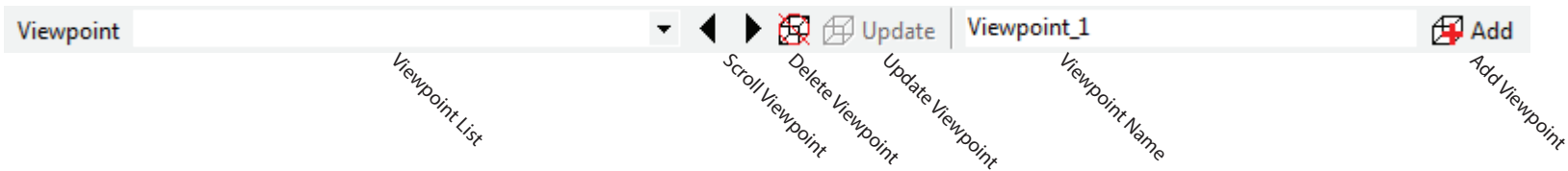


# AGi32 version 20 *Model Mode*

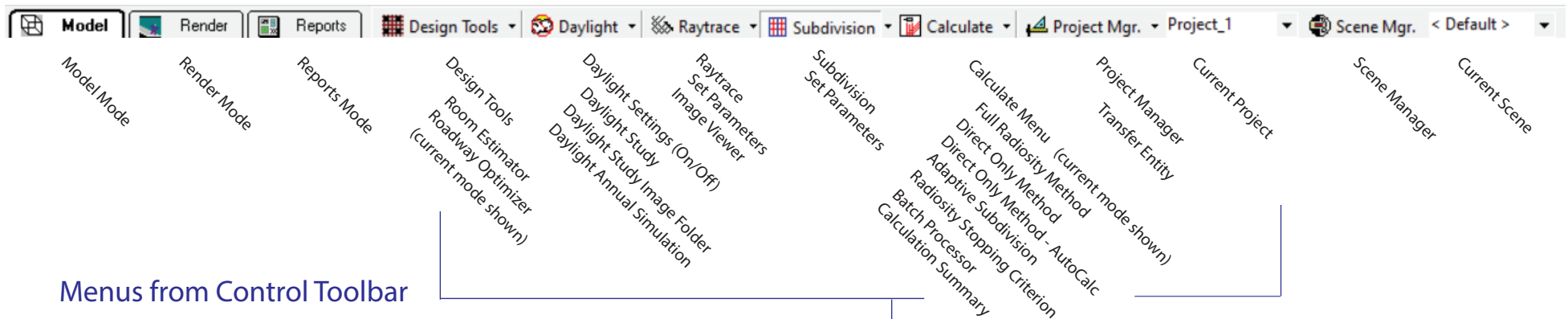
## Common Toolbar



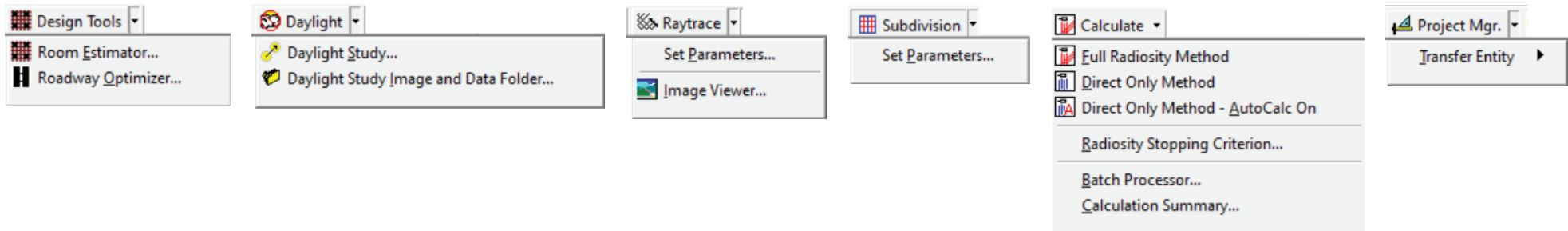
