

Configure the Simmetry3d Interface

This tutorial introduces the various ways to customise the Simmetry 3d user interface to the way you work.

Concepts

In this tutorial you will learn to:

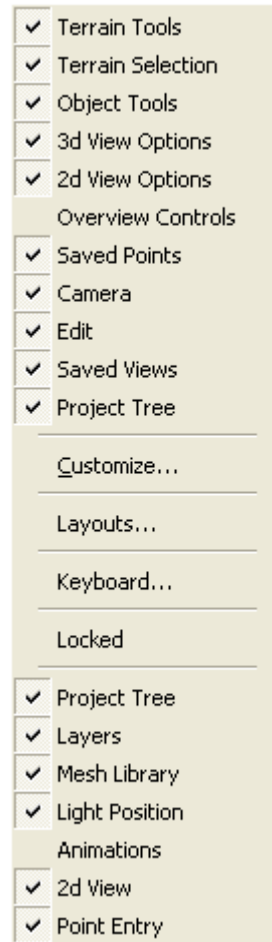
- access the GUI configuration menu
- save and load layouts
- reset layout
- lock the GUI
- configure panel positions
- configure toolbar positions
- create a custom toolbar
- set up keyboard shortcuts
- rename menu items

Prerequisites

- Introduction to Simmetry 3d

Access the GUI configuration menu

To access a list of panels, right click anywhere on the toolbars and a *GUI configuration menu* will appear. It will look like this:



The GUI configuration menu contains various items. At the top is a list of toolbars and whether they are visible or not. At the bottom is a similar list of panels. All the options will be explained in more detail below.

Save and Load layouts

Simmetry 3d allows you to save the configuration of your panels, your toolbars and your hotkeys, and this is known as a *layout*. Layouts are useful for moving your settings between computers or maintain different layouts for different ways you use Simmetry 3d. To save the current layout to a file, open the *GUI configuration menu* and select the Save Layout... option. This will then let you save the layout to a file. To reload a saved layout from disk, select the Load Layout option from the *GUI configuration menu* and select the layout file you wish to load. Simmetry 3d will then reconfigure your current GUI configuration to the saved layout.

Lock the GUI

To prevent accidental movement of panels and toolbars, you may *lock* the toolbars and the panels to their current positions. To lock the GUI, just open the *GUI configuration menu* and make sure the Locked option is ticked. When you need to edit the positions of panels and toolbars, uncheck the Locked option.

Reset Layout

To reset your layout to the default settings, close Simmetry 3d and then reload it while holding the shift key down until the program has loaded. This will reset your settings to the standard layout.

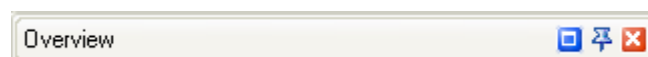
Configure Panel Positions

There are various different panels in the main window of Simmetry3d and these can be in several different states.

- Docked
- Floating
- Invisible
- Auto Hidden

When a panel is invisible, it means that it is hidden from the user. You may make panels invisible to make more space for the 3d view, or hide infrequently used items.

Open the GUI Configuration Menu. At the bottom of the menu is a list of the panels and a tick against them means that they are visible. You may alter the visibility of panels by clicking the appropriate menu. Also you can make a panel invisible by clicking on the red cross at the top of the panel. These icons are not available when the layout is [locked](#).



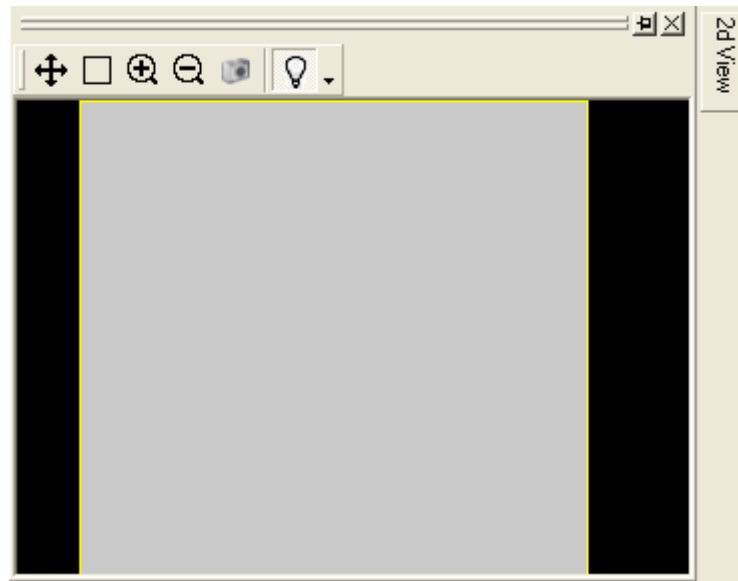
A panel is *docked* if the panel is part of the main window. A panel is *floating*, or undocked, if it is a separate window from the main window. A docked panel is within a *dock site*, which is an area of the screen that allows one or more panels to be docked.

