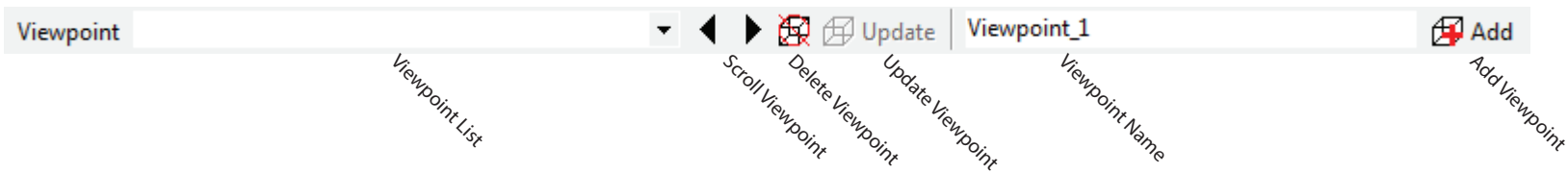


AGi32 version 18 *Model Mode*

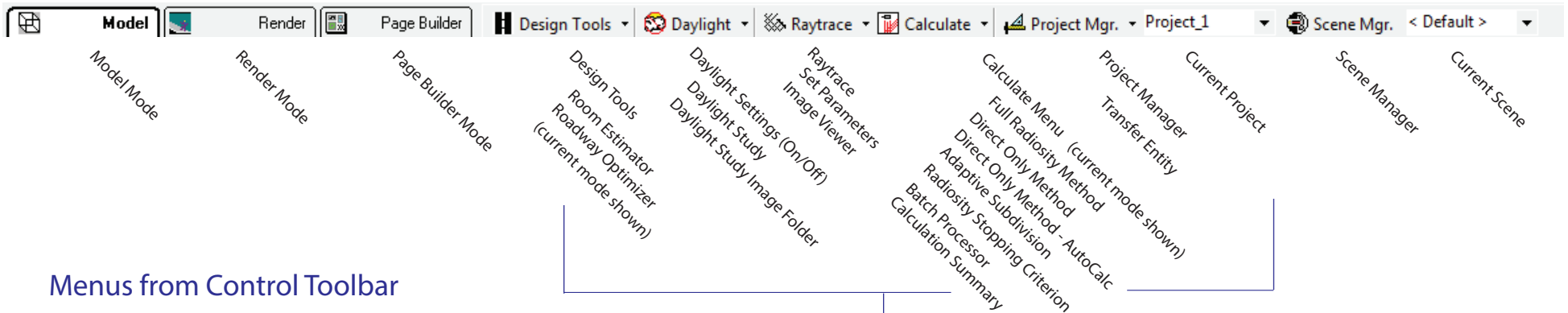
Common Toolbar



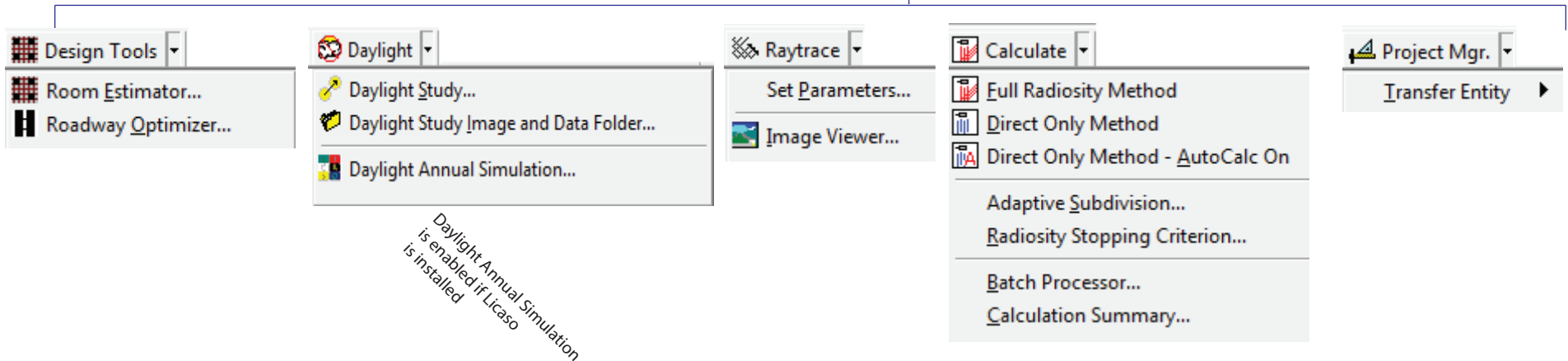
Viewpoints Toolbar



Mode Tabs & Control Toolbar

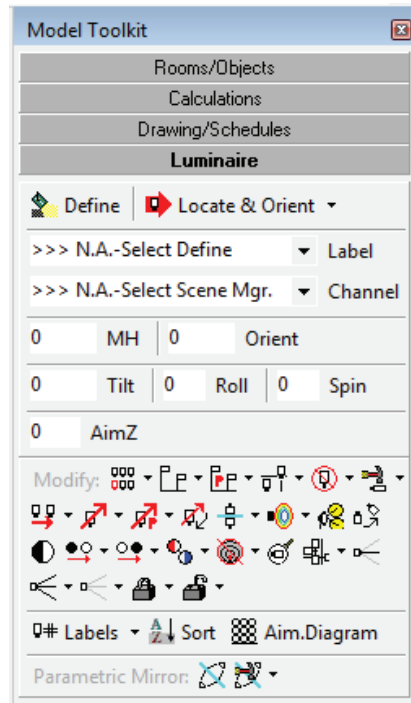


Menus from Control Toolbar

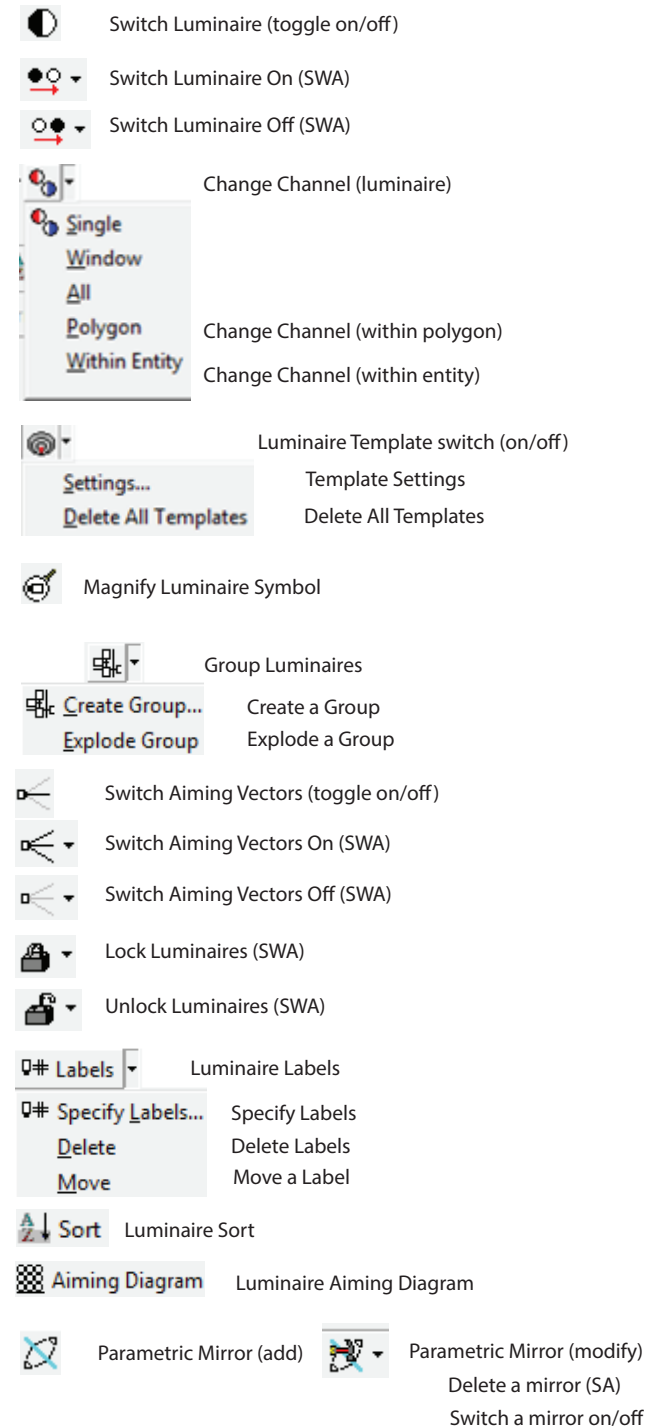
