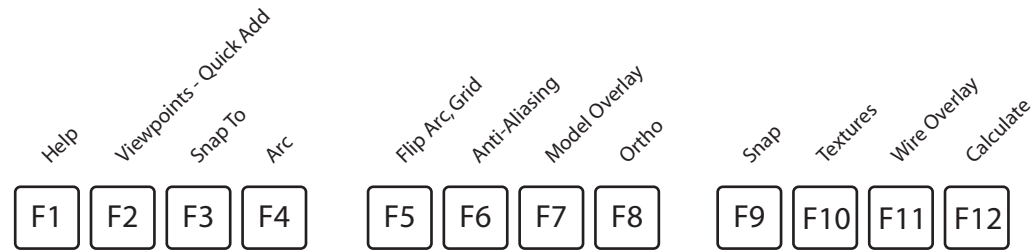


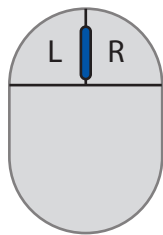
AGi32 version 2.3 *General*

Function Keys



Mouse Functions

Left click: Select



Right click: Accept selection
 Terminate command
 Restart last command

Center (wheel): Scroll - **Zoom**
 Press+Hold+Drag - **Pan**
 Shift+Press+Hold+Drag - **Orbit**

Keyboard Shortcuts

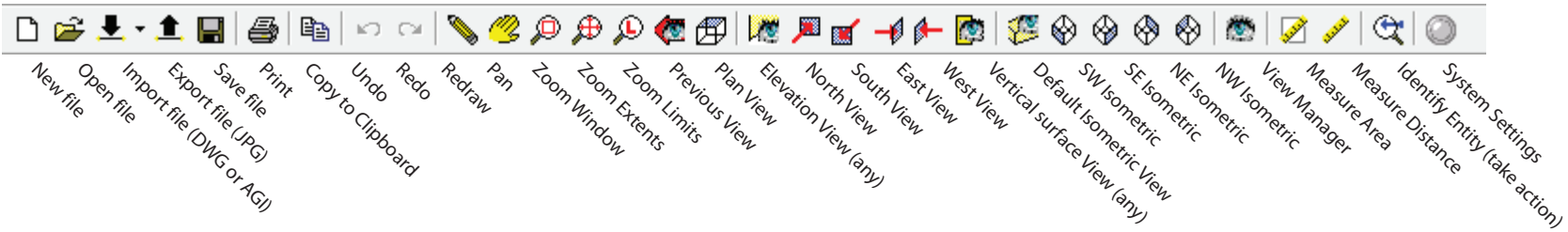
Keystroke	Model	Render	Page Builder
Left Arrow	Pan left	Interactive-drag mouse left	Pan left
Right Arrow	Pan right	Interactive-drag mouse right	Pan right
Up Arrow	Pan up	Interactive-drag mouse up	Pan up
Down Arrow	Pan down	Interactive-drag mouse down	Pan down
Shift+ Left Arrow	Rotate Isometric +5 degrees	Slows Interactive action	•
Shift+ Right Arrow	Rotate Isometric -5 degrees	Slows Interactive action	•
Shift+ Up Arrow	Tilt Isometric -5 degrees	Slows Interactive action	•
Shift+ Down Arrow	Tilt Isometric +5 degrees	Slows Interactive action	•
Ctrl+Left Arrow	•	•	Pan Viewport left
Ctrl+Right Arrow	•	•	Pan Viewport right
Ctrl+Up Arrow	•	•	Pan Viewport up
Ctrl+Down Arrow	•	•	Pan Viewport down

Keyboard Shortcuts (cntd.)