Each panel can be docked at various places around the main window. For example, to the left or the right of the main 3d window,

You can move the panel by clicking on the name of the panel with the left mouse button and then while holding this button down, drag the panel to the

required area. As you move the panel, Simmetry 3d will show you an outline of the panel to guide you as to where the panel will appear. If you do not release the mouse over a docking area the panel will become floating.

A panel that is set to *auto hide* will automatically minimise the panel to a small tab on the dock site. when you have finished using it. It is useful to maximise screen area for the 3d view while still having access to the panel's functionality. To auto hide a panel, click the little pin icon on the panel's top bar. Only docked panels may be set to auto hide.



Above the overview panel is auto hidden. To activate the overview panel, place your mouse on the panel's tab and the panel will slide out for you to use. Clicking back on the 3d view will then signal to the panel that you have finished with it and it will minimise again. To unset a panel from auto hide, activate the panel and then click the pin icon again and the panel will move back to a normal docked state.

Exercise

- Make sure the Overview panel is visible.
- Make the Overview panel floating
- Dock the Overview panel back on the main window on the left
- Auto hide the overview panel

Configure Toolbar Positions

Similar to panels, toolbars are able to be in one of several states. These are:

- Docked

- Floating
- Invisible

A *docked* toolbar is one that is part of the main window. Again, toolbars may be docked at various points on the main window in a similar manner to the panels.

Toolbars can also be made to *float* or can be made *invisible*, if you do not require them. A list of the toolbars in Simmetry 3d is available at the top section of the *GUI configuration menu*. A tick against the toolbar name is means that toolbar is visible. Click on a toolbar name to toggle the visibility.

Exercise

Toggle the Saved Points toolbar visibility

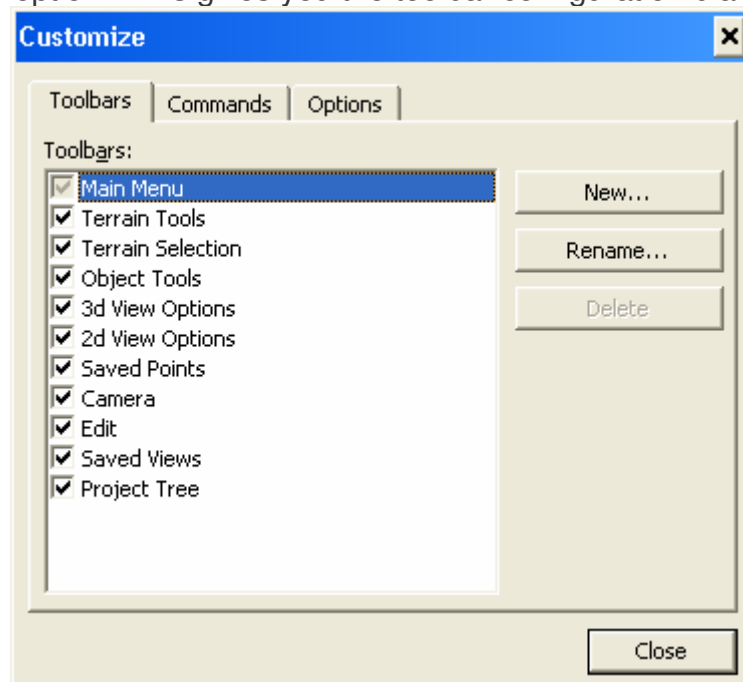
Dock the Saved Points toolbar on the left of the main window and at the bottom of the main window

Float the Saved Points toolbar

Create a Custom Toolbar

If the current setup of menus and toolbars does not match the way you wish to work Simmetry 3d allows you to add new toolbars and customise the existing toolbars.

To create a new toolbar, activate the *GUI configuration menu* and select the *customize...* option. This gives you the toolbar configuration dialog:



Press the New button and then type in a name for your new toolbar. A new toolbar will appear.

Select the Commands Tab on the customize dialog and then drag and drop the items you want on the toolbar from the commands list to the new toolbar.