## Viewpoints Toolbar



## Mode Tabs & Control Toolbar

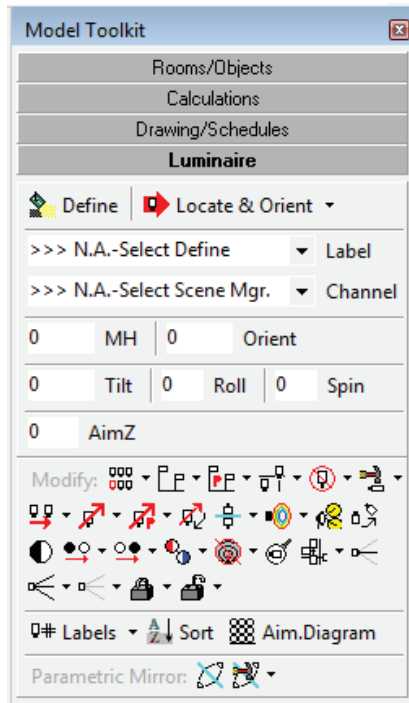


## Menus from Control Toolbar

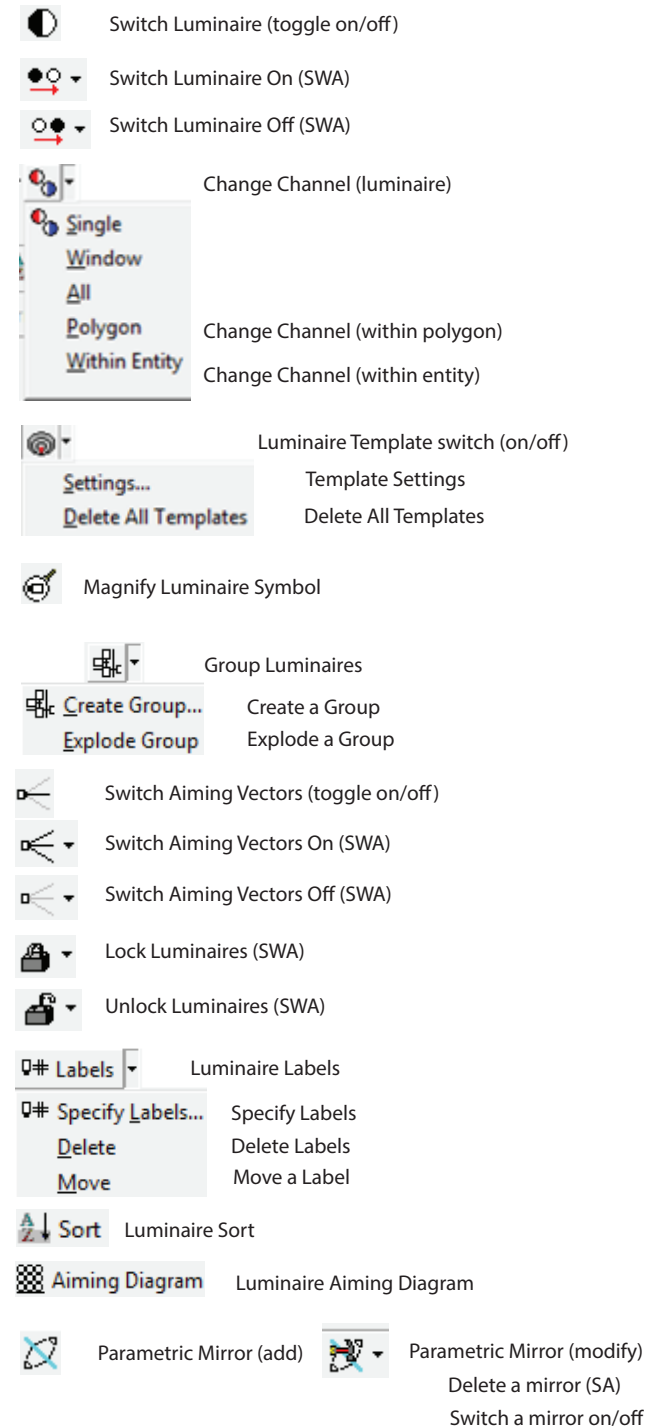
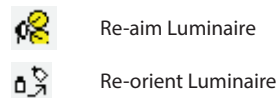
