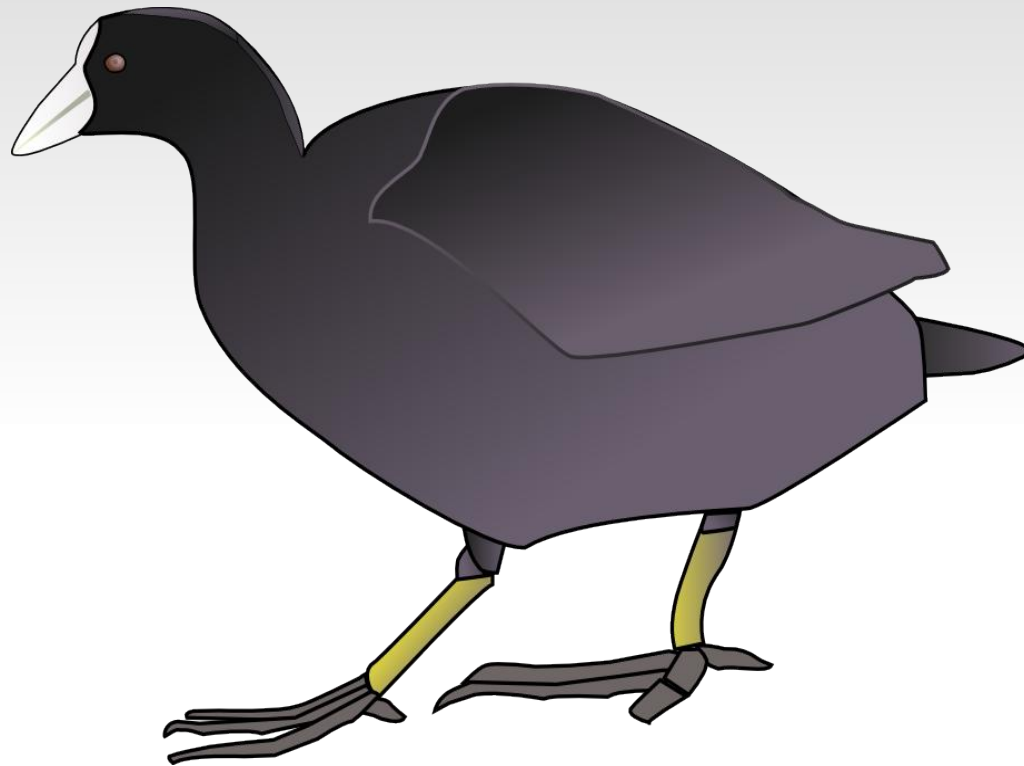




Coot: The Basics



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Which version?

- 0.7
- (actually 0.7-pre-1 revision 4304)
- the key bindings and scripts are available on the wiki
 - (or they should be)

Mouse clicks and motion

- Left-mouse click and drag
 - -> rotate the view
- Right-mouse click and drag
 - -> zoom in
- Middle-mouse click
 - -> label atom
- Middle-mouse scroll
 - -> change map contour level

More mousing

- Left-mouse double click
 - -> label atom
- Ctrl left-mouse drag
 - -> drag view/translate

Ctrl Shift scroll middle-mouse

- -> change representation style

Ctrl Right-mouse drag

- change depth cue (up/down)
- translate in screen z (left/right)

Button presses...

- c: toggle cross-hairs
- d & f: depth cueing
- i: toggle spin/rock
- <Shift> l: label atom
- m & n: zoom
- o and <Shift> O: Other NCS chain
- p: (intelligent) nearest atom
- v: undo symmetry view

Ctrl Button presses

- Ctrl s: quick save-as
- Ctrl z: undo model modification
- Ctrl g: go to residue

Ctrl Button presses

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standard extra button presses

- e: flip residue
- g: go to blob
- h, <shift> h, r, <shift r>, t, x: forms of refine and regularize
- j: auto-fit rotamer
- k and <shift> k: kill and fill side-chain
- q: flip peptide
- y: add peptide

Using NVIDIA Cards

- For antialiasing:
 - `setenv __GL_FSAA_MODE n`
 - where *n* is 5 (or so)