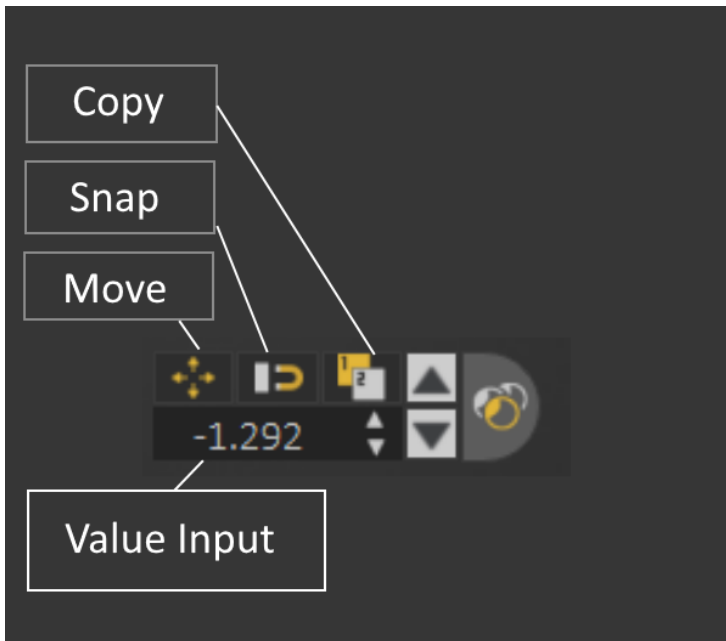


# Quick Access Toolbar

When 3D geometry is selected in the 3D area, the Quick Access Toolbar will appear, with options that will appear close to the selected object.



This options includes:

**Translate:** To show draggers needed to move the object

**Snap to Object:** To allow the user to snap the selected object to another.

**Copy:** To create a new copy of the selected geometry

**Value Input:** Allows the user to enter exact values for translation or rotation

**Material:** Opens Quick Material Access

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**Move selection Up/Down:** It allows moving up or down in the Scene Browser based on selection, going up means selecting the parent, moving down means selecting a child, this makes it very easy to select and move through a specific part or assembly



**Quick Material Access:** It makes it easy to

change material finish to another type, for example you can set it to Plastic, Metal, or Glass

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**Note:** From preferences the user can select to turn on/off appearance of Quick Access Toolbar

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Revision #4

Created 22 December 2021 10:43:11 by Ashraf Sultan

Updated 4 March 2025 12:53:54 by Mahmoud