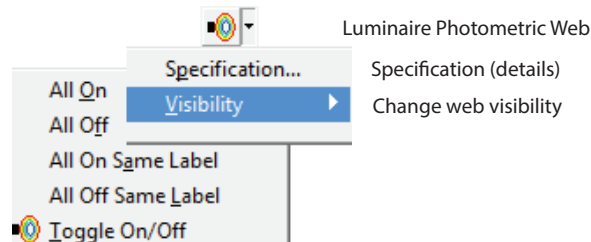
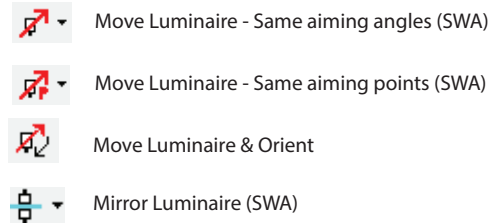
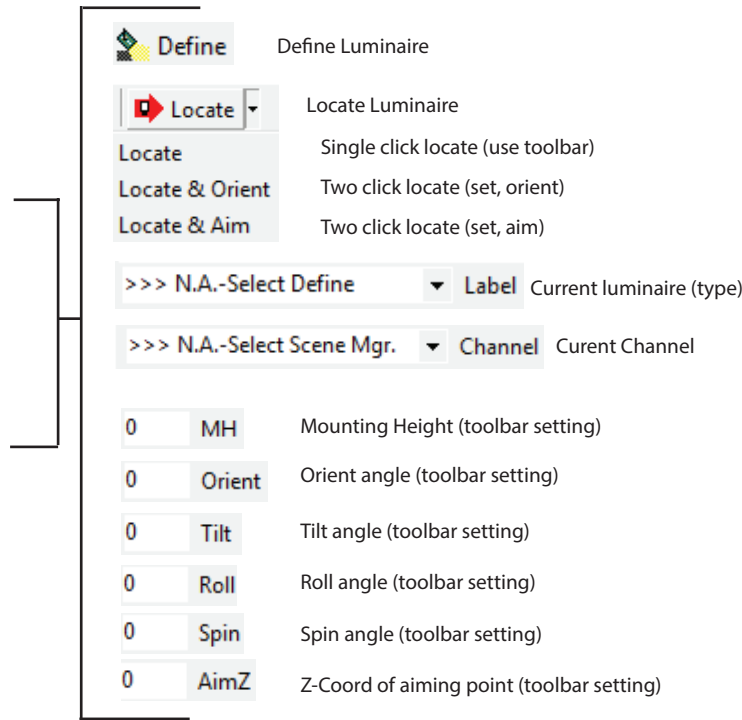
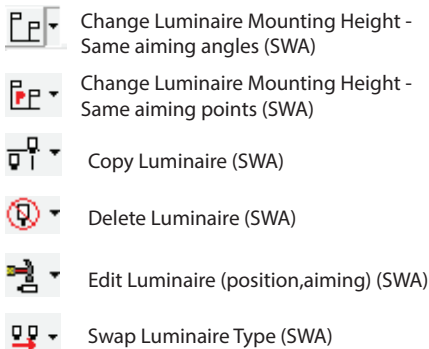
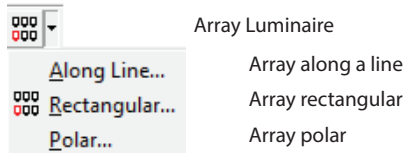


