AGi32 version 18  *Model Mode*

**Common Toolbar**

- New file
- Open file
- Save file
- Print
- Undo
- Redo
- Zoom
- Plan View
- North View
- West View
- East View
- Zoom Limits
- Plan View
- North View
- West View
- Elevation View
- Daylight Settings (On/Off)
- Transfer Entity
- Scene Manager
- Full Radiosity Method
- Direct Only Method
- Direct Only Method - AutoCalc
- Adaptive Subdivision
- Radiosity Stopping Criterion
- Batch Processor
- Calculation Summary
- Project Manager

**Viewpoints Toolbar**

- Viewpoint
- Viewpoint List
- Viewpoint Name
- Update Viewpoint
- Delete Viewpoint
- Add Viewpoint

**Mode Tabs & Control Toolbar**

- Model Mode
- Render Mode
- Page Builder Mode
- Design Tools
- Daylight
- Raytrace
- Calculate
- Project Mgr.
- Scene Mgr.
- Current Scene

**Menus from Control Toolbar**

- Design Tools
- Room Estimator
- Roadway Optimizer
- Daylight
- Daylight Study
- Daylight Study Image and Data Folder
- Daylight Annual Simulation
- Calculate
- Full Radiosity Method
- Direct Only Method
- Direct Only Method - AutoCalc
- Adaptive Subdivision
- Radiosity Stopping Criterion
- Batch Processor
- Calculation Summary
- Transfer Entity
AGi32 version 18

Model Mode

Luminaire Toolkit

- Define
  - Locate Luminaire
    - Single click locate (use toolbar)
    - Two click locate (set, orient)
  - Locate & Orient
    - Two click locate (set, aim)
  - Locate & Aim

- N.A. - Select Define
  - Label
  - Channel

- N.A. - Select Scene Mgr.
  - Channel

- Mounting Height (toolbar setting)
  - Mounting Height (SWA)
  - Tilt (toolbar setting)
  - Roll (toolbar setting)
  - Spin (toolbar setting)
  - Z-Coord of aiming point (toolbar setting)

- Move Luminaire - Same aiming angles (SWA)
- Move Luminaire - Same aiming points (SWA)
- Move Luminaire & Orient
- Mirror Luminaire (SWA)

- Specification (details)
  - Visibility
    - All On
    - All Off
  - Toggle On/Off

- Re-aim Luminaire
- Re-orient Luminaire

- Array Luminaire
  - Array along a line
  - Array rectangular
  - Array polar

- Change Luminaire Mounting Height - Same aiming angles (SWA)
- Change Luminaire Mounting Height - Same aiming points (SWA)
- Copy Luminaire (SWA)
- Delete Luminaire (SWA)
- Edit Luminaire (position, aiming) (SWA)
- Swap Luminaire Type (SWA)

- Move Luminaire - Same aiming angles (SWA)
- Move Luminaire - Same aiming points (SWA)
- Mirror Luminaire (SWA)

- Luminaire Photometric Web
  - Specification (details)
  - Change web visibility

- Luminaire Labels
  - Specify Labels
  - Delete Labels

- Luminaire Sort
- Luminaire Aiming Diagram

- Swap Luminaire Type (SWA)

- SWA - Select by: Single, Window, All

- Array along a line
  - Array rectangular
  - Array polar

- Change Luminaire Mounting Height - Same aiming angles (SWA)
- Change Luminaire Mounting Height - Same aiming points (SWA)
- Copy Luminaire (SWA)
- Delete Luminaire (SWA)
- Edit Luminaire (position, aiming) (SWA)
- Swap Luminaire Type (SWA)

- Move Luminaire - Same aiming angles (SWA)
- Move Luminaire - Same aiming points (SWA)
- Mirror Luminaire (SWA)

- Luminaire Photometric Web
  - Specification (details)
  - Change web visibility

- Luminaire Labels
  - Specify Labels
  - Delete Labels

- Luminaire Sort
- Luminaire Aiming Diagram

- Swap Luminaire Type (SWA)
AGi32 version 18  Model Mode

Calculations Toolkit

**Automatic Placement**
- Automatically place calculation points
- Place rectangular grid of calculation points
- ...using 2 point input (orthogonal)
- ...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**
- Obtrusive Light Compliance Test
- Place Intensity & Illuminance grid
- Toggle between intensity and offending luminaire number
- Place Threshold Increment grid

**Place Calculation Points**
- Place Roadway Luminance calculation points
- Place UGR calculation points
- Delete calculation point grids (SWA)
- Edit calculation point grid
- Move calculation point grid

**Label Calculation Points**
- Label calculation point grids
- Delete labels
- Move labels

**Remove Calculation Points**
- Remove calculation points (masking)
- Remove by selection type
- Remove by selecting an entity type