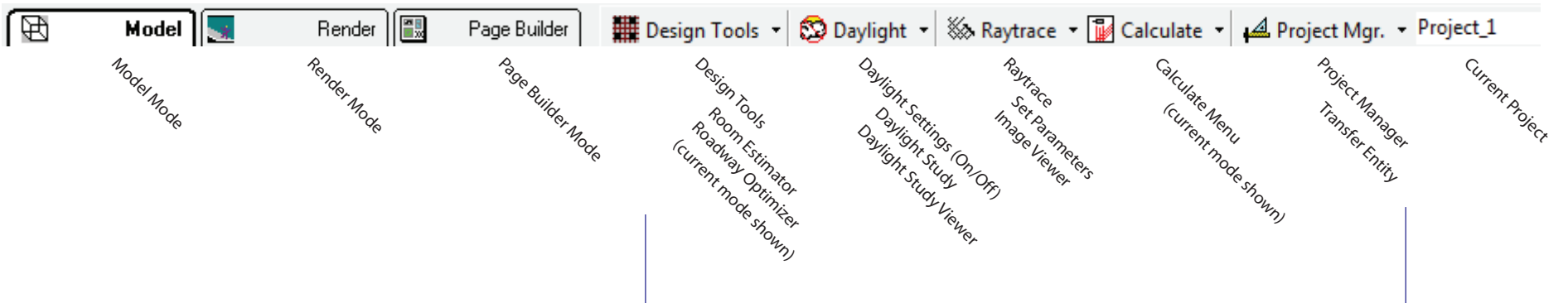
Keystroke	Model	Render	Page Builder
Ctrl+Shift+Left Arrow	•	Speeds Interactive action	•
Ctrl+Shift+Right Arrow	•	Speeds Interactive action	•
Ctrl+Shift+Up Arrow	Increase schedule size	Speeds Interactive action	•
Ctrl+Shift+Down Arrow	Decrease schedule size	Speeds Interactive action	•
Page Up	Increase Z by snap value	•	Increase Z by snap value
Page Down	Decrease Z by snap value	•	Decrease Z by snap value
Ctrl+Page Up	•	•	Next page
Ctrl+Page Down	•	•	Previous page
Home	Zoom in	•	Zoom in
End	Zoom out	•	Zoom out
Ctrl+Home	•	•	Zoom in Viewport
Ctrl+End	•	•	Zoom out Viewport
Ctrl+A	Add luminaire	•	•
Ctrl+C	Copy (limited)	Copy (limited)	•
Ctrl+D	•	•	Toggle Viewport visibility
Ctrl+F	Parametric mirror Off	•	•
Ctrl+N	Parametric mirror On	•	•
Ctrl+O	File Open	File Open	File Open
Ctrl+P	File Print	File Print	File Print
Ctrl+S	File Save	File Save	File Save
Ctrl+V	•	•	Paste to Imageport
Ctrl+W	•	Open Viewpoints	•
Ctrl+Z	Undo	•	Undo
Esc	Cancel	Cancel	Cancel
Enter number	•	Set Eye & Focus	•
Shift & hold	Select luminaire Z filter	•	•
Ctrl & hold	Disable parametric mirror	•	•
Shift+Ctrl & hold	Locate multiple aiming points from one location	•	•

