



set selection representation —	
☐ ball and stick ☐ stick/wireframe 90	Jal
☐ spacefill 100% ☐ dots 100% ☐ b	ackbone 90
☐ trace 90 ☐ ribbon ☐ carto	oon
□ strands □ rocket □ me	eshribbon 2.5
☐ surface ☐ halos ☐ slab / depth 100	0
Leaving the input field to the right of a representation default setting. Ball and stick is a combination of wireframe and sparents.	
replace representation add to rep	presentation
remove from representation	
hide selection	
disulfide and hydrogen bands [hide]	
disulfide and hydrogen bonds [hide] ssbonds on (backbone) v color v	
hbonds off v color v	
color	
selection background isosurf	·ans ()
caption_Background_Color	
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•	
(CD)	
elements (CPK) composition	chain
	N->C rainbow (polymer)
	hydrophobic/polar
	evolutionary conservation
	temperature, relative
transparency	
0 % transparent go	

Check for

- centering
- spare parts
- in frame
- occlusions
- orientation

Scene na	ame	
	e_site_gorge existing scene name to save as the most recent version (wi	ill not
Scene de	escription, for your own record	
		:
Scope of	aption for display under JSmol applet	
DOGING GE	aption for display under some applet	
		.:
when this	s scene loads, I want it to stay still	.:1
	s scene loads, I want it to stay still efault Rendering While Rotating v	.:i
Use De		.:
Use De	efault Rendering While Rotating 🗸	.:
Use De	efault Rendering While Rotating ays Reload Structure When Loading this Scene	-ei

Scene Link

Scroll-up to the the main edit area of the page, and position the cursor at the place where you would like the green link to appear. Otherwise select, within the main edit area of the page, a portion of text that will become the green link. After that, click on the button to Insert Scene Link

Reference:

scene authoring tools

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