# AGi32 version 20 *Model Mode*

## Luminaire Toolkit



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



# AGi32 version 20 *Model Mode*

## Rooms and Objects Toolkit

**Model Toolkit**

- Luminaire
- Calculations
- Drawing/Schedules
- Rooms/Objects**
  - Surface Edit
  - Dynamic Edit
  - Add Room: [Square] [Circle] [Triangle]
  - Modify Room: [Room] [Room] [Room]
  - Opening: [Opening] [Opening]
  - Add Object: [Object] [Object] [Object]
  - Modify Object: [Object] [Object] [Object]
  - Opening: [Opening] [Opening]

**Create Rectangular Room**

- Barrel Vault... Room shape options
- Flat... Default shape
- Gable...
- Hip...
- Pyramid...
- Vert-Extrusion...

**Create Round Room**

- Dome... Room shape options
- Flat... Default shape
- Vert-Rotation...

**Create Polygon Room**

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

**Surface Edit** Surface Edit

- Single (Any Type)... Selection options
- Window (Any Type)...
- Window (Objects Only)...
- Window (Rooms Only)...

**Dynamic Edit** Dynamic Edit

- Any Type
  - Move Edge Or Node Move Edge or Node (Any/Object?Room)
  - Add/Remove Node Add/Remove Node (Any/Object?Room)
- Object
- Room

- Copy Room
- Delete Room
- Edit Room
- Mirror Room
- Move Room
- Label Room
  - Delete Delete label
  - Move Move label

**Cut Room Opening**

- To Wall Or End Panel Cut in Wall
- To Flat Ceiling Cut in Flat Ceiling
- To Floor Cut in Floor

Delete Room Opening (SWA)

**Create Rectangular Object**

- Barrel Vault... Object shape options
- Flat... Default shape
- Gable...
- Hip...
- Pyramid...
- Vert-Extrusion...

**Create Polygon Object**

- Flat... Create flat top and bottom (default)
- Vert-Extrusion... Create Vertical Extrusion

**Create Round Object**

- Cone... Object shapes
- Dome...
- Flat... Default shape
- Sphere...
- Vert-Rotation...

**Create Planar Object**

- Add Object from Library

**Array Object**

- Rectangular... Array rectangular
- Polar... Array polar

- Copy Object (SWA)
- Create luminaire symbol from Objects (SW)
- Delete Object
- Disable Object (SWA)
- Edit Object
- Explode Object
- Mirror Object (SW)
- Move Object (SW)

**Rotate Object**

- Rotate - Single Rotate one Object (default)
- Rotate - Window Rotate multiple Objects (Window)
- Rotate - Three Angle - Single Rotate using angles (single)
- Rotate - Three Angle - Window Rotate using angles (multiple)

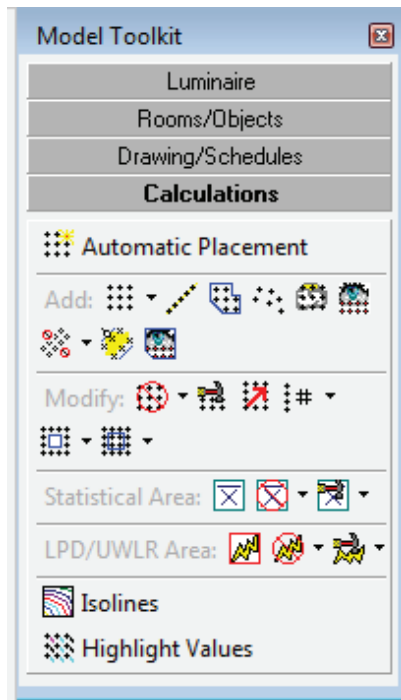
- Scale Object
- Label Object
  - Delete Delete Label
  - Move Move Label
- Add Objects to Library (SW)
- Group Objects (SWA)

**Cut Object Opening**

- To Vertical Side Cut in side
- To Flat Top Cut in top
- To Flat Bottom Cut in bottom
- Delete Opening (SWA)