AGi32 version 2.3 *Model Mode*

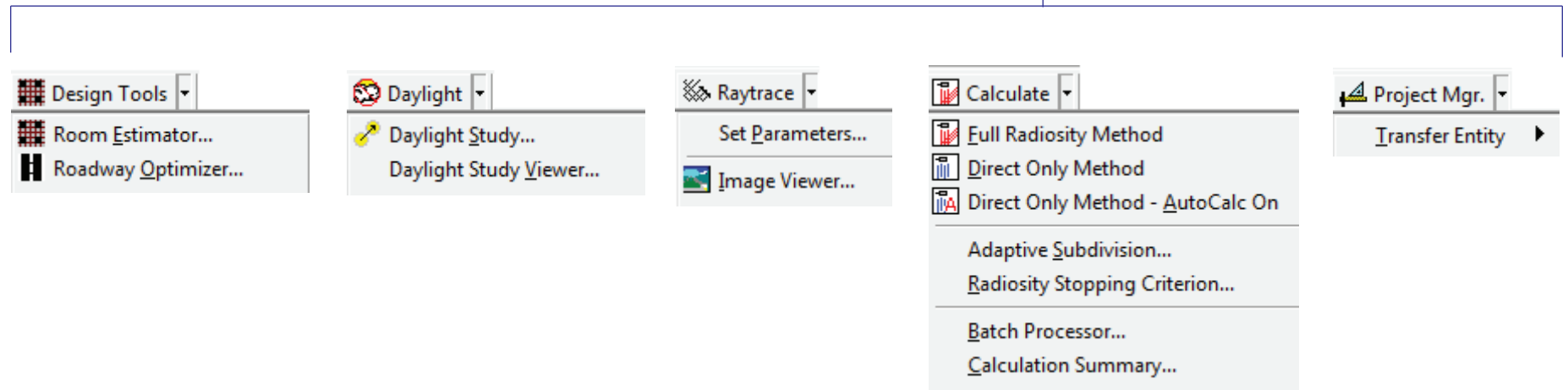
Common Toolbar



Mode Tabs & Control Toolbar



Menus from Control Toolbar



AGi32 version 2.3 *Model Mode*

Luminaire Toolkit

Model Toolkit

- Rooms/Objects
- Calculations
- Drawing/Schedules
- Luminaire**
 - Define
 - Locate
 - Label - Select Define
 - MH: 0, Orient: 0
 - Tilt: 0, Roll: 0
 - Spin: 0, AimZ: 0
 - Modify: [Icons]
 - Labels: [Icons]
 - Sort: [Icons]
 - Aiming Diagram: [Icon]
 - Parametric Mirror: [Icons]

Define Luminaire

- Locate**
 - Locate: Single click locate (use toolbar)
 - Locate & Orient: Two click locate (set, orient)
 - Locate & Aim: Two click locate (set, aim)
- Label - Select Define: Current luminaire (type)
- MH: Mounting Height (toolbar setting)
- Orient: Orient angle (toolbar setting)
- Tilt: Tilt angle (toolbar setting)
- Roll: Roll angle (toolbar setting)
- Spin: Spin angle (toolbar setting)
- AimZ: Z-Coord of aiming point (toolbar setting)
- Array Luminaire
 - Along Line...: Array along a line
 - Rectangular...: Array rectangular
 - Polar...: Array polar

Mirror Luminaire (SWA)

- Luminaire Photometric Web
 - Specification...: Specification (details), Change web visibility
 - All On
 - All Off
 - All On Same Label
 - All Off Same Label
 - Toggle On/Off
- Re-aim Luminaire
- Re-orient Luminaire
- Switch Luminaire
 - Toggle On/Off: Toggle on/off
 - On: Switch On (SWA)
 - Off: Switch Off (SWA)
- Luminaire Template
 - Create Template...: Create template
 - Delete All Templates: Delete template
 - Visibility: Change template visibility
- Magnify Luminaire Symbol
- Group Luminaires
 - Create Group...: Create a Group
 - Explode Group: Explode a Group

Change Luminaire Mounting Height

- Same Aiming Angles: Retain same aiming angles (SWA)
- Same Aiming Point(s): Retain same aiming points (SWA)
- Copy Luminaire (SWA)
- Delete Luminaire (SWA)
- Edit Luminaire (position,aiming) (SWA)
- Move Luminaire
- Same Aiming Angles: Retain same aiming angles (SWA)
- Same Aiming Point(s): Retain same aiming points (SWA)

(SWA) - Select by: Single, Window, All

Luminaire Labels

- Specify Labels
- Delete Labels
- Move a Label

Luminaire Sort

- Sort

Luminaire Aiming Diagram

- Aiming Diagram

Parametric Mirror (add)

