Chimera Basic Usage Reminder Sheet

Open/Save Dialogs
       drop-down menus for recently used files/directories
       File Type filter controls type of files shown
       multi-select by:
              mouse drag (contiguous)
              control click (non-contiguous)
       Windows will have drive selection menu under leftmost browser column
       double-click to choose one item and open/save it

Model Manipulation
       left mouse:
              rotate like grabbing trackball (center of screen)
              Z axis rotation (edge of screen)
       middle mouse translates
       right mouse scales
       Mac ➜ alt=middle, apple=right
       "active" models respond to mouse motion -- controlled in Model Panel
       clip planes controlled with Side View tool

Tool Shortcuts
       tools can be put in the Favorites menu or on a toolbar for quick access
       use Favorites...Add to Favorites/Toobar... menu item
       remember to use Save button to preserve your changes

Sequence
       sequences can be viewed/searched with Model Panel's "sequence" button

Problem/Questions
       use Help menu's Feedback item to report problems/ask questions

Making Selections
       Action/Selection paradigm
              Actions menu and many tools work on whatever is selected
              a tool will explicitly state if it uses the selection (if not, it doesn't)
              if nothing is selected, Actions *etc.* work on everything
       Mouse
              control-left click to select
              control-left drag to region select
              control-shift-left click/drag to toggle selection status
              control-click on nothing to deselect everything
       up arrow increases selection to residue/chain/molecule
              down arrow reverses
       Select menu

change Selection Mode to compose more complicated selections
remember to change back when done!
Undo item toggles between previous selection and current
selections can be named so that they are:
saved in sessions
usable in typed commands
retrievable from Named Selections submenu

Working with Selections

Actions menu allows coloring, labeling, *etc.* of selections
Focus action centers selection in view and makes it center of rotation
Selection Inspector
invoked from Actions menu or button at bottom right of main window
shows details of items
allows modification of selected items' attributes
contents of selection can be written to a file from Actions menu or inspector

Color Wells/Color Editor

gray squares with sunken square centers are color wells
color wells control the color of an item
clicking on a color well with bring up the color editor
Color Editor
has red/green/blue sliders for controlling color
color names that Chimera knows can be typed into text area
were appropriate, an Opacity button brings up an opacity slider
opacity controls transparency (inversely)
No Color button (if present) unsets the items color
colors can be dragged and dropped between wells or from editor to well

Command Line

up arrow retrieves previous command (down arrow the reverse)

Distances/Torsions

tool in Inspectors category
select two atoms or one bond
shortcuts to set up distance/torsion:
distance
select one atom
select second atom (left shift) but with *double* click
choose Show Distance from popup context menu
torsion
select bond but with *double* click
choose Rotate Bond from popup context menu

Hydrogen Bonds

       use FIndHBond tool in Utilities category

       creates *pseudobonds* between atoms to depict H-bonds

       use Pseudobond Panel to fine tune depiction or remove the pseudobonds

       ~hbonds command will also remove H-bonds

       Pseudobond Panel is in Inspectors category

Coloring and Showing "Worms" by Attribute Value

       Render by Attribute tool in Graphics category

       choose attribute level (atom/residue/model)

       choose attribute

       on histogram, bars can be positioned with dragging

       bars can be added/deleted with control-click

       for Color, bars control color

       for Radii/Worms, bars control size

       to revert to non-worm ribbon, must choose non-worm style on Worms tab