GeoGebra Style Controls

The main view menu controls are briefly described.

The controls have two layers the main layer is

Showing axes control:

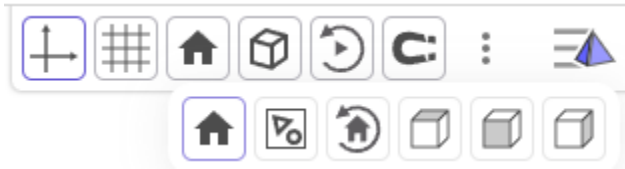Select whether to show the axes and or shading the x-y plane.

1. No axis, No shade
2. Show axes
3. Show x-y plane shaded
4. Show axes and shaded x-y plane.

Grid view

 Turn on and off a grid in the x-y plane.

View direction controls

1. Default view scale and direction
2. Scale current view to be filled by all objects
3. Default view for isometric projection from positive x,y,z quadrant
4. Top view
5. Front view
6. Side view

View projection controls

1. Isometric projection. Also good for top, front and side two-dimensional views.
2. Perspective. Things further away are shown smaller.
3. 3D Glasses shows natural depth perception with red-green colored 3D glasses
4. Oblique projection. Closer is down and left.
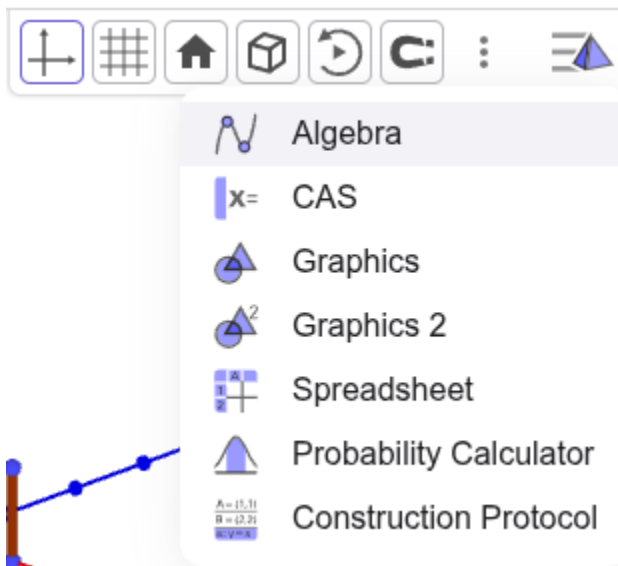
Rotation Animation

Turn on and off animating rotation about an upward axis.

Snap controls
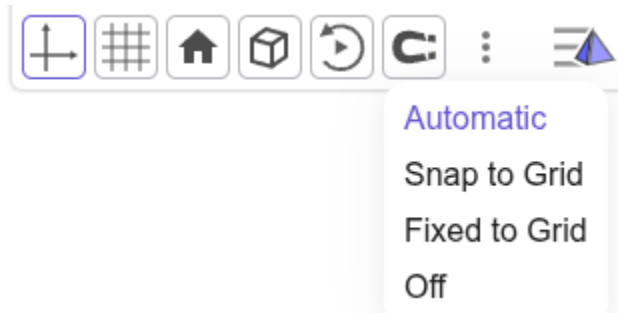
Controls how point placement works moving to exact grid intersection points. Good if you want points at grid points.

Additional GeoGebra views

 useful for building your own applets and digging deeper into the applet internal workings.

Toggle button

to turn the style menu on or off.