**Place Statistical Area**
- Place Statistical Area
- Delete Statistical Area (SWA)

**Edit Statistical Area**
- Edit Statistical Area
- Move Statistical Area label

**Add LPD Area**
- Add LPD Area
- Delete LPD Area (SWA)

**Edit LPD Area**
- Edit LPD Area
- Move LPD Area label

**Add Isolines**
- Add Isolines

(SWA) - Select by: Single, Window, All
AGi32 version 18  
Model Mode

Drawing/Schedules Toolkit

Model Toolkit
- Luminaire
- Rooms/Objects
- Calculations

Drawing/Schedules
- Line Width (pixel or scaled ft/m)
  - Line Color
  - Line Type
- Add: Line, Circle, Rectangle, Arc
- Modify: Edit, Delete, Mirror, Move, Rotate, Scale
- Schedule: Add, Edit

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

Status Bar (bottom of screen)
- Command Line (bottom left of screen)
- Coordinate Display (X,Y,Z)
- Toolkit switch (click to hide/unhide)
- Statistics Window switch (click to hide/unhide)
- Hint Window switch (click to hide/unhide)
- Design Isolines switch (click to enable/disable)
- Units Display and access
- Snap On/Off and Setting (F3)
- Ortho On/Off (F8)
- Snap To status and settings (F3)
- Redraw Display (red is not current)
AGi32 version 18

**Render Mode - View Toolkit**

- **Animation (F2-Quick Add)**
  - Add a Viewpoint (animation)
- **Scene_1** dropdown
  - Select Scene
- **Play Back** buttons
  - Animation Viewpoint playback
- **Animate Now**
  - Play animation
- **Interactive Display Mode**
  - Toggle slow/fast refresh and animation speeds
- **Refresh** and **Animation** buttons
  - Adjust display refresh for interactive movement
- **Eye Position**
  - X: 0, Y: 0, Z: 10 (Fast)
  - Exposure: 0.00
- **Observer Eye Position**
- **Observer Focus Position**
  - X: 31, Y: 4, Z: 10

**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)
- **Hint**
  - Toggles Hint window (on/off)
- **Units**
  - Toggle Units display
- **Textures**
  - Toggle Texture display (on/off)
- **Wire Overlay**
  - Toggle Wire Overlay (on/off)
- **Model Overlay Settings**
  - Toggle Model Overlay (on/off)
- **Pseudocolor Settings**
  - Toggle Pseudocolor (pseudo/rgb)
- **Anti-Aliasing Setting**
  - Enable Anti-Aliasing

**Render Mode - Toolbar**


**Render Mode - Viewpoints Toolbar**

- **Viewpoint**
  - RenderViewpoint_1
- **Update**
- **RenderViewpoint_6**
- **Add viewpoint**
**Function Keys**

<table>
<thead>
<tr>
<th>Keystroke</th>
<th>Model</th>
<th>Render</th>
<th>Page Builder</th>
</tr>
</thead>
<tbody>
<tr>
<td>F1</td>
<td></td>
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<td>F2</td>
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<tr>
<td>F12</td>
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</tr>
</tbody>
</table>

**Mouse Functions**

- Left click: Select
- Center (wheel): Scroll - Zoom
- Right click: Accept selection
- Shift+Press+Hold+Drag - Orbit

**Keyboard Shortcuts**

<table>
<thead>
<tr>
<th>Keystroke</th>
<th>Model</th>
<th>Render</th>
<th>Page Builder</th>
</tr>
</thead>
<tbody>
<tr>
<td>Left Arrow</td>
<td>Pan left</td>
<td>Interactive-drag mouse left</td>
<td>Pan left</td>
</tr>
<tr>
<td>Right Arrow</td>
<td>Pan right</td>
<td>Interactive-drag mouse right</td>
<td>Pan right</td>
</tr>
<tr>
<td>Up Arrow</td>
<td>Pan up</td>
<td>Interactive-drag mouse up</td>
<td>Pan up</td>
</tr>
<tr>
<td>Down Arrow</td>
<td>Pan down</td>
<td>Interactive-drag mouse down</td>
<td>Pan down</td>
</tr>
<tr>
<td>Shift+ Left Arrow</td>
<td>Rotate Isometric+5 degrees</td>
<td>Slows Interactive action</td>
<td></td>
</tr>
<tr>
<td>Shift+ Right Arrow</td>
<td>Rotate Isometric-5 degrees</td>
<td>Slows Interactive action</td>
<td></td>
</tr>
<tr>
<td>Shift+ Up Arrow</td>
<td>Tilt Isometric-5 degrees</td>
<td>Slows Interactive action</td>
<td></td>
</tr>
<tr>
<td>Shift+ Down Arrow</td>
<td>Tilt Isometric+5 degrees</td>
<td>Slows Interactive action</td>
<td></td>
</tr>
<tr>
<td>Ctrl+Left Arrow</td>
<td></td>
<td>Pan Viewport left</td>
<td></td>
</tr>
<tr>
<td>Ctrl+Right Arrow</td>
<td></td>
<td>Pan Viewport right</td>
<td></td>
</tr>
<tr>
<td>Ctrl+Up Arrow</td>
<td></td>
<td>Pan Viewport up</td>
<td></td>
</tr>
<tr>
<td>Ctrl+Down Arrow</td>
<td></td>
<td>Pan Viewport down</td>
<td></td>
</tr>
<tr>
<td>Alt+ Up/Down Arrow</td>
<td>Dynamic Luminaire Tilt adjustment (+/-)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Alt+ Left/Right Arrow</td>
<td>Dynamic Luminaire Roll adjustment (+/-)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shift+Alt+ Left/Right Arrow</td>
<td>Dynamic Luminaire Spin adjustment (+/-)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shift+Ctrl &amp; hold</td>
<td>Locate multiple aiming points from one location</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Keyboard Shortcuts (cntd.)**

