Object View Manipulation

Mouse

(Left button)

(Right button)

Object

(Hold the Ctrl key to pan object)
1. Select an object by clicking it (LB) (Double-click LB to re-center)
Object Editing

1. Select an object by clicking it (LB)
2. Modify the object with the hot keys or RB double-click menu.

M = metal
G = gate
N = n-type RG-FET
P = p-type RG-FET
I = insulator
S = strut
0 = remove

Ctrl-T = toggle insulators
Ctrl-H = hide current ins’
Ctrl-S = toggle struts
Ctrl-Z = Undo
Object Editing

1. Select an object by clicking it (LB)
2. Modify the object with the hot keys or RB double-click menu.
3. Repeat until done
4. Create animation
   1. Use “Store-Pos”
   2. Rotate view
   3. Repeat from 1
   4. Click “orbit”
Same navigation control as before.

Some new options...
Sequence and Assembly Ordering

**CNT – DNA lattice technology**

Same controls as before (no editing)
C/C++ code to create an AVI (animation file) from OpenGL frame data ...