# AGi32 version 20 Model Mode

## Calculations Toolkit

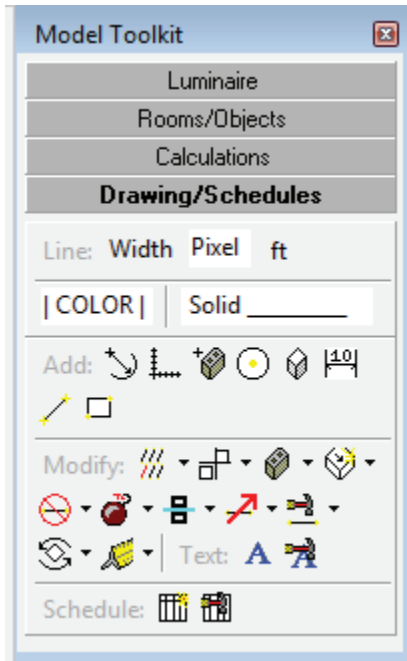


(SWA) - Select by: Single, Window, All

	<b>Automatic Placement</b>	Automatically place calculation points
		Place rectangular grid of calculation points
	<b>2 Pt. Input...</b>	...using 2 point input (orthogonal)
	<b>3 Pt. Input...</b>	...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
	<b>Compliance Test...</b>	Obtrusive Light Compliance Test
	<b>Illuminance/Intensity...</b>	Place Intensity & Illuminance grid
	<b>Toggle Cd/Lum# Display</b>	Toggle between intensity and offending luminaire number
	<b>Threshold Increment...</b>	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
	<b>Delete</b>	Delete labels
	<b>Move</b>	Move labels
		Remove calculation points (masking)
	<b>Polygon</b>	Remove by selection type
	<b>Single</b>	
	<b>Window</b>	
	<b>Within Entities</b>	Remove by selecting an entity type
		Replace removed calculation points (SWA)
		Place Statistical Area
		Delete Statistical Area (SWA)
		Edit Statistical Area
	<b>Edit...</b> <b>Move Label</b>	Move Statistical Area label
		Add LPD Area
		Delete LPD Area (SWA)
		Edit LPD Area
	<b>Edit...</b> <b>Move Label</b>	Move LPD Area label
	<b>Isolines</b>	Add Isolines
	<b>Highlight Values</b>	Add calculated value highlighting (ranges)

# AGi32 version 20 *Model Mode*

## Drawing/Schedules Toolkit



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

- 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** Command Line (bottom left of screen)
- 97, 100, 0 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)
- Background Images** Background Images (click to enable/disable)
- Settings...** Settings for Background Images
- Units: ft- Fc** Units Display and access
- Design Isolines** Design Isolines switch (click to enable/disable)
- Settings...** Settings for Design Isolines
- Snap 1** Snap On/Off and Setting (F3)
- Ortho** Ortho On/Off (F8)
- Endpoint** Snap To selections (click to disable/enable)
- Midpoint**
- Perpendicular**
- Intersection**
- Center**
- Snap To Drawing**
- Snap To Room**
- Snap To Object**
- Snap To Luminaire**
- SnapTo** Snap To status and settings (F3)
- Refresh** Redraw Display (red is not current)

# AGi32 version 20 *Render Mode*

## Render Mode - View Toolkit

**Render Toolkit**

**View**

Animation (F2-Quick Add)

< None >

Play Back: [Icons]

Animate Now

Interactive Display Mode: [Icon]

7 Refresh [Icons]

10 (Fast) Animation [Icons]

0.00 Exposure [Icons]

Eye Position 0 X  
0 Y 0 Z

Focus Position 0 X  
0 Y 0 Z

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

Scene\_1 Select Scene

Play Back: [Icons] Animation Viewpoint playback

Animate Play animation

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

Refresh [Icons] Adjust display refresh for interactive movement

Animation [Icons] Adjust animation (movement) speeds for interactive commands

Exposure [Icons] 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)

[Icon] Toggle Toolkit (on/off)

[Icon] Toggle Statistics window (on/off)

[Icon] Toggles Hint 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 8 Enable Anti-Aliasing

2  
4  
8  
15 Anti-Aliasing Setting

## 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

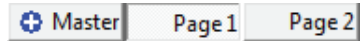
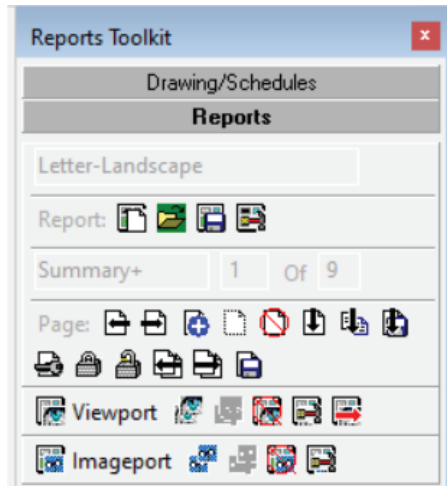
## Render Mode - Viewpoints Toolbar

Viewpoint RenderViewpoint\_1 [Icons] Update RenderViewpoint\_6 [Icon] Add

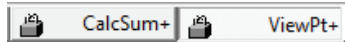
Viewpoint list, Scroll viewpoints, Delete viewpoint, Update viewpoint, Name viewpoint, Add viewpoint

# AGi32 version 20 Reports Mode

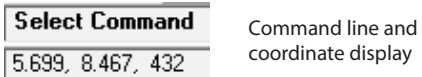
## Reports Toolkit



Page Selector (current depressed)



Page Selector - Dynamic Report (locked +)



- Toggle Toolkit display
- Toggle Statistics display
- Toggles Hint window (on/off)

- Inches** Page Units
- Snap 0.1** Toggle Snap and Setting (F9)

- Ortho** Toggle Ortho (F8)

- SnapTo** Toggle Snap-To (F3)  
Snap-To Settings
  - Endpoint
  - Midpoint
  - Perpendicular
  - Intersection
  - Center
  - Snap To Drawing
  - Snap To Room
  - Snap To Object
  - Snap To Luminaires