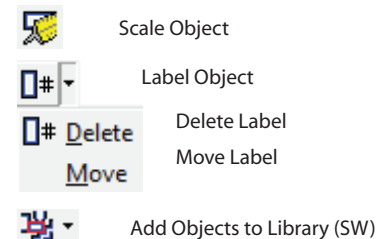
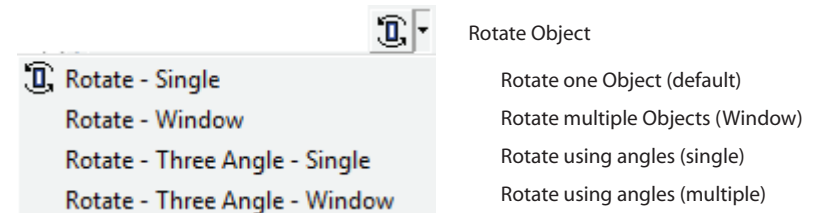
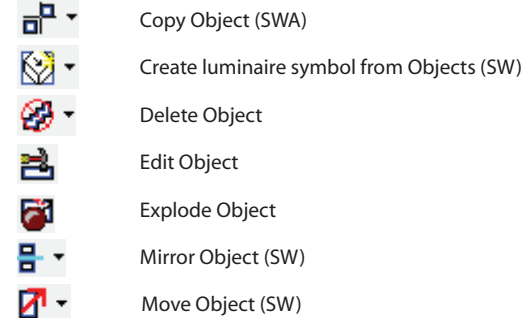
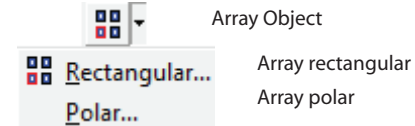
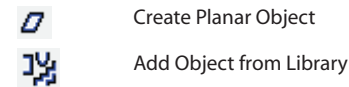
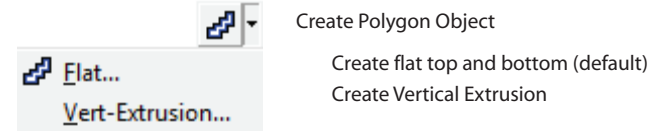
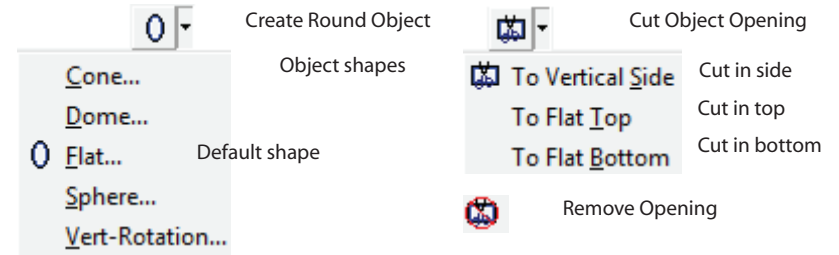
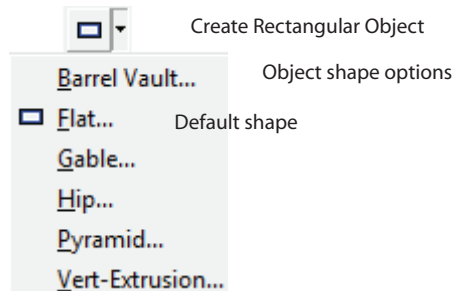
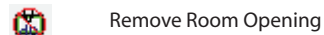
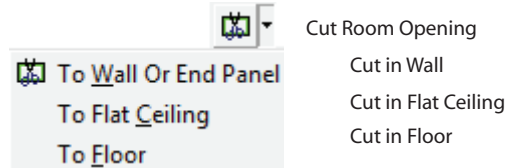
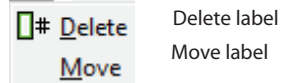
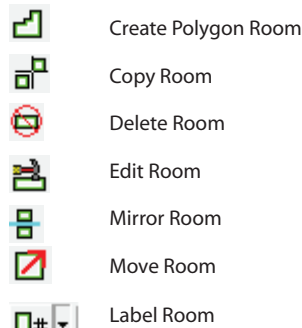
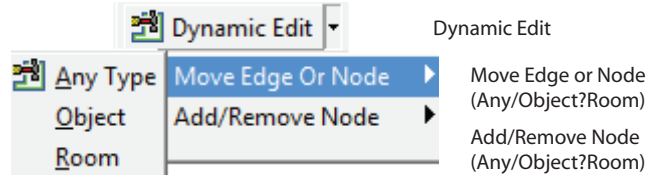
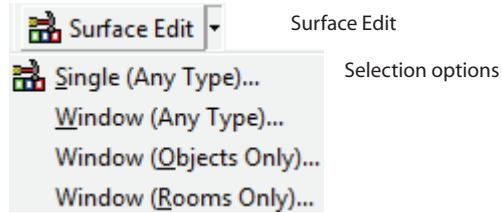
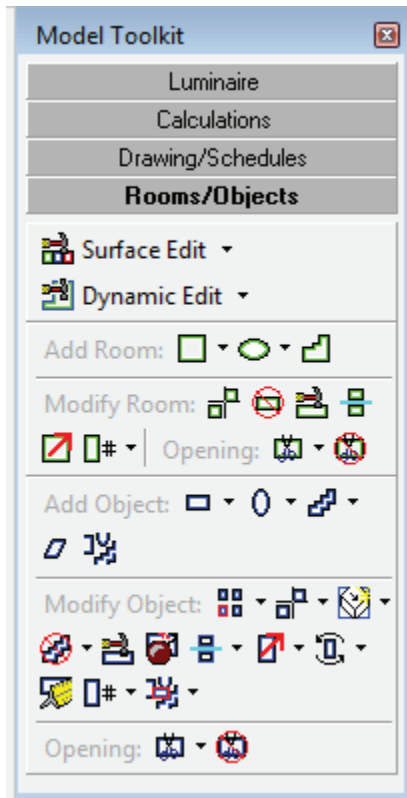
- Parametric Mirror (modify)
 - Delete: Delete a mirror
 - Switch: Switch a mirror on/off

