Active Camera Window

Drag the Title bar to reposition the window.

Click the Close box to turn the window display "off".

Click zoom box to toggle window display between full screen and default size.

Drag the Size box to enlarge or reduce window size.

Shows a preview image/movie; displays the time-position of the Insertion Pointer (Timeline/Script Window); allows intuitive positioning of Insertion Pointer and Start/End Time

Time display
Shown in red, "digital" readout display.
SIMPTE time code (hour:minute:second.frame).

Preview (window)
Size is determined by Frame Size pull-down menu selection.

Four buttons (lower right) control preview display quality: (left to right) folder-level bounding box display, object-level bounding box display, wireframe display, solid-wireframe display. Click to toggle "on/off".

Timeline Slider
Drag the slider to intuitively step through an animation. Watch the Preview window.

Drag the left bumper to intuitively position the animation Start Time.

Drag the right bumper to intuitively position the animation End Time.

Hold Option key while moving slider -- will not redraw windows until release mouse.

Animation Play Controls   (six buttons)
Click to operate buttons.

Play button — right-pointing arrow
Option-click to animate items in the View windows as Preview plays.
Control-click to cause playback to skip drawing some frames so as to keep up with accurate time.
Stop button — red/green   square
Step back/forward — left-/right-pointing arrows.
Option-click to rewind to Start Time, or to advance to End Time.

      Sound — left/right speakers. Center button turns both "on/off"
      Duration — play to end and stop; play to end then replay.

Window Controls   (one pull-down menu; five buttons)
   Active Camera   (pull-down menu)
      Located at the top-center of the window. Lists all of the cameras, spotlights,
      and
projector lights in the scene. Select a list item to Preview from that item.
   Fit to Window   (button)
      Drag to resize Active Camera window.
   Zoom In/Out   (two buttons)
      Moves active camera closer/farther to its target point.
   Crosshair (button)
      Overlays title-safe area in Preview.
   Fit to Window   (button)
      No effect.
   red/green boxes   (button)
      No effect.