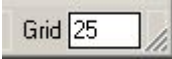

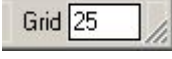


Keyboard Shortcuts

Following table displays the keyboard shortcuts used by the program. Here, context is the part and state of the program within which the shortcut key is valid. Transparent field indicates whether shortcut key combination works concurrently with the current active command (such as Profile element creation) or not.

Name	Context	Shortcut	Description	Transparent
Undo	Main Window	CTRL + Z	Undoes the last operation(s).	No
Redo	Main Window	CTRL + Y	Redoes the operation(s) which are undone.	No
Previous Command	View Window	"	Brings up the list of the last ten commands which can then be selected for execution.	No
Cancel	View Window	Escape	Cancels the current command	Yes
Profile Alignment	View Window + Selected Profile Element	Ctrl + W	Change the Position Out of Plane Alignment parameter of the selected Profile element(s).	No
Profile Alignment	View Window + Selected Profile Element	Ctrl + E	Change the Position In Plane Alignment parameter of the selected Profile element(s).	No
Profile Rotation	View Window + Selected Profile Element	Ctrl + Q	Change the Rotation Alignment parameter of the selected Profile element(s).	No
New Project	Main Window	Ctrl + N	Closes the current project (if one is opened) and creates a new project	No
Open Project	Main Window	Ctrl + O	Closes the current project (if one is opened) and opens an existing project	NoSave
Copy ID	View Window	c or C	Copies selected objects id to clipboard (works on single selection)	Yes
Fast Point Entry	View Window + Point Selection Mode	Enter	Displays a fast point entry command box	Yes
Property Dialog	View Window	Enter	Displays the property editor of the selected object(s). If more than one type of object are selected, property editor is not displayed.	Yes
Range Zoom	View Window	Alt + W	Enters to "Range Zoom" command	Yes
Ruler	View	Alt + R	Enters to ruler command	No
Full View	Main Window	F11	Full view mode	Yes

Name	Context	Shortcut	Description	Transparent
Profile Movement	View Window + Selected Profile Element	x + Mouse movement	Moves the element along the element's local 1-1 axis . The grid value specified on the right of the status bar is used as the movement steps (see the figure below).  If there is a snap point under the cursor, it is snapped even if it doesn't correspond to a distance that is the multiple of grid spacing (see the figure above).	No
Profile Movement	View Window + Selected Profile Element	y + Mouse movement	Moves the element along the element's local 2-2 axis . The grid value specified on the right of the status bar is used as the movement steps (see the figure below).  If there is a snap point under the cursor, it is snapped even if it doesn't correspond to a distance that is the multiple of grid spacing (see the figure above).	No
Profile Movement	View Window + Selected Profile Element	z + Mouse movement	Moves the element along the element's local 3-3 axis . The grid value specified on the right of the status bar is used as the movement steps (see the figure below).  If there is a snap point under the cursor, it is snapped even if it doesn't correspond to a distance that is the multiple of grid spacing value (see the figure above).	No
Commands & Shortcuts	View Window	F3	Open "Actions & Shortcuts" dialog to find a command or macro	Yes
Auto Snap Settings	Main Window	Ctrl + B	Open "Auto Snap Settings"	Yes
Open Drawing Module	Main Window	Ctrl + D	Opens drawing module	No
Pan View	View Window	Down Arrow	Pans the viewport to the down. In other words, translates the model to the up.	Yes
Pan View	View Window	Left Arrow	Pans the viewport to the left. In other words, translates the model to the right.	Yes
Pan View	View Window	Right Arrow	Pans the viewport to the right. In other words, translates the model to the left.	Yes
Pan View	View Window	Up Arrow	Pans the viewport to the up. In other words, translates the model to the down.	Yes

Name	Context	Shortcut	Description	Transparent
Print Active View	Main Window	Ctrl + P	Prints active view	No
Zoom Fit	View Window	Alt + Z	Queries an object id to zoom	No
Refresh	View Window	F5	Refreshes the active view	Yes
Rendering Context	View Window	F10	Regenerates the OpenGL rendering context	No
Reset View	View Window	F4	Resets view angles & movement to 0	Yes
Rotate	View Window	Mouse Right Click + Drag	Rotates the view around origin of interest	Yes
Rotate	View Window + Selected Object	Mouse Right Click + Drag	Rotates the view around the center of the selected object	No
Save Project	Main Window	Ctrl + S	Saves the current project	No
Save Project As	Main Window	Ctrl + Shift + S	Saves the project as a new project.	No
Origin Of Interest	View Window	F9	Select an origin of interest	Yes
Detailed Selection	View Window + Selection	Left Alt + 1	Select detailed object level 1	Yes
Detailed Selection	View Window + Selection	Left Alt + 2	Select detailed object level 2	Yes
Macro	View Window + Selected Macro Symbol	Ctrl + M	Selects all objects associated with the selected macro and deselect the macro symbol.	No
Select All	View Window	Ctrl + A	Selects all visible objects in the view	Yes
Select End Point	View Window + Single Profile Selected	Ctrl + 2	Selects currently selected Profile's end point & deselects the Profile element	No
Select Start Point	View Window + Single Profile Selected	Ctrl + 1	Selects currently selected Profile's start point & deselects the Profile element	No
Macro	View Window + Selected Object	M	Selects the macro symbol associated with the selected object (if there is any) and deselects the object.	No
Zoom All	View Window	Home	Sets the zoom level so that all content is visible in the viewport.	Yes
Drawing Mode	View Window	Alt + D	Switches the drawing modes	No

Name	Context	Shortcut	Description	Transparent
Zoom In	View Window + Perspective Projection Mode	Right Alt + Page Up	Zoom in a quarter step	Yes
Zoom In	View Window + Perspective Projection Mode	Left Alt + Page Up	Zoom in half step	Yes
Zoom In	View Window	Page Up	Zoom in one step	Yes
Zoom Out	View Window + Perspective Projection Mode	Right Alt + Page Down	Zoom out a quarter step	Yes
Zoom Out	View Window + Perspective Projection Mode	Left Alt + Page Down	Zoom out half step	Yes
Zoom Out	View Window	Page Down	Zoom out one step	Yes