Toggle On/Off

- All On: Ctrl+N
- All Off: Ctrl+F

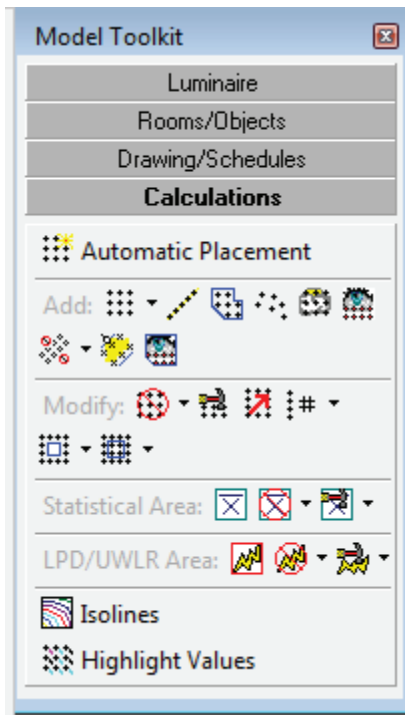
AGi32 version 2.3 *Model Mode*

Rooms and Objects Toolkit



AGi32 version 2.3 *Model Mode*

Calculations Toolkit



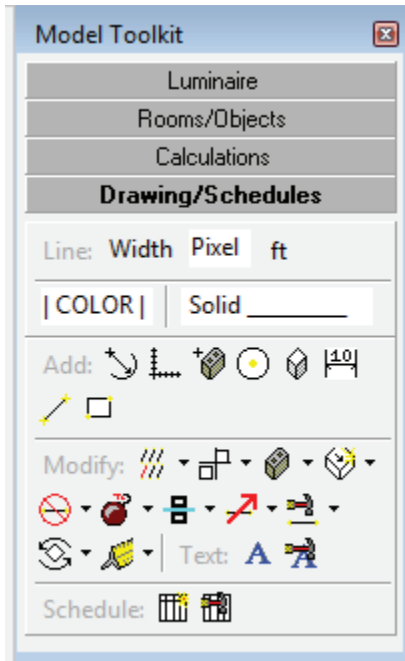
- Automatic Placement** Automatically place calculation points
- Place rectangular grid of calculation points
 - 2 Pt. Input...** ...using 2 point input (orthogonal)
 - 3 Pt. Input...** ...using 3 point input (angle)
- Place a line of calculation points
- Place a polygon of calculation points (any shape)
- Place calculation points at random
- Place Daylight Factor calculation points
- Place Glare Rating calculation points
- Obtrusive Light Calculations**
- Compliance Test...** Obtrusive Light Compliance Test
- Illuminance/Intensity...** Place Intensity & Illuminance grid
- Toggle Cd/Lum# Display** Toggle between intensity and offending luminaire number
- Threshold Increment...** Place Threshold Increment grid
- Place Roadway Luminance calculation points
- Place UGR calculation points
- Delete calculation point grids (SWA)
- Edit calculation point grid
- Move calculation point grid
- Label calculation point grids
 - Delete** Delete labels
 - Move** Move labels

