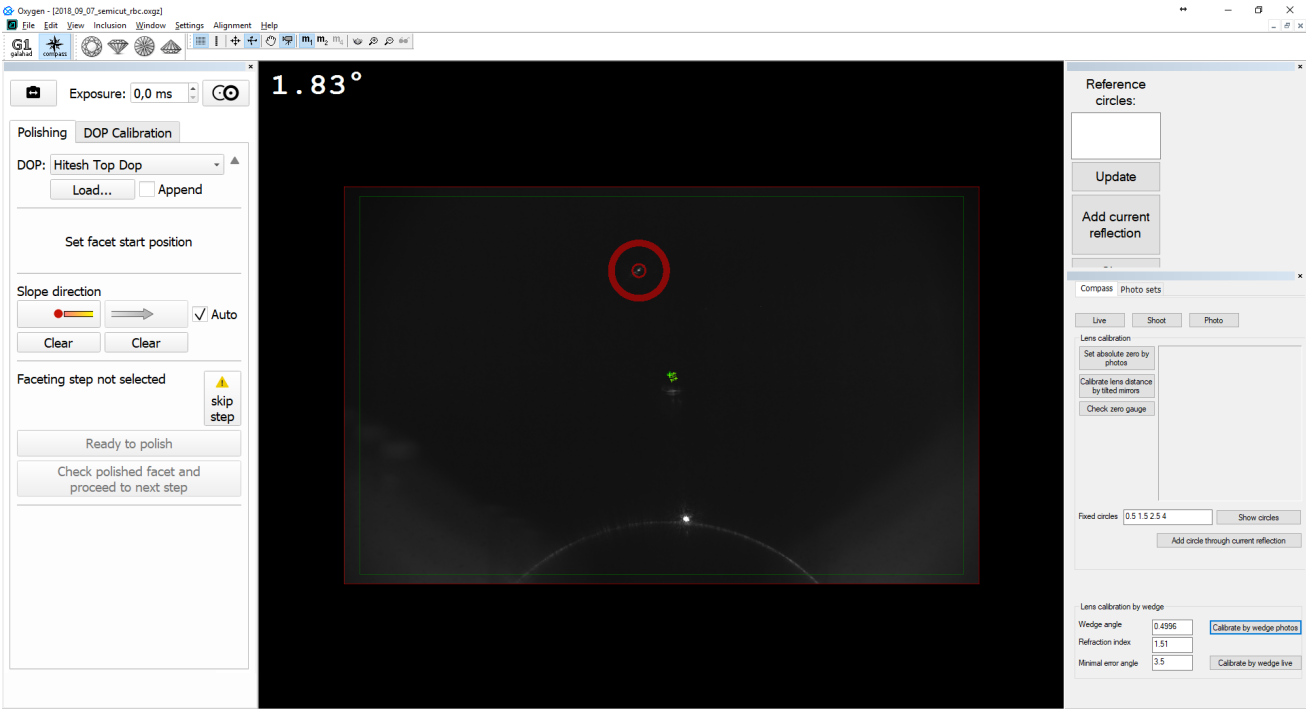


# Switching Between Reflections

In Galahad Compass scene, there can be several reflections. This can happen when the stone is positioned in the DOP so that the several facets produce reflections. The system automatically selects the reflection closest to the Zero offset point. You can manually switch between reflections. To do so, click the Scene, then press the **TAB** key.

 The selected reflection stays selected when it moves.



To switch between reflections, you can also use, on the left panel (**Compass mode**), the **Select next reflection** button.