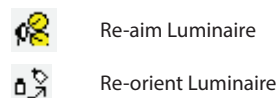
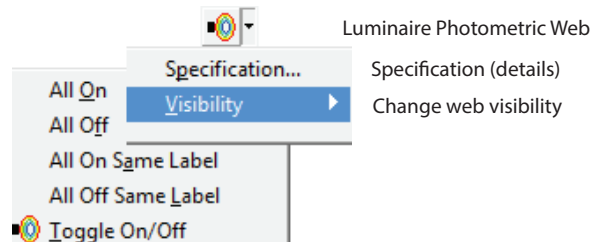
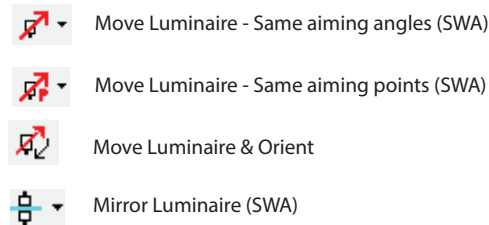
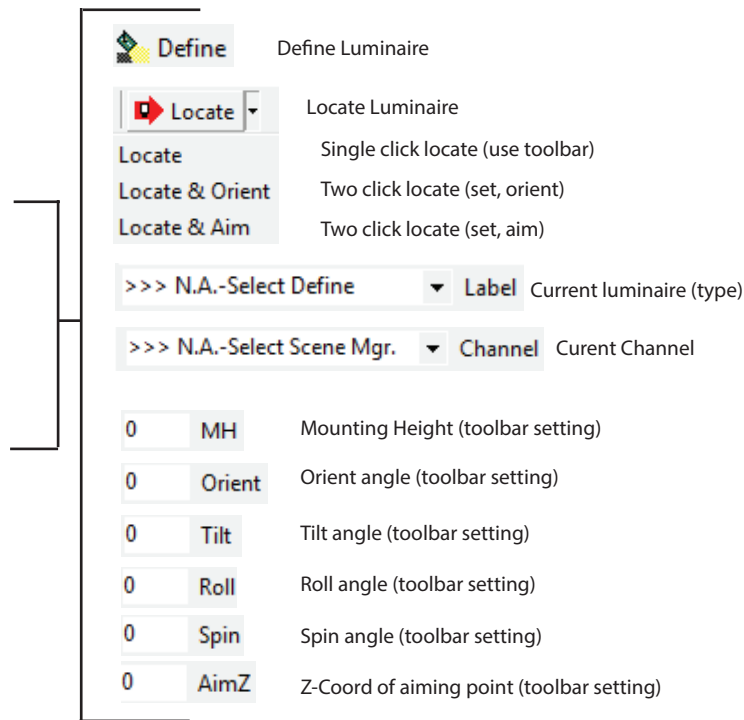
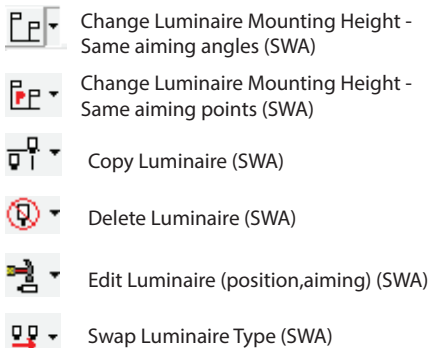
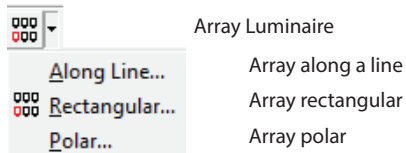


AGi32 version 18 *Model Mode*

Luminaire Toolkit



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



AGi32 version 18 *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: [Square] [Circle] [Triangle] [Cross]
 - Opening: [Door] [Window] [Arch]
 - Add Object: [Square] [Circle] [Triangle] [Diamond]
 - Modify Object: [Square] [Circle] [Triangle] [Diamond] [Cross]
 - Opening: [Door] [Window] [Arch]

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)