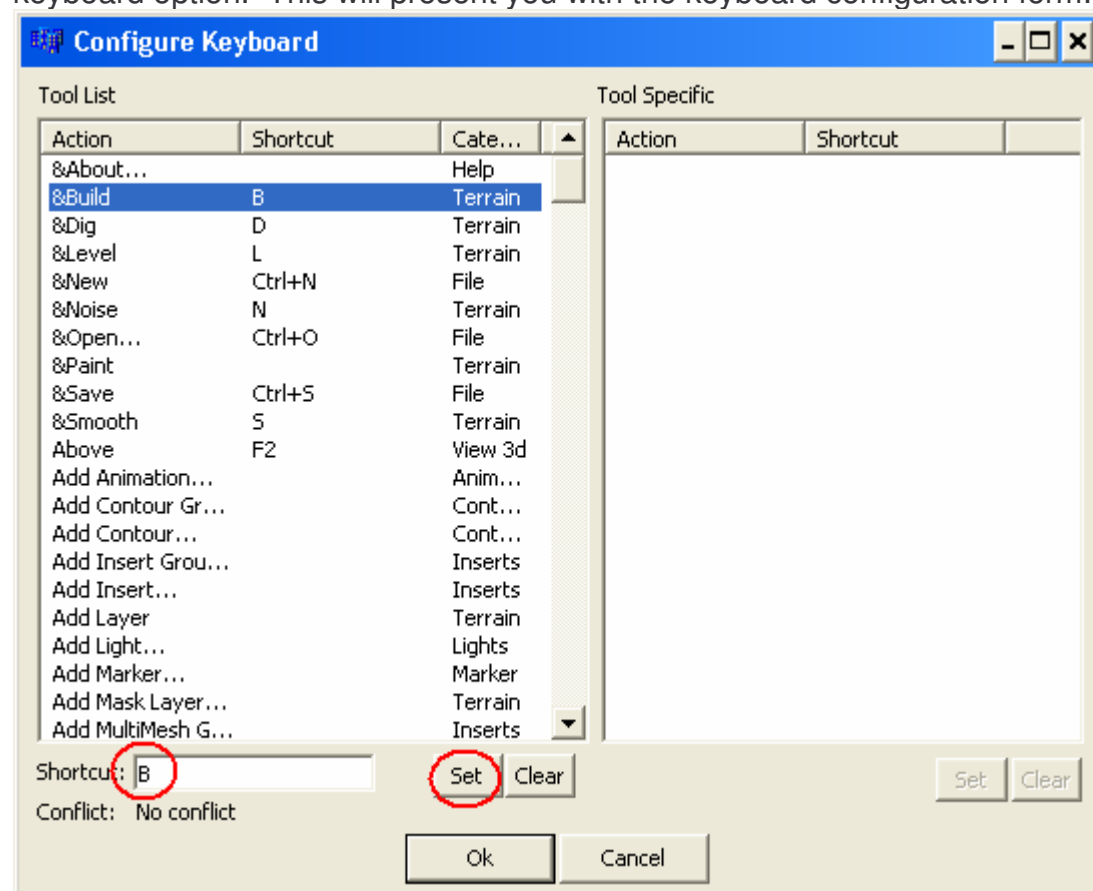
You can also drag and drop tools on existing toolbars. To remove items from toolbars, select the item you want to remove and right click, selecting the delete option, or drag and drop the item away from any toolbar.

Exercise

Setup a new custom toolbar called My Tools with build, smooth and level actions on them.

Set up Keyboard Shortcuts

Simmetry 3d allows you to alter which combinations of keys perform which actions. This gives you the ability to quickly activate the features you use from the keyboard rather than going to the menu or toolbars each time. To configure the keyboard, activate the *GUI configuration menu* and select the keyboard option. This will present you with the keyboard configuration form:



To set a keyboard shortcut for a action, select the action from the main list then type in the required key combination to the Shortcut edit box and press

the set button. Now that action will be performed every time you press the same key combination in the main window. If you hold the Control Key or the Shift Key down while you press a key this will be indicated in the shortcut edit box. To remove a keyboard shortcut, select the action you want and press the clear button.

Each keyboard shortcut can be only be associated with one action. The dialog will warn you if you are about to reassign a shortcut already used elsewhere.

Some actions have sub-actions associated with them. These sub-actions can also have a shortcut. This sub-action will only perform if the main action is currently active. Sub-actions can override keyboard shortcuts from other actions whilst the main action is current. For example, if the Smooth tool is activated using “s”, but the Start New sub-action in the Line tool is also “s”, when the line tool is active, pressing “s” will cause the Start New sub-action to be performed rather than the Smooth tool being made active. At all other times, pressing “s” will activate the Smooth tool.

Exercise

- Set the Move object action to activate on a “m” key press
- Set the Print Action to work on a Control + Shift + “p” key press.

Rename menu items

When customising the toolbars, you can also rename items by right clicking an item and editing the Name property. Type in the new name and press enter to set the value. This allows you to use your own nomenclature on the menus.