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 or command line
 clip planes controlled with Side View tool
  grab and drag with mouse
  grab with middle button will move planes parallel (near plane) or together/apart (far plane)

Making Selections
 Action/Selection paradigm
  Actions menu works on whatever is selected
  if nothing is selected, Actions 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
 left arrow undoes last selection change
  shift left arrow clears selection
 right arrow inverts selection (in models with selections)
  shift right arrow inverts selection in all models
 Select menu
  change Selection Mode to compose more complicated selections
   remember to change back when done!
  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
where 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

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

Command Line

up arrow retrieves previous command (down arrow the reverse)
buttons control "activity" (response to mousing) of models

Problems/Questions

full documentation in Help Menu (User's Guide)
search documentation with Help...Search Documentation
use Help menu's Report A Bug/Contact Us items to report problems/ask questions

Distances/Torsions

tool in Structure Analysis category
select two atoms or one bond
shortcuts to set up distance/torsion:
distance
select one atom
select second atom (control 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

Sequence

sequences can be viewed/searched with Tools...Structure Analysis...Sequence

Hydrogen Bonds

use FIndHBond tool in Structure Analysis 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 General Controls category