**Sun & Moon**

Hold down Ctrl+Shift and double-click the Sun Control. Continue holding down Ctrl+Shift and, while in the working window, click where you want to position the sun. A yellow asterisk will show up where you clicked indicating where you placed the sun.

- Hold down Ctrl+Alt and double-click the Sun Control. Continue holding down Ctrl+Alt and, while in the working window, click where you want to position the sun. A blue asterisk will show up where you clicked indicating where you placed the moon.

**Select object first** ...
- +Drag on Reposition control X+Drag object or Left-click-hold on object, press Ctrl+Shift, then drag object
- +Drag object or Left-click-hold on object, press Ctrl+Alt, then drag object
- +Drag object or Left-click-hold on object, press Ctrl+A, then drag object
- +Drag object or Left-click-hold on object, press Ctrl, then drag object
- +Drag object or Left-click-hold on object, press Ctrl+Shift, then drag object
- +Drag object or Left-click-hold on object, press Ctrl+Alt, then drag object
- +Drag object or Left-click-hold on object, press Ctrl+Shift+Alt, then drag object

**Move positive on X-axis by 0.08 BU**
- Move positive on Y-axis by 0.08 BU
- Move positive on Z-axis by 0.08 BU
- Move negative on X-axis by 0.08 BU
- Move negative on Y-axis by 0.08 BU
- Move negative on Z-axis by 0.08 BU

**Move positive on X-axis by 2.56 BU**
- Move positive on Y-axis by 2.56 BU
- Move positive on Z-axis by 2.56 BU
- Move negative on X-axis by 2.56 BU
- Move negative on Y-axis by 2.56 BU
- Move negative on Z-axis by 2.56 BU

**Objects**

Multi-selection, Add object to current selection
- +Click on object(s)

**Shift+Click on object(s)**

Remove obscured object from selection
- Ctrl+Click on object, when list comes up, Shift+Click on object in list to deselect
- Ctrl+Click on object, when list comes up, Shift+Click on object in list to deselect
- Select object then +Drag Marquee around area
- Select object then Shift+Drag Marquee around area

**Objects (continued)**

Move negative on Y-axis by 5.12 BU
- Move negative on X-axis by 5.12 BU
- Move negative on Z-axis by 5.12 BU
- Move positive on X-axis by 5.12 BU
- Move positive on Y-axis by 5.12 BU
- Move positive on Z-axis by 5.12 BU

**Scaling Objects Interactively**

- Increase by 50% from center
- Increase by 50% on selected side
- Decrease by 50% on selected side
- Decrease by 50% from center
- Scale from center
- Scale from opposite side
- Scale from specific side

**Object Attributes/Multi Replicate/Sky Lab - Text Field Modifiers**

Add 1 to value
- Subtract 1 from value
- Add 10 to value
- Subtract 10 from value
- Add 100 to value
- Subtract 100 from value
- Clear and Render
- Preview Adjust Brightness
- Preview Zoom
- Preview Pan
- Preview Pan
- Clear Texture

**Rendering**

- Render Clear and Bounding Box
- Render Final Output
- Render Preview
- Render Final Output
- Render Preview
- Turn Off for entire object or group
- Turn Off for single object or group
- Turn On for entire object or group
- Turn On for single object or group

**Selection**

- Select object or group, press Alt+A, press Ctrl+Shift+A and click on sun
- Select object or group, press Alt+A, press Shift and click on OK