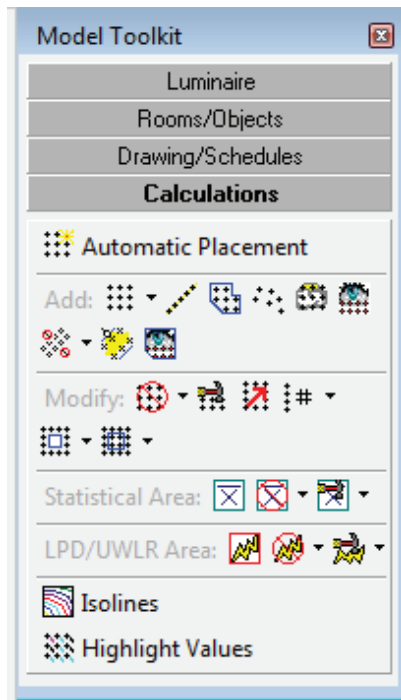
- Scale Object
- Label Object
 - Delete Delete Label
 - Move Move Label
- Add Objects to Library (SW)
- Group Objects (SWA)

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 18 *Model Mode*

Calculations Toolkit

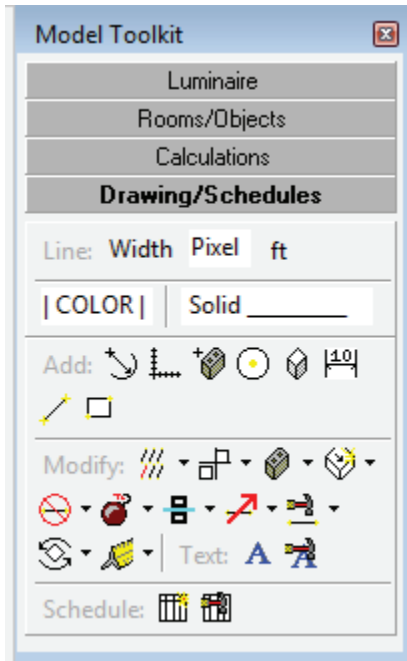


(SWA) - Select by: Single, Window, All

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

AGi32 version 18 *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) |
| | Design Isolines switch (click to enable/disable) |
| Settings... | Settings for Design Isolines |
| Units: ft- Fc | Units Display and access |
| Snap 1 | Snap On/Off and Setting (F3) |
| Ortho | Ortho On/Off (F8) |
| <input type="checkbox"/> Endpoint | Snap To selections (click to disable/enable) |
| <input type="checkbox"/> Midpoint | |
| <input type="checkbox"/> Perpendicular | |
| <input type="checkbox"/> Intersection | |
| <input type="checkbox"/> Center | |
| <input type="checkbox"/> Snap To Drawing | |
| <input type="checkbox"/> Snap To Room | |
| <input type="checkbox"/> Snap To Object | |
| <input type="checkbox"/> Snap To Luminaire | |
| SnapTo | Snap To status and settings (F3) |
| Refresh | Redraw Display (red is not current) |

AGi32 version 18 *Render Mode*

Render Mode - View Toolkit

Render Toolkit
✕

View

Animation (F2-Quick Add)
✕

< None >
▼

Play Back:

Animate Now

Interactive Display Mode:

7
Refresh
▲▼

10 (Fast)
Animation
▲▼

0.00
Exposure
▲▼

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
▼

Play Back:

Animate
Play animation

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

3
4
5
6
7
8
9
10 (Fast)

▼ Refresh ▲▼

Adjust display refresh for interactive movement

3
4
5
6
7
8
9
10 (Fast)

▼ Animation ▲▼

Adjust animation (movement) speeds for interactive commands

0.00
Exposure
▲▼

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)

Toolkit
Toggle Toolkit (on/off)

Statistics
Toggle Statistics window (on/off)

Hint
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)