- Remove calculation points (masking)
- Polygon** Remove by selection type
 - Single**
 - Window**
 - Within Entities** Remove by selecting an entity type
- Replace removed calculation points
- Place Statistical Area
- Delete Statistical Area (SWA)
- Edit Statistical Area
- Edit...** **Move Label** Move Statistical Area label
- Add LPD Area
- Delete LPD Area (SWA)
- Edit LPD Area
- Edit...** **Move Label** Move LPD Area label
- Isolines** Add Isolines
- Highlight Values** Add calculated value highlighting (ranges)

(SWA) - Select by: Single, Window, All

AGi32 version 2.3 *Model Mode*

Drawing/Schedules Toolkit



Line: Width Pixel ft Line Width (pixel or scaled ft/m)

| COLOR | Line Color

Solid Line Type

- Draw Arc
- Place Axis (coordinates)
- Add Block
- Draw Circle
- Draw 3D Box (not an object)
- Dimension
- Draw Line
- Draw Rectangle
- Array Lines (SWA)
- Copy drawing entities (SWA)
- Create Block
- Create Luminaire Symbol (model mode) (SWA)
- Delete drawing entity (SWA)
- Explode drawing entity (SWA)
- Mirror drawing entity (SWA)
- Move drawing entity (SWA)
- Edit drawing entity (SWA)
- Rotate drawing entity (SWA)
- Scale drawing entity (SWA)
- Add Text
- Edit Text
- Add Schedule
- Edit Schedule

Status Bar (bottom of screen)

Select Command

97, 100, 0

Toolkit

Statistics

Units: ft- Fc

Snap 1

Ortho

Endpoint

Midpoint

Perpendicular

Intersection

Center

Snap To Drawing

Snap To Room

Snap To Object

Snap To Luminaire

SnapTo

Refresh

Command Line (bottom left of screen)

Coordinate Display (X,Y,Z)

Toolkit switch (click to hide/unhide)

Statistics Window switch (click to hide/unhide)

Units Display and access

Snap On/Off and Setting (F3)

Ortho On/Off (F8)

Snap To selections (click to disable/enable)

Snap To status and settings (F3)

Redraw Display (red is not current)

AGi32 version 2.3 *Render Mode*

Render Mode - View Toolkit

Render Toolkit

View

Viewpoints (F2-Quick Add)

Scene_1

Play Back: [stop] [rewind] [play] [fast forward] [end]

Animate

Interactive Display Mode: [refresh icon]

7 Refresh [up] [down]

10 (Fast) Animation [up] [down]

0.00 Exposure [up] [down]

Eye Position 72.715 X
-4.138 Y 38.027 Z

Focus Position 31 X
10 Y 4 Z

Viewpoints (F2-Quick Add) Add a Viewpoint (animation)

Scene_1 Select Scene

Play Back: [stop] [rewind] [play] [fast forward] [end] Animation Viewpoint playback

Animate Play animation

Interactive Display Mode: [refresh icon] Toggle slow/fast refresh and animation speeds

Refresh Adjust display refresh for interactive movement

Animation Adjust animation (movement) speeds for interactive commands

Exposure Exposure

Eye Position 72.715 X
-4.138 Y 38.027 Z Observer Eye Position

Focus Position 31 X
10 Y 4 Z Observer Focus Position

Render Mode - Status Bar (base of screen)

RenderView_Interactive_Orbit : Command line (LLHC screen)

Toolkit Toggle Toolkit (on/off)

Statistics Toggle Statistics window (on/off)

Units: ft- Fc Units display

Textures Toggle Texture display (on/off)

Wire Overlay Toggle Wire Overlay (on/off)

Settings... Model Overlay Settings

Model Overlay Toggle Model Overlay (on/off)

