.
- **Set Operation.** Lets you create holes, negative objects that remove material instead of adding it. For more information, see “Making negative models” in Chapter 1.

## Catalogs menu

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A catalog is a collection of resources such as models or textures. Use these commands to create new catalogs and manage existing ones.

- **New.** Create a new catalog. TriSpectives displays a blank catalog in the Catalog Browser.
- **Open.** Opens an existing catalog and displays its contents in the browser. Choose the catalog file on the Open dialog box.
- **Close.** Closes the active catalog. Its tab and contents disappear from the browser.
- **Close All.** Closes all open catalogs leaving an empty browser.
- **Save.** Saves the contents of the active catalog. TriSpectives uses the existing name for the catalog file. If the catalog is new, TriSpectives prompts you for a file on the Save As dialog box.



- **Save As.** Displays the Save As dialog box. Use this option the first time you save a new catalog. You can also use it to copy the contents of an existing catalog into a new file.
- **Save All.** Saves the contents of all open catalogs.
- **Catalog Sets.** Displays the Catalog Sets dialog box. Use this tool to organize catalogs in groups.

## Window menu

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These options let you arrange the windows within the TriSpectives display. Along with the following commands, the Window menu includes an option for each open window. Choose the name of the window to view its contents.

- **New Window.** Creates a second view of the current WorkBook in a new window. TriSpectives identifies each new window with a number in the title bar. For example, you might have windows titled My Project:1 and My Project:2. Use this command to see two or more documents at once or to view a model from different angles.
- **Cascade.** Arranges all open windows in a layered stack.
- **Tile.** Arranges all open windows as adjoining tiles.
- **Arrange Icons.** Lines up minimized documents or other icons in a row along the bottom of the TriSpectives window.

## Help menu

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Use the commands on this menu to learn about TriSpectives.

- **TriSpectives Help.** Starts the TriSpectives online help system.



- **Tutorials.** Displays online tutorials to help you learn about a variety of TriSpectives topics.
- **Office Compatible.** Displays information about Microsoft Office compatibility.
- **About TriSpectives.** Displays a dialog box that shows information about your copy of TriSpectives including the version number of the software.



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## ● Pop-up menus

Pop-up menus occur throughout TriSpectives. Most objects in the TriSpectives window have a pop-up menu. Right-click an object to see its menu.

### 2D drawing pop-up menu

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To see this menu, right-click the 2D drawing grid or one of the lines or other objects on the grid. The 2D drawing pop-up menu includes the following options:

- **Edit Curve.** Displays a dialog box for the selected 2D item. Select an item on the grid and then choose this option to see the Line, Circle, Circular Arc, Ellipse, or Bezier dialog box. Each dialog box has unique options for customizing the appropriate item.
- **Split.** Divides the selected 2D item in half. For instance, if you select a line and then choose this option, the result is two lines with a new control point in the middle.
- **Delete.** Removes the 2D item.
- **Snap to.** Displays a sub-menu with options to help you position the mouse pointer as you drag. TriSpectives can automatically “snap” the mouse pointer to the grid, 2D lines or other geometry, distance increments, and angle increments. Choose the options you want.
- **Show drawing feedback.** Displays angle and distance measurements as you draw.
- **Angle-distance mode.** Switches between the two drawing styles: the rectilinear mode and the angle-distance mode. This option has the same effect as the Angle-Distance Drag Mode tool, which is described in “The 2D drawing tools” in Chapter 1.



- **Offset mode.** Displays measurement feedback when you drag the endpoints of an existing line or curve.
- **Select outline.** Selects every line, arc, and other 2D object connected to the current one.
- **Use Outline for Construction Only.** Indicates that part of a 2D drawing does not extend into 3D. For example, if you draw a symmetry line for use with the Mirror tool, you don't want it to be part of the final 3D shape. Mark it for construction only by selecting it and then choosing this option.
- **Finish Shape.** Completes the process of extending a 2D cross-section into a 3D shape through extrusion, spinning, sweeping, or lofting.
- **Cancel.** Calls off the 2D drawing process. The grid disappears and you return to the scene or page.
- **Grid Settings.** Displays the Grid Settings dialog box. You can change the spacing of the grid lines on this dialog box.
- **Cross-Section Properties.** Displays the Cross-Section Properties sheet. Use this tool to modify the anchor, sizebox, and other properties of the 2D cross-section.

## 2D shape pop-up menu

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You can use the 2D drawing tools directly on the scene or page. The result is a 2D IntelliShape. To see the pop-up menu for a 2D shape, select it and then right-click it. You see the following options:

- **Add SmartDimensions.** Attaches a SmartDimension to the 2D shape. TriSpectives displays the Add SmartDimensions dialog box.
- **Delete.** Removes the 2D shape from the scene or page.
- **2D Shape Properties.** Displays the 2D Shape Properties sheet. Use these options to control the anchor, sizebox, position, and other characteristics of the shape.



