

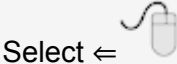











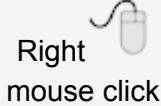















Shortcut key	Description
	Select All vectors
	Deselect All vectors
 Right to Left	Selects all vectors inside and touching selection rectangle
 Left to Right	Only selects vectors fully inside selection rectangle
	Toggles between Selection and Node Editing modes
	Switches to Selection Mode (exits Node editing or Transform mode)
	Opens the Scale form for Transforming the vectors
	Opens the Move form
	Opens the Rotate form
	Opens the Join Vectors form
	Opens Measure tool form
	Rotates selected object 45° counterclockwise
	Rotates selected object 45° clockwise
	Exits vector drawing and editing tools and closes the data entry form
	Exits vector drawing and editing tools and closes the data entry form
	Re-opens the last vector creation form you used. This is very useful when using other forms in between each shape / text / dimension you create.
	Zoom - click top left and bottom right corners to zoom
	Exits zoom mode returning to Selection mode
	Zoom to fit Job
	Zoom to fit Material
	Zoom to fit Material
	Opens the Help File
	Opens the 2D Drawing window
	Opens the 3D Preview window
	Opens the Snap Settings form
	Refreshes the 2D window
	Scales 2D view to fit material
	Center selected object in view

F10

Opens the Alignment Tools form

F11

Toggle Drawing Tab on

F12

Toggle Toolpath Tab on

Tab Navigation

Shortcut key	Description
F11	Toggle Drawing Tab on
F12	Toggle Toolpath Tab on
Ctrl + L	Opens the Layers Tab
Ctrl + D	Opens the Drawing Tab

Double Sided Job Setup

Shortcut key	Description
1	Toggle Top Side on
2	Toggle Bottom Side on
=	Toggle Multi-Sided View on

Mirror

Shortcut key	Description
H	Mirror Horizontally
Ctrl + H	Create Mirror Copy Horizontally
Shift + H	Mirror Horizontally , around center of material
Ctrl + Shift + H	Create Mirror Copy Horizontally , around center of material
V	Mirror Vertically
Ctrl + V	Create Mirror Copy Vertically
Shift + V	Mirror Vertically , around center of material
Ctrl + Shift + V	Create Mirror Copy Vertically , around center of material

Alignment

Shortcut key	Description
F9	Moves selected object to the center of the material
F10	Opens the Alignment Tools form

Groups


















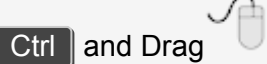
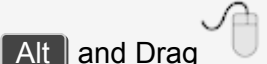





Shortcut key	Description
G	Group: Creates a single group containing selected vectors / components
U	Ungroup: Converts a Group to individual vectors or components
Ctrl + U	'Deep' ungroup the selected objects to their original layers. Sub-groups are also ungrouped
Ctrl + Shift + U	'Deep' ungroup the selected objects to their groups layers. Sub-groups are also ungrouped

Arrow keys

Nudge selected vectors using the Arrow keys

- Holding **Ctrl** reduces the nudge distance
- Holding **Shift** increases the nudge distance
- Holding **Ctrl** + **Shift** nudges the selected object by the Fixed Nudge Distance which is specified in the Snap Settings (**F4**)

Node Editing

Shortcut key	Description
	Insert a Point
	Delete Point / Span
	Smooth / Unsmooth Point
	Cut Vector opens the vector
	Convert span to Bezier
	Convert span to Arc
	Convert span to Line
	Makes the selected node the Start Point for machining
	Displays a single node's X and Y location properties
	Changes the X co-ordinate position of selected nodes to match the position of the first one (when more than one selected)
	Changes the Y co-ordinate position of selected nodes to match the position of the first one (when more than one selected)
	Enter horizontal mirror mode (press again to exit)
	Enter vertical mirror mode (press again to exit)
 Right mouse click	Opens context sensitive menus
	Edit Undo
	Edit Redo
	Copy the selected vectors
	Paste the selected vectors
	Pastes a copy of the selected vectors each time the left mouse button is released.
	Cut the selected vectors
	Moves the object either horizontally or vertically aligned with its original position
	Creates a copy of the original object horizontally or vertically aligned to its original position
	Create New file
	Open an Existing file
	Save file
	Import file
	Vertically tiles the 2D View and the 3D View window so you can see them both simultaneously. Currently Selected window is on the left - typically best to select the 2D View first when doing this.

Page Down

Horizontally tiles the 2D View and the 3D View window so you can see them both simultaneously. Currently Selected window is at the top - typically best to select the 2D View first when doing this.

Quick Keys


Pressing the **Space-bar** re-opens the last vector creation form you used. This is very useful when using other forms in between each shape / text / dimension you create.

Various values can be typed in while dragging out shapes as follows:


Note: In most cases, the left mouse button must be pressed in order to input a value (i.e. dragging to create a circle, dragging a vector to move it, or dragging one of the rotating/scaling points around a vector to rotate/scale it).

The exception to this is the polyline tool: once the first point is entered the Quick Keys can be used without having to depress the left mouse key. Entering values defines the next end-point.


Moving Objects **M**

Drag Object 	Description
Value Enter	Moves object the L Value from original position in direction of cursor. Equivalent to: Value L .
Value , Value Enter	Moves object relative to its position by X and Y. Equivalent to: Value D Value W .
Value X Value Y	Moves object to the absolute position X and Y


Rotating Objects **R**

Drag Rotation Handles 	Description
Value Enter	Rotate the selection by R degrees counterclockwise. Equivalent to: Value L .

Scaling Objects T


Drag Scaling Handles 	Description
Value Enter	<p>Default when dragging edge scale nodes only. Set the width or height of the object to 'L' (depending on which handle is being dragged). Equivalent to: Value L.</p>
Value , Value Enter	<p>Default when dragging corner scale nodes only. Set the width and height of the object to the given values. Equivalent to: Value D Value W.</p>
Value S	Scale the object by a factor.

Node Editing N


Drag Node 	Description
Value Enter	<p>Moves node from original position by that amount in direction of cursor. Equivalent to: Value L.</p>
Value , Value Enter	<p>Move the node by that amount relative to its current position. Equivalent to: Value D Value W.</p>
Value X Value Y	Moves node to the absolute position X and Y

Polyline Tool


Note: Once the first point is entered the Quick Keys can be used without having to depress the left mouse key. Entering values defines the next end-point.

Value after adding first point 	Description
Value Enter	Places next point L away from the last point in the direction of cursor. Equivalent to: Value L.
Value , Value Enter	Place the next point offset by that amount relative to the last point's position. Equivalent to: Value D Value W.
Value X Value Y	Places the next point at position X and Y
Value A Value L	Creates a line with an angle of A° and a length L


Draw Circle

Value(s) while Dragging 	Description
Mouse Value Enter	Create a circle with the given radius . Equivalent to: Value R.
Value D	Create a circle of Diameter D


Draw Ellipse

Value(s) while Dragging 	Description
Mouse Value Enter	Create a circle with the given diameter . Equivalent to: Value L.
Value , Value Enter	Create an ellipse with width and height. Equivalent to: Value W Value H.
Value X	Create an ellipse with width X and use the current height
Value Y	Create an ellipse with height Y and use the current height

Draw Rectangle

Value(s) while Dragging	Description
Mouse  Value Enter	Create a square with the given side length . Equivalent to: Value L.
Value , Value Enter	Create a rectangle with given width and height. Equivalent to: Value W Value H.
Value X	Create a rectangle with width X and use the current height