Settings... Pseudocolor Settings

Pseudo Color Toggle Pseudocolor (pseudo/rgb)

Anti-Aliasing Anti-Aliasing Setting

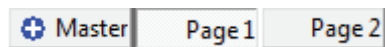
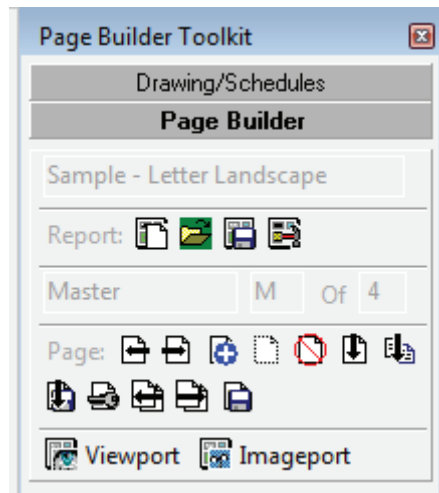
Anti-Aliasing 15 Enable Anti-Aliasing

Render Mode - Toolbar

New File Open File Import File Export File Save File Print Copy Top View Bottom View Left Side View Right Side View Front View Back View SW View SE View NE View NW View Clip Dolly Orbit Walk Pan Rotate Zoom View Manager Display Settings View Settings System Settings

AGi32 version 2.3 *Page Builder Mode*

Page Builder Toolkit



Page Selector (current depressed)

Select Command Command line and coordinate display
5.699, 8.467, 432

Toolkit Toggle Toolkit display

Statistics Toggle Statistics display

Inches Page Units

Snap 0.1 Toggle Snap and Setting (F9)

Ortho Toggle Ortho (F8)

Snap To Toggle Snap-To (F3)

Snap-To Settings

- Endpoint
- Midpoint
- Perpendicular
- Intersection
- Center
- Snap To Drawing
- Snap To Room
- Snap To Object
- Snap To Luminaire

Refresh Redraw Page (green is current)

Sample - Letter Landscape

Report Name

New Report

Open Report

Save Report

Edit Report

Master M Of 4

Current Page and Count

Previous Page (Ctrl-PgDn)

Next Page (Ctrl-PgUp)

Set Current Page as Master Page

Clear Page Contents

Delete Page

Insert Blank Page

Insert Copy of Current Page

Insert Saved Page

Lock/Unlock Page

Move Current Page Left

Move Current Page Right

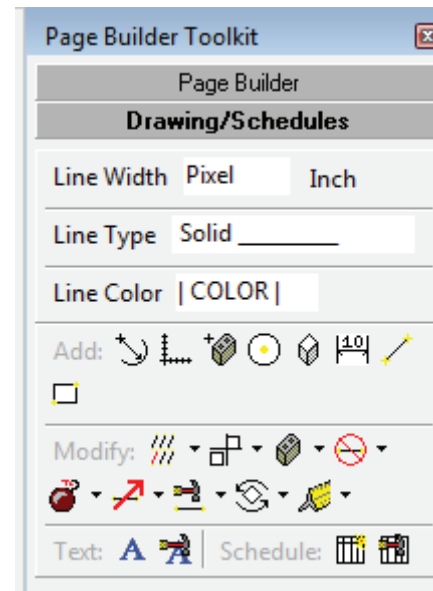
Save Current Page

Viewport Create Viewport

Imageport Create Imageport

(SWA) - Select by: Single, Window, All

Page Builder - Drawing/Schedules Toolkit



Array Lines (SWA)

Copy drawing entities (SWA)

Create Block

Delete drawing entity (SWA)

Explode drawing entity (SWA)

Move drawing entity (SWA)

Line Width Pixel Line Width (pixel or media units)

Line Type Solid Line Type

Line Color | COLOR | Line Color

Draw Arc

Place Axis (coordinates)

Add Block

Draw Circle

Draw 3D Box (not an object)

Dimension

Draw Line

Draw Rectangle

Edit drawing entity (SWA)

Rotate drawing entity (SWA)

Scale drawing entity (SWA)

Add Text

Edit Text

Add Schedule

Edit Schedule

Page Builder - Main Toolbar