- **Style Properties.** Displays the Style Properties sheet. Use these options to control the appearance of the shape.

## 2D shape editing pop-up menu

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To see this menu, select a 2D IntelliShape on the scene or page. Click it again and then right-click it to see the following options:

- **Edit Curve.** Displays a dialog box for the selected 2D item. Select an item on the grid and then choose this option to see the Line, Circular Arc, Ellipse, or Bezier dialog box. Each dialog box has unique options for customizing the appropriate item.
- **Split.** Divides the 2D shape in half. For instance, if you use this option with a line, the result is two lines with a new control point in the middle.
- **Delete.** Removes the shape from the scene or page.
- **Snap to.** Displays a sub-menu with options to help you position the mouse pointer as you drag. TriSpectives can automatically “snap” the mouse pointer to the grid, 2D lines or other geometry, distance increments, and angle increments. Choose the options you want.
- **Show drawing feedback.** Displays angle and distance measurements as you draw.
- **Angle-distance mode.** Switches between the two drawing styles: the rectilinear mode and the angle-distance mode. This option has the same effect as the Angle-Distance Drag Mode tool, which is described in “The 2D drawing tools” in Chapter 1.
- **Offset mode.** Displays measurement feedback when you drag the endpoints of an existing line or curve.
- **Select Outline.** Selects every line, arc, and other 2D object connected to the current one.



- **Use Outline for Construction Only.** Indicates that the 2D shape is for reference or construction of other objects only. TriSpectives does not fill the shape with a solid color.
- **2D Shape Properties.** Displays the 2D Shape Properties sheet. Use this tool to modify the anchor, sizebox, and other properties of the 2D IntelliShape.
- **Style Properties.** Displays the Style Properties sheet. Use these options to control the appearance of the shape.

## **Anchor pop-up menu**

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To move or reorient an anchor, right-click it to see this pop-up menu.

- **Move Anchor.** Select this option to reposition the anchor. Enter new length, width, and height distances on the Move Anchor dialog box.
- **Spin Anchor.** Choose this option to tilt the object. Enter a new value in the Angle field on the Spin Anchor dialog box.
- **Flip Anchor.** Choose this option to flip the anchor. Enter a new angle on the dialog box that appears.

## **Annotation Dimension pop-up menu**

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An annotation dimension is a tool for measuring the distance or angle between two locations in the display. Although you can use annotation dimensions during the model-building process, they typically appear as part of the final image in a technical illustration or layout.

When you use an annotation dimension for display purposes, it's important to orient it correctly. The dimension needs to appear parallel to the viewing plane. If necessary, use the Look At tool to view a surface or other feature of the model straight on. After





you attach the annotation dimension, choose Horizontal or Vertical from its pop-up menu. Use the axis that's parallel to the feature you're measuring and the viewing plane.

The annotation dimension pop-up menu contains the following options:

- **Horizontal Distance.** Choose this option to display a horizontal dimension and measure the distance between two points on a horizontal line.
- **Vertical Distance.** Select this option to display a vertical dimension and measure the distance between two points on a vertical line.
- **Delete.** Use this option to remove the dimension from the display.
- **Annotation Dimension Properties.** Choose this option to see the Annotation Properties sheet. For details, see "Annotation Properties sheet" in the next chapter.

## **Attachment point pop-up menu**

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To move or reorient an attachment point, right-click it to see this pop-up menu.

- **Move Attachment Point.** Select this option to reposition the attachment point. Enter new positions for each axis on the Move Attachment Point dialog box.
- **Spin Attachment Point.** Choose this option to tilt the attachment point. Enter a new value in the Angle field on the Spin Attachment Point dialog box.
- **Flip Attachment Point.** Choose this option to flip the attachment point. Enter a new angle on the dialog box that appears..
- **Delete.** Select this option to remove the attachment point.



## Catalog pop-up menu

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To see the catalog pop-up menu, right-click the catalog browser. You can click an icon within the browser or the blank area surrounding the icons.

