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.

Active: (pull-down menu)
Select a camera from the list. Preview in Active Camera window will be from selected camera.

Timeline
Extends along the top of the window. This is an event-based timeline animation controller. Each List Item has its own channel -- create animations by defining a

series of event markers in the channels. Event markers may be defined by

changing an attribute of an item (i.e. assigning a linear velocity in the x-direction).

Tic marks indicate individual frames. Major tic marks have numbers alongside: top number indicates frame number; lower number indicates minutes:seconds.

Red, down-pointing arrow (Insertion Pointer) indicates the "current time" position; reflected by the digital time display in the Active Camera window (hour:minute:second.frame). Drag the arrow to reposition it on the timeline; or click on a tic mark to snap the arrow to the tic mark.

Blue, right-pointing wedge indicates Start Time of an animation. Drag the wedge to reposition it on the timeline.

Blue, left-pointing wedge indicates End Time of an animation. Drag the wedge to reposition it on the timeline.

Rainbow ball(s) above the timeline are used to make "cuts" between multiple cameras. Drag a Rainbow ball to reposition it above the timeline.

Double-click-hold to access the active camera pull-down; select the desired

camera from the list. The active camera will "cut" to the new camera at the frame where the Rainbow ball is positioned along
the timeline.

Rainbow balls are generated by placing a camera into the scene.
Option-drag a Rainbow ball to make a duplicate.

List display control (pull-down menu)
Controls what is shown in the Script List:
All Objects
Lists all items in the database: objects, cameras, lights, microphones.
Cameras Only
Lists only cameras in the scene.
Lights Only
Lists only lights in the scene.

(I) Insertion Pointer / (D) Display   (two columns)
(I) Insertion Pointer   (column)
Slide red, right-pointing arrow up/down column to determine where in the list a New Folder (Action Menu) will be placed in the list.

(D) Display   (column)
Click in an item's channel to toggle its display "on/off". This is a "global" control in that it affects the item over the entire timeline; for local display control, access an item's Cell Info dialog (double-click on the item).

Does not effect the display of cameras.

Turns lights "off" and enables/disables icon display in the View windows.

Enables/Disables display/render of geometric objects.

Item List
Lists the items in the database: geometric objects, cameras, lights, microphones.

Double-click an item name to access its Cell Info dialog.

Each Item in the list has its own "Channel" extending along the timeline.

Channels
The channels house the event markers for each item in the database.

Event Markers   (red balls or squares)

Event Markers are generated by making some change to an item: reposition, alter geometry, add an Attribute, alter surface characteristic, etc. Adding an Attribute (Animator, Texture, Sound, Shader) generates a square marker.

When a change is made to an item, an Event Marker is generated in the item's channel at the frame indicated by the position of the Insertion Pointer.

Create a duplicate Event Marker by holding the Option key and dragging the marker to another position in the channel.

Drag a marker(s) along its channel to reposition it in the timeline.

Select multiple markers by dragging a selection marquee

around the markers.

You may cut, copy, and paste selected markers within a channel or to another item's channel.

Double-click on a marker to access an item Cell Info dialog.