# Common Toolbar

Common Toolbar is located in the lower part of the 3D Area on top of the Library, it is always accessible to the user and it includes the following

Select Object

The Default Pick mode in SimLab Composer returns the location and the normal direction at the selection point. The geometry at the picked location will be selected in the Object Tree, and its bounding box will be displayed in the 3D area.
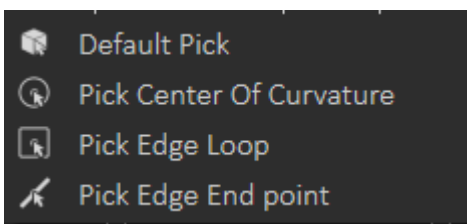
To get more precious picking the user can change the selection to
Center of Curvature: To select the center of a circle or arc
Edge Loop: To select the center of a closed loop, like the center of one of the faces of a cube
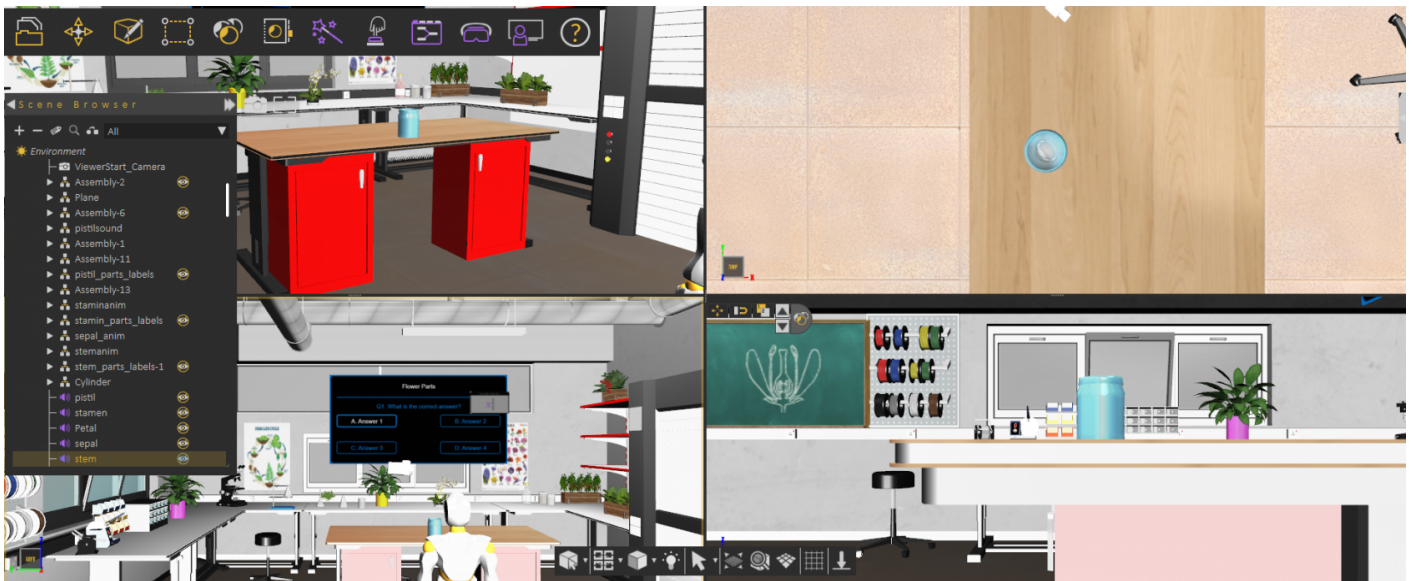**Edge End Point:** To select the closest end of an edge

Window Configuration

By default the user views 1 view in the 3D Area, which covers all available space, this configuration allows the user to switch to 2 or 4 views. Different views can help the user better arrange elements in the scene
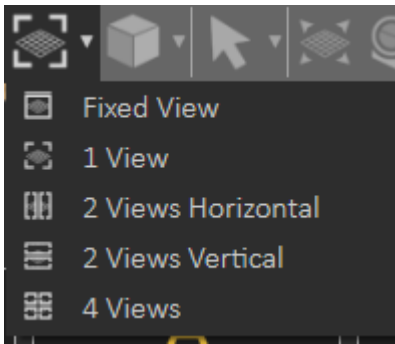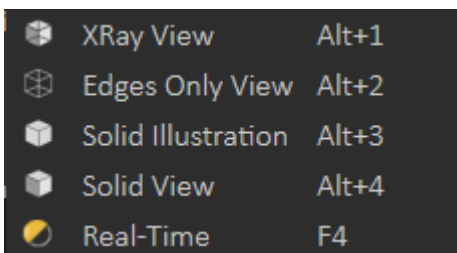
The following image shows switching Window Configuration to 4 views

View Mode

The default view mode in SimLab Composer is Solid View, which displays solid models with edges hidden. The user can change the view mode to any of the available modes from this menu.

1. **X-ray View**; gives an x-ray effect to the models in the scene.
2. **Edges Only View**; displays only the edges of the models, in the scene.
3. **Solid Illustration**; displays models in solid view, with their edges illustrated.
4. **Solid View**; displays models in shaded solid view.

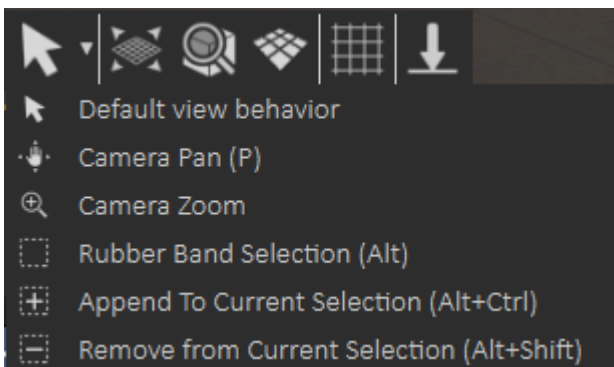The following image shows a scene in XRay View

Light On/Off

This option allows the user to turn off the default camera light in the SimLab Composer to get a view better matching what the user will see in VR Viewer.

View Behavior

In this menu, the user can set the behavior of the mouse while interacting with the scene.

Default view behavior
The mouse behavior will be as shown in the table below:

Navigation	Mouse Button
Pan	Middle mouse button

Rotate	Left mouse button
Zoom	Right mouse button

Camera Pan
Changes the behavior of the left mouse button, to Pan.

Camera Zoom
Changes the behavior of the left mouse button, to Zoom.

Rubber band
This function changes the selection mode in the 3D area and it has three options:

Rubber Band Selection: Changes the selection icon to a square band, allowing the user to window select more than one geometry in the 3D area.
Append To Current Selection: The selection icon will show a '+' sign inside the square band. The user can window select more geometry in a different section of the 3D scene, without losing the previous selection.
Remove from Current Selection: With a '-' sign added to the band, the user can remove the geometry form selection, without losing previous selections.

Fit all

Updates camera to fit all geometry in the scene within the active view area.

Zoom to Object

Updates the camera in the active viewport, to zoom into the selected object. In case the user presses the button without selecting an object, a message will be displayed on top of the Setup Toolbar asking him to do so.

Switch Between Parallel and Perspective View

Switches the camera between perspective and parallel modes, in the active viewport. For engineers who are used to parallel mode, this option would be helpful.

Capture View image

Captures an image for the current view from the scene, and opens a dialog to save it.

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