

## OPENING THE HELP:



Accessing the fe.screen-sim **help** file.

## SAVING THE PROJECT:



Saving the project.

## CAMERA CONTROL:



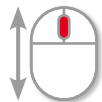
**Moving** the camera on the screen.



**Rotating** the camera around the 3D cursor.



**Zooming** the camera by turning the mouse wheel.



Hold middle mouse button and move mouse up or down to **zoom**.



Switch between perspective and orthogonal view.



Return to the camera home position.



Camera jumps to the currently selected element.



Saving the current camera view to memory location 1. (location 1 of 6)



Loading the camera view from memory location 1.

## SELECTION OF ELEMENTS:



Selecting an element.



Selecting several elements one after the other.



Rectangle selection for selecting all elements located under the expanded rectangle.



Deselection.

## COPY/PASTE/CUT/DELETE ELEMENTS:



Copying all selected elements.



Copied elements are pasted from the clipboard.



Selected elements are cut and moved to the clipboard.



Delete all selected elements.

## UNDO/REDO CHANGES:



Certain changes, such as deleting elements, can be undone.



Certain changes that have been undone can also be restored.

## CURSOR AND ITS MODES:

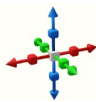
Elements can be edited accordingly after selection – depending on the cursor modes.



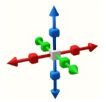
Cursor mode **“Move”**: Left-click and hold a colored arrow or square, then move the mouse in the desired direction to move the cursor or selected elements.



For cursor mode **“Move”** the following special function is available: Hold down the space bar and move the mouse cursor to the desired position. Subsequent left-click to reposition the cursor or all selected elements.



Cursor mode **“Scale”**: Click with the left mouse button on a colored end and keep it pressed. Then move the mouse in the desired direction to scale the selected element along the axis in both directions. Clicking on the gray cube in the center of the cursor and moving the mouse inside will scale the element down in all three axis directions. Moving the mouse outward will scale the element larger in all three axis directions.



An element can also be scaled along the desired axis in only one direction. To do this, hold down the Ctrl key while scaling.



Cursor mode **“Rotate”**: Click on a colored arrow with the left mouse button and keep it pressed. Then drag the mouse in the desired direction to rotate the selected element.



The cursor modes are changed in sequence.

## INTERACTION WITH ELEMENTS:



Interaction with elements, such as pressing a button or opening a control cabinet door.

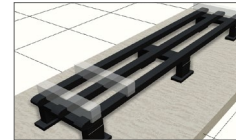
## OPEN AND PIN THE PROJECT TREE:



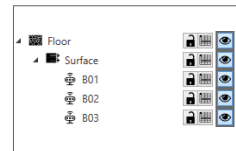
The project tree can be opened and pinned via the shortcut **“T”**.

## PARENT-CHILD STRUCTURE:

Objects in the application can be arranged hierarchically. The topmost element is called the **root element** and the following elements below it are called its **child elements**. A **parent element** is an element that has both child elements and is itself a child element of an even higher structure. This structure can also be read from the arrangement in the project tree. If a parent element is moved/copied/pasted/deleted from the clipboard, these actions affect all child elements.



Parent-child structures allow elements to be linked together. The example on the left shows a **“Floor”** element, a **“Surface”** element and three **“Sensor”** elements.



Parent-child structures are clearly visualized in the project tree by indenting the child elements to the right. In the example on the left, the **“Floor”** element is the root element. The **“Surface”** element is a child element of the **“Floor”**, but at the same time the parent element of the three **“Sensor”** elements.

## SELECTING PARENT ELEMENTS OF THE CURRENT SELECTION:



The shortcut **“V”** can be used to select the tree structure hierarchically upwards. If, for example, a child element is selected and then the **“V”** key is pressed, the currently selected element is deselected and its parent element is selected instead.

## OPEN AND PIN PROPERTY EDITOR:



The tab key opens and pins the **property editor**. The property editor displays, among other things, the name of the selected element, its root and parent element, local and global rotation, scaling and position. Depending on the element, you can also switch to the slots, tag components, model components, etc. via the property editor.

## OPEN LOGIC DIAGRAM AND ADD CURRENT SELECTION:



The shortcut **“L”** opens a new logic diagram and inserts the current selection in the logic diagram. (Important: Shortcut only works with at least one selected element!)

Logic diagrams can be used to create or trace connections between slots/slot, variables/slots or variables/variables.