



ENGLISH DOCUMENTATION

Model Vista Turntable Module

User documentation for the Model Vista Turntable Module.

15 September 2026

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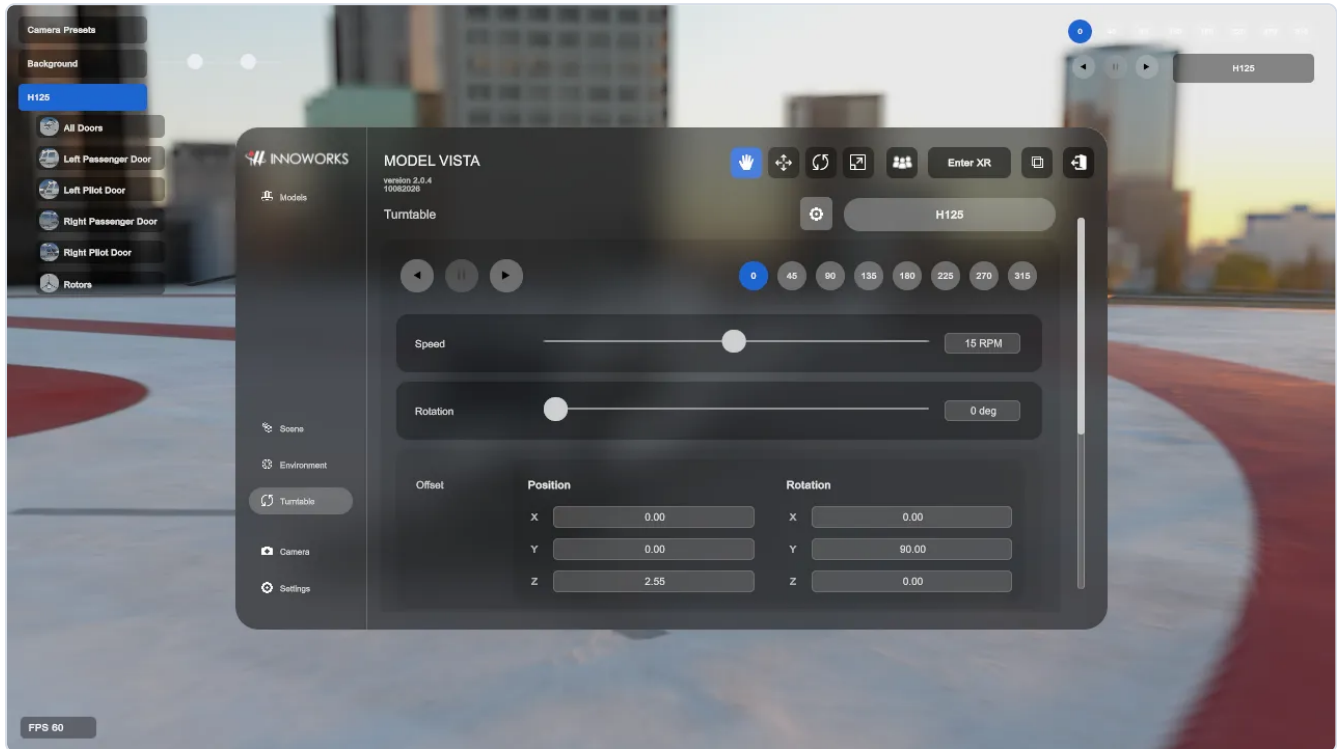
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Turntable Module

The Model Vista Turntable Module is an optional licensed Module for presenting a loaded model on a controllable rotating platform. It is not required for standard Model Vista model review.



Requirements

Compatible Model Vista Versions

Application	Compatible versions
Model Vista for Windows	2.0.4 or a compatible later release

Additional Requirements

- A Turntable Module entitlement enabled under **Settings > License**.
- At least one loaded model.

Quick Start

1. Load a GLB model in Model Vista.

2. Open **Turntable**:

- In the Default interface, select **Turntable** in the navigation.
- In the Experimental interface, select **Turntable** in the right panel.

3. Select the loaded model from the model selector.

4. Select forward play, pause, or reverse play.

5. Set **Speed** between **0** and **30 RPM**, or select an angle button to move directly to a 45-degree increment.

6. Adjust **Offset** if the model is not centered or oriented correctly on the platform.

7. Enable **Show Presentation Controls** when compact turntable controls should remain available with the main interface hidden.

To remove the active model from the turntable, choose no model in the Turntable selector or use **Release from Turntable** in the selected model's Transform controls.

Turntable Operation

Assign Or Release A Model

- Use the Turntable model selector to assign a loaded model.
- The **Change Model** shortcut moves to the next available loaded model.
- You can also select a model in **Scene** and enable its **Turntable** action when the Module controls are visible.
- Use **Release from Turntable** or select no model to return the assigned model to normal scene control.

Only the assigned model follows the turntable rotation and presentation offsets.

Playback And Angle

- Select reverse play, pause, or forward play to control continuous rotation.
- **Speed** accepts values from **0** through **30 RPM**.
- **Rotation** sets the current turntable angle from **0** through **360** degrees. Dragging it pauses playback and snaps the angle to a 45-degree increment.
- The **0**, **45**, **90**, **135**, **180**, **225**, **270**, and **315** buttons jump directly to common presentation angles.

Position And Rotation Offset

Use the **Offset** position and rotation fields to align the assigned model with the platform without changing the intended presentation angle.