None
2
4
8
15

Anti-Aliasing Setting

Anti-Aliasing
15
▼
Enable Anti-Aliasing

Render Mode - Toolbar

Render Mode - Viewpoints Toolbar

Viewpoint

RenderViewpoint_1

▼

◀

▶

Update

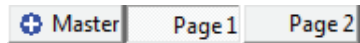
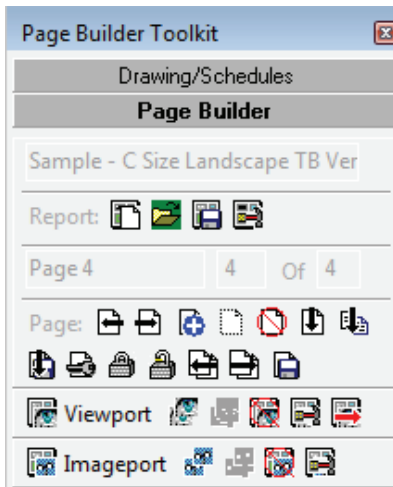
RenderViewpoint_6

Add

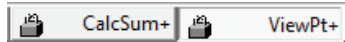
Viewpoint list
Delete viewpoint
Update viewpoint
Name viewpoint
Add viewpoint

AGi32 version 18 *Page Builder Mode*

Page Builder Toolkit



Page Selector (current depressed)



Page Selector - Dynamic Report (locked +)

Select Command Command line and coordinate display
5.699, 8.467, 432

Toolkit Toggle Toolkit display

Statistics Toggle Statistics display

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

Refresh Redraw Page (green is current)

Sample - Letter Landscape

Report Name

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

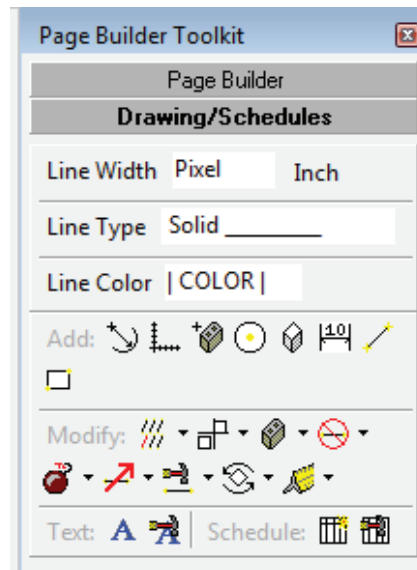
Master M Of 4

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

Page Builder - Drawing/Schedules Toolkit



- Array Lines (SWA)
- Copy drawing entities (SWA)
- Create Block
- Delete drawing entity (SWA)
- Explode drawing entity (SWA)
- Move drawing entity (SWA)

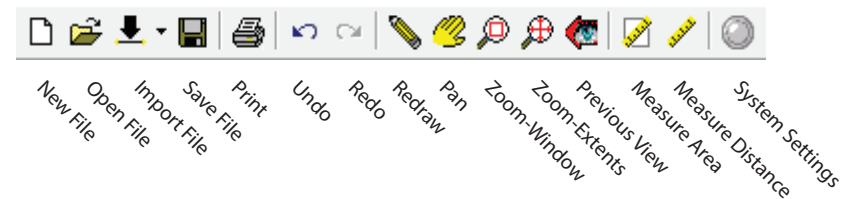
Line Width Pixel Line Width (pixel or media units)

Line Type Solid Line Type

Line Color | COLOR | Line Color

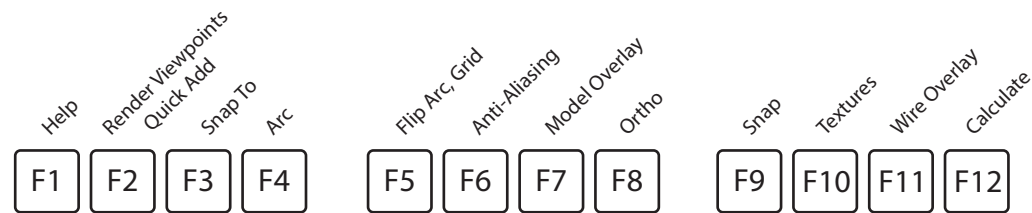
- Draw Arc
- Place Axis (coordinates)
- Add Block
- Draw Circle
- Draw 3D Box (not an object)
- Dimension
- Draw Line
- Draw Rectangle
- Edit drawing entity (SWA)
- Rotate drawing entity (SWA)
- Scale drawing entity (SWA)
- Add Text
- Edit Text
- Add Schedule
- Edit Schedule

Page Builder - Main Toolbar



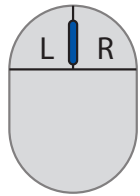
AGi32 version 18 *General*

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
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	•	•