- Redraw Page (green is current)

### Sample - Letter Landscape

Report Name

- New Report
- Open Report
- Save Report
- Report Properties (edit)

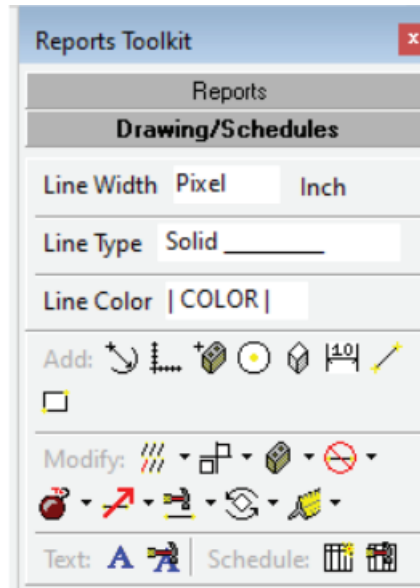


Current Page and Total # Pages

- 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
- Lock Report
- Unlock Report
- Move Current Page Left
- Move Current Page Right
- Save Current Page
- Viewport** Create Viewport
- Imageport** Create Imageport

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

## Reports - Drawing/Schedules Toolkit



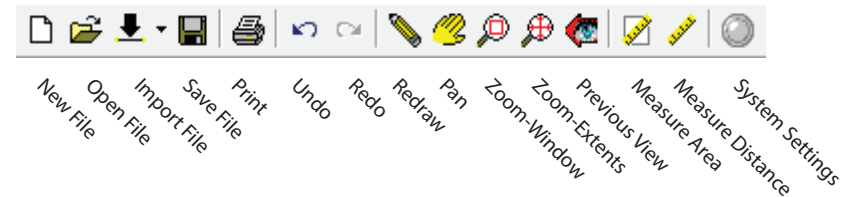
Line Width **Pixel** Line Width (pixel or media units)

Line Type **Solid** Line Type

Line Color **| COLOR |** Line Color

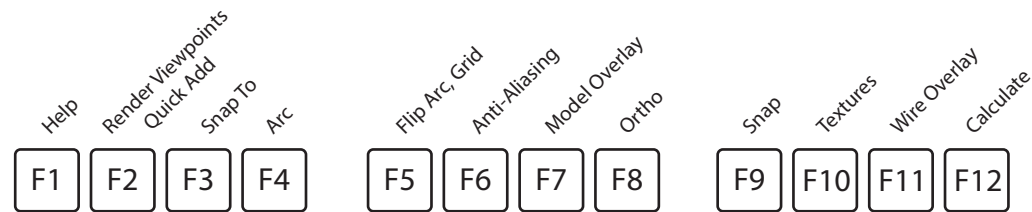
- Draw Arc
- Place Axis (coordinates)
- Add Block
- Draw Circle
- Draw 3D Box (not an object)
- Dimension
- Draw Line
- Draw Rectangle
- Edit drawing entity (SWA)
- Rotate drawing entity (SWA)
- Scale drawing entity (SWA)
- Add Text
- Edit Text
- Add Schedule
- Edit Schedule
- Array Lines (SWA)
- Copy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

## Reports - Main Toolbar



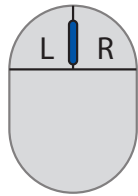
# AGi32 version 20 *General*

## 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
Alt+ Up/Down Arrow	Dynamic Luminaire Tilt adjustment (+/-)	•	•
Alt+ Left/Right Arrow	Dynamic Luminaire Roll adjustment (+/-)	•	•
Shift+Alt+ Left/Right Arrow	Dynamic Luminaire Spin adjustment (+/-)	•	•
Shift+Ctrl & hold	Locate multiple aiming points from one location	•	•

## 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+L	•	•	Lock Report
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+U	•	•	Unlock Report
Ctrl+V	•	•	Paste to Imageport or Background Image
Ctrl+W	•	Open Viewpoints	•
Ctrl+Y	Redo	Redo	Redo
Ctrl+Z	Undo	•	Undo
Esc	Cancel	Cancel	Cancel
Enter number	•	Set Eye & Focus	•
Shift & hold	Select luminaire Z filter	•	•
Ctrl & hold	Disable parametric mirror	•	•