- Offset controls appear only while a model is assigned to the Turntable.
- Position offsets are available on X, Y, and Z from **-5** through **5 m**.
- Rotation offsets are available on X, Y, and Z from **-360** through **360** degrees. X and Z tilt the model around its origin; Y changes its turntable-relative heading.
- Enable **Save Offset per Model** to restore a model's own alignment when that model is assigned again.

When a Unity Cloud source provides shared Turntable settings, Model Vista can show the status of a personal override. Use **Publish Shared** only when the current settings should become the shared values, or **Reset Mine** to discard the personal override.

Display Options

- **Show Turntable Geometry** shows or hides the visible platform geometry.
- **Show Presentation Controls** enables the compact overlay controls.
- **Hide Models not on Turntable** hides other loaded models during the Turntable presentation.

Turntable preferences persist in `Settings/ModelVistaTurntableSettings.json`. When **Save Offset per Model** is enabled, Model Vista writes a `<model>.modelvista-turntable-offsets.json` sidecar when the model location is writable and also keeps a per-user copy under `Settings/TurntableModelOffsets`.

Presentation Controls And Shortcuts

Presentation Controls

Enable **Show Presentation Controls** on the Turntable page to expose compact controls outside the main browser panels.

The overlay contains:

- angle buttons from **0** through **315** degrees in 45-degree increments;
- reverse play, pause, and forward play controls; and
- a model selector for changing the assigned loaded model.

The presentation controls are intended for desktop presentation while the main interface is hidden. They follow the current Turntable assignment, speed, rotation, and offset settings.

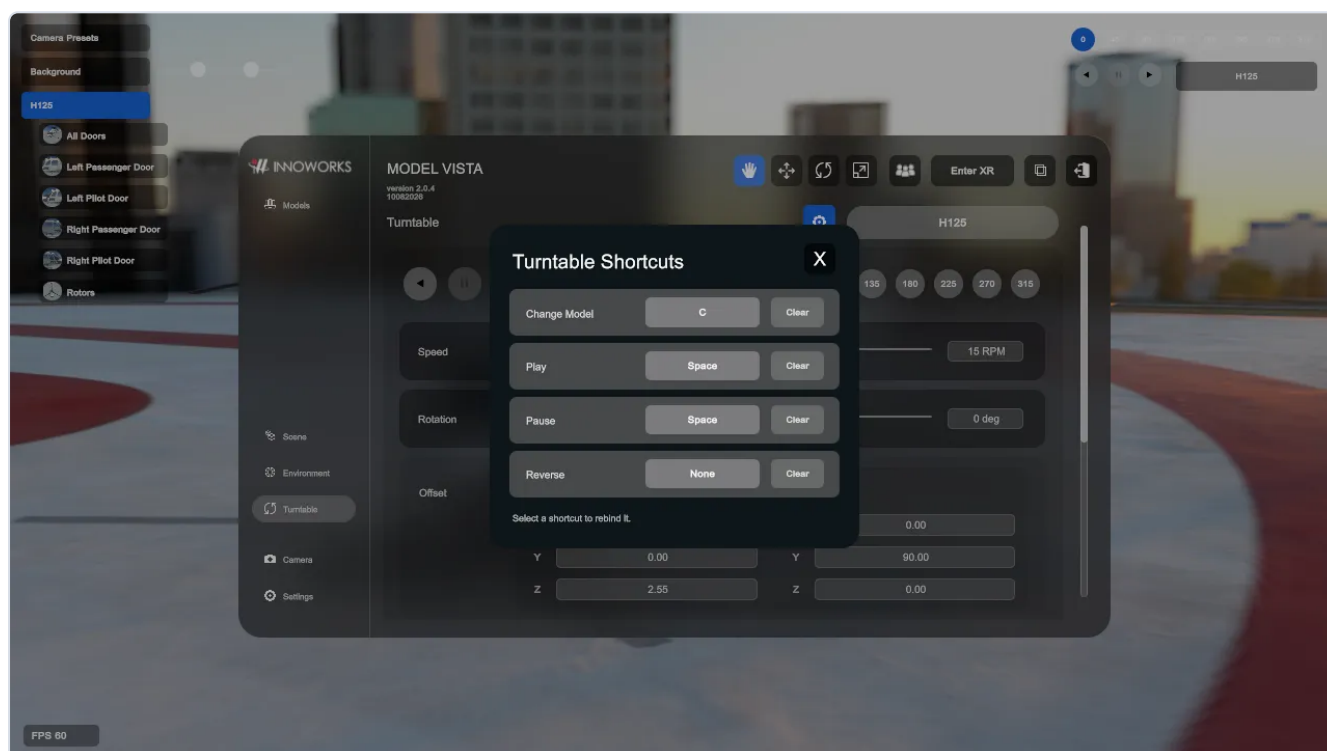


Default Keyboard Shortcuts

When a text field is not focused, the default Turntable shortcuts are:

Action	Default shortcut
Change Model	C
Play	Space
Pause	Space
Reverse	None

Play and Pause intentionally share **Space** ; the action changes according to the current playback state. Reverse has no default binding. Assign a key in **Turntable Shortcuts** when you want keyboard control for reverse playback.



Rebind Or Clear A Shortcut

1. Open **Turntable Shortcuts** from the shortcut control beside the Turntable model selector.
2. Select the shortcut value for **Change Model**, **Play**, **Pause**, or **Reverse**.
3. Press the replacement key.
4. To remove a binding instead, select **Clear** beside that action.

Shortcut bindings persist with the other Turntable preferences in `Settings/ModelVistaTurntableSettings.json` .