



# XRay – Quick Start Guide

## A Geometry View Rhino3D Plugin

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#### Installing XRay

Use Rhino’s Tools->Package Manager menu and then select XRay. The package manager, part of Rhino, may take some time to load.

XRay will be also distributed through [food4rhino.com](http://food4rhino.com) and at [falcatagroup.com](http://falcatagroup.com).

#### Starting XRay

After opening or creating a drawing, use the “XRAY” command in the command line (no quotes). An XRay window will open.

#### Stopping XRay

XRay will stop when you close all of the XRay windows or close Rhino.

#### Viewing With XRay

Select objects in the drawing as you usually would in Rhino: left click, text commands, selection box, etc. If an unpinned XRay window is open, it will begin displaying detailed information about the selected object(s). It is also possible to select subobjects as normal in Rhino (shift-ctrl-left-click).

Once an object is being examined by XRay, information about other components of that object will be shown in tree view form. Expanding and clicking on those pieces in the tree is another way to examine those components in detail.

Objects being examined by XRay will be highlighted in red in Rhino’s displays. This is to contrast with Rhino’s yellow for the currently selected objects within Rhino.

Rpws may be selected via keyboard or mouse. Right click for a copy/paste menu and to see what the default copy setting is. Ctrl-C will copy the default columns. Copying with the context menu sets the default to that option.

#### More XRay Features

Multiple windows may be opened via the ‘+’ button in the upper right of any XRay viewing window.

Viewing units may be selected for each XRay window independent of the Rhino model settings.

Clicking the ‘Pinned’ checkbox will ‘lock’ that display to the object currently being examined even when you select a different object in Rhino. Opening another XRay window allows you to compare the properties of several objects.

XRay’s object highlighting in the Rhino graphical windows may be turned on and off by toggling the ‘H’ button.