The catalog pop-up menu includes the following items:

- **Large Icons.** Display the items in the catalog as large icons.
- **Small Icons.** Display the items in the catalog as small icons.
- **List.** Displays the items in the catalog in a list format.
- **Change Icon.** Selects a new icon for one of the items in the catalog. Choose an icon file on the Select Icon File dialog box. This option is only available if you right-click on one of the catalog entries.
- **Object.** Inserts data from another program as an entry in the current catalog. TriSpectives creates the new entry through Object Linking and Embedding (OLE). Select an object on the Insert Object dialog box.
- **Cut.** Removes the selected entry from the catalog and places it on the clipboard. This option is available when you right-click a catalog entry.
- **Copy.** Duplicates the selected entry from the catalog and places it on the clipboard. This option is available when you right-click a catalog entry.
- **Paste.** Places the contents of the clipboard in the catalog.
- **Delete.** Removes the selected entry from the catalog. This option is only available if you right-click on one of the catalog entries.

## Document tab pop-up menu

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To see this pop-up menu, right-click the tab for a 3D page or scene. The Document pop-up menu includes the following items.

- **Rename.** Lets you change the name that appears on the document's tab. Enter a new name on the Rename Page dialog box.
- **Delete.** Removes the current document from your WorkBook. This option is unavailable if the WorkBook has just one document.
- **Properties.** Displays the Scene Properties or Page Properties sheet, depending on the contents of the document.

## Edge pop-up menu

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To see this pop-up menu, select the edge or vertex of a shape and right-click it. For information on selecting and working with edges and vertices, see “Selecting the parts of a model” in Chapter 1.

The Edge pop-up menu has a single option, **Bevel Edges**. This option displays the Bevel dialog box which lets you round off an edge or vertex.

## Embedded Page/Scene pop-up menu

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Right-click in an embedded page or scene to see its pop-up menu. The menu includes the following options:

- **Edit.** Opens a new window where you can edit the contents of the embedded page or scene.
- **Delete.** Removes the embedded page or page from the document that contains it.
- **Embedded Page Properties.** Displays the Embedded Page or Embedded Scene Properties sheet.
- **Style Properties.** Displays the Style Properties sheet for the embedded page or scene.



## IntelliShape pop-up menu

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To see this pop-up menu, select an IntelliShape and right-click it. For information on selecting and working with IntelliShapes, see “Selecting the parts of a model” in Chapter 1.

The IntelliShape pop-up menu includes the following options:

- **Edit Cross-Section.** Displays the 2D cross-section that created the IntelliShape. Use the drawing tools to modify the cross-section.
- **Add SmartDimensions.** Displays the Add SmartDimensions dialog box. Use these tools to measure and set distances and angles.
- **Apply Last.** Recreates the selected shape as if you had added it to the model last.
- **Delete.** Removes the selected shape from the scene or page.
- **IntelliShape Properties.** Displays the IntelliShape Properties sheet. Use these properties to modify the shape through shelling, capping, and other operations.

## Light pop-up menu

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Right-click a light source to see its pop-up menu. The light menu includes the following options:

- **Light On.** Switches the light on or off. A check by this option indicates that the light is on.
- **Cast Shadows.** Controls whether or not the light casts shadows on the objects in a scene or page. A check by this option indicates that the light produces shadows.
- **Delete.** Removes the light source and its light from the display.



- **Light Properties.** Displays the Spot or Directional Light Properties sheet. Use these properties to adjust the color of the light, the softness of its shadows, and other settings.

## Loft section pop-up menu

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Once you create a custom shape through lofting, you can edit the individual cross-sections within the shape. To work with sections, choose Show Cross-Sections from the pop-up menu for the loft shape itself. Then right-click on the button for one section. The loft section pop-up menu includes these options:

- **Edit On Grid.** Displays the 2D cross-section on the drawing grid. Use the 2D drawing tools to modify the section and change the form of the resulting 3D shape.
- **Insert New.** Adds one or more cross-sections to the loft shape. Use the Insert Cross-Sections dialog box to specify the number of new sections and their position.
- **Delete.** Removes the selected cross-section from the loft shape.
- **Cross-Section Properties.** Displays the Cross-Section Properties sheet for the selected section.

## Loft shape pop-up menu

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After the lofting process produces a custom 3D shape, you often need to modify the results. Use the shape's pop-up menu to edit its cross-sections and other features.

The loft shape pop-up menu shares several options with the standard IntelliShape menu.

- **Show Cross-Sections.** Reveals the individual 2D sections that created the loft shape. Each section



has a numbered button. Click the button to see handles that let you modify the section. Right-click the button to see the section's pop-up menu.

- **Edit Path.** Displays the lofting path on the 2D drawing grid. This is the path that connects the cross-sections in the loft shape. Drag the curve handles to modify the path.
- **Edit Match Points.** Lets you change the points that connect the cross-sections in the loft shape. The match points appear as red dots on the vertices of the cross-section. If the section contains multiple closed outlines, it only has one match point. To edit a match point, drag and drop it on the endpoint of a line or curve in the cross-section. Use this technique to produce twisted shapes such as a waving banner.
- **Add SmartDimensions.** Displays the Add SmartDimensions dialog box. Use these tools to measure and set distances and angles.
- **Apply Last.** Recreates the selected shape as if you had added it to the model last.
- **Delete.** Removes the shape from the document.
- **IntelliShape Properties.** Displays the IntelliShape Properties sheet for the shape.



## Model pop-up menu

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Right-click a model to see its pop-up menu. The model menu includes the following features:

- **Add SmartDimensions.** Displays the Add SmartDimensions dialog box. Use these tools to measure and set distances and angles.
- **Delete.** Removes the selected model from the scene or page.
- **Analysis.** Displays the Analysis property sheet. Use this tool to perform analytical measurements including volume, moments of inertia, and others.
- **Statistics.** Tallies information about the internal structure of the model including the number of vertices, faces, edges, and so forth. This information goes into a file called Validate.Txt.
- **Model Properties.** Displays the Model Properties sheet, which lets you change the model's sizebox, anchor, and other settings.
- **Style Properties.** Displays the Style Properties sheet, which lets you change the model's color, transparency, and other settings.

## Page pop-up menu

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Right-click the 3D page to see its pop-up menu. The page menu has one option: **Page Properties**, which displays the Page Properties sheet for the page. Use these properties to change the size, background, and other features of the page.

## Right-drag pop-up menu

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When you drag a shape or model using the right mouse button, this menu appears when you drop the object.



Choose one of the following options for relocating the object.

- **Move Here.** Move the object from its original location to the point where you dropped it. This option produces the same result as dragging with the left mouse button.
- **Copy Here.** Duplicates the object and places the copy at the point where you released the mouse. The original reappears at its starting location.
- **Link Here.** Duplicates the object and links the copy to the original. The effect is similar to the Copy Here option with the addition of the link. When you change one linked object, you affect both.
- **Cancel.** Returns to the scene or page leaving no effects from the right-dragging process.

## Scene pop-up menu

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Right-click the 3D scene to see its pop-up menu. The scene pop-up menu includes the following options:

- **Horizontal Split.** Creates two viewing panels separated by a horizontal splitter bar. The bar appears at the point where you right-clicked to see the pop-up menu. Use multiple views to see a model from two or more viewpoints simultaneously.
- **Vertical Split.** Creates two viewing panels separated by a vertical splitter bar.
- **Remove View.** Deletes a view created by one of the previous two options. Right-click in the view you want to delete and then choose this option.
- **Scene Properties.** Displays the Scene Properties sheet. Use these properties to change the scene's lighting, background, and other settings.





## SmartDimension pop-up menu

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Right-click the value or end point of a SmartDimension to see its pop-up menu. The SmartDimension pop-up menu includes the following options.

**Note:** *SmartDimensions are a feature of TriSpectives Professional.*

- **Edit This SmartDimension.** Displays the Edit SmartDimension dialog box. You can enter a new distance or angle value for the SmartDimension and lock it in place.
- **Edit All SmartDimensions.** Displays a table that shows the angle or distance values for all SmartDimensions on a particular shape. This table makes it easy to edit multiple values at once.
- **Delete SmartDimension.** Removes the SmartDimension from the shape.

## Surface pop-up menu

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To see the pop-up menu for one surface of a model or IntelliShape, select the surface and then right-click it. The surface pop-up menu includes these commands:

- **Bevel Edges.** Displays the Bevel dialog box which lets you round off the edges of the surface.
- **Style Properties.** Displays the Surface Style Properties sheet. Use these properties to modify the color, bumpiness, transparency, and other features of the surface.

## Value pop-up menu

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When you position an object using the TriBall, you see a line or arc that indicates the current distance or angle of



rotation. The indicator contains a value that changes as you drag. Right-click this value to edit it.

The value menu has a single option: **Edit Value**. When you choose this option, you can enter a new angle or distance measurement on the dialog box that appears.

## WorkBook Browser item pop-up menu

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This pop-up menu appears when you right-click one of the items in the hierarchical display of the WorkBook Browser. The options on the menu depend on the item you click. For instance, the Apply Last option is available if you click a shape, but not if you click a document.

The WorkBook Browser pop-up menu includes these commands:

- **Select**. Makes a shape, model, or other item the current selection. For example, you can select a shape by right-clicking its entry in the WorkBook Browser and choosing this option. When you return to the scene or page, the shape is highlighted.
- **Apply Last**. Recreates an IntelliShape as if it were the last one added to a model.
- **Delete**. Removes an item from the WorkBook Browser and the display.
- **Properties**. Shows the appropriate property sheet. For instance, you can display the property sheet for a 3D scene by right-clicking its entry in the WorkBook Browser and choosing this option.