<table>
<thead>
<tr>
<th>Keystroke</th>
<th>Model</th>
<th>Render</th>
<th>Page Builder</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ctrl+Shift+Left Arrow</td>
<td></td>
<td>Speeds Interactive action</td>
<td></td>
</tr>
<tr>
<td>Ctrl+Shift+Right Arrow</td>
<td></td>
<td>Speeds Interactive action</td>
<td></td>
</tr>
<tr>
<td>Ctrl+Shift+Up Arrow</td>
<td>Increase schedule size</td>
<td>Speeds Interactive action</td>
<td></td>
</tr>
<tr>
<td>Ctrl+Shift+Down Arrow</td>
<td>Decrease schedule size</td>
<td>Speeds Interactive action</td>
<td></td>
</tr>
<tr>
<td>Page Up</td>
<td>Increase Z by snap value</td>
<td></td>
<td>Increase Z by snap value</td>
</tr>
<tr>
<td>Page Down</td>
<td>Decrease Z by snap value</td>
<td></td>
<td>Decrease Z by snap value</td>
</tr>
<tr>
<td>Ctrl+Page Up</td>
<td></td>
<td>Next page</td>
<td></td>
</tr>
<tr>
<td>Ctrl+Page Down</td>
<td></td>
<td>Previous page</td>
<td></td>
</tr>
<tr>
<td>Home</td>
<td>Zoom in</td>
<td>Zoom in</td>
<td></td>
</tr>
<tr>
<td>End</td>
<td>Zoom out</td>
<td>Zoom out</td>
<td></td>
</tr>
<tr>
<td>Ctrl+Home</td>
<td></td>
<td>Zoom in Viewport</td>
<td></td>
</tr>
<tr>
<td>Ctrl+End</td>
<td></td>
<td>Zoom out Viewport</td>
<td></td>
</tr>
<tr>
<td>Ctrl+A</td>
<td>Add luminaire</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ctrl+C</td>
<td>Copy (limited)</td>
<td>Copy (limited)</td>
<td></td>
</tr>
<tr>
<td>Ctrl+D</td>
<td></td>
<td>Toggle Viewport visibility</td>
<td></td>
</tr>
<tr>
<td>Ctrl+F</td>
<td>Parametric mirror Off</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ctrl+L</td>
<td></td>
<td>Lock Report</td>
<td></td>
</tr>
<tr>
<td>Ctrl+N</td>
<td>Parametric mirror On</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ctrl+O</td>
<td>File Open</td>
<td>File Open</td>
<td>File Open</td>
</tr>
<tr>
<td>Ctrl+P</td>
<td>File Print</td>
<td>File Print</td>
<td>File Print</td>
</tr>
<tr>
<td>Ctrl+S</td>
<td>File Save</td>
<td>File Save</td>
<td>File Save</td>
</tr>
<tr>
<td>Ctrl+U</td>
<td></td>
<td>Unlock Report</td>
<td></td>
</tr>
<tr>
<td>Ctrl+V</td>
<td></td>
<td>Paste to Imageport</td>
<td></td>
</tr>
<tr>
<td>Ctrl+W</td>
<td></td>
<td>Open Viewpoints</td>
<td></td>
</tr>
<tr>
<td>Ctrl+Y</td>
<td>Redo</td>
<td>Redo</td>
<td>Redo</td>
</tr>
<tr>
<td>Ctrl+Z</td>
<td>Undo</td>
<td>Undo</td>
<td></td>
</tr>
<tr>
<td>Esc</td>
<td>Cancel</td>
<td>Cancel</td>
<td>Cancel</td>
</tr>
<tr>
<td>Enter number</td>
<td></td>
<td>Set Eye &amp; Focus</td>
<td></td>
</tr>
<tr>
<td>Shift &amp; hold</td>
<td>Select luminaire</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ctrl &amp; hold</td>
<td>Disable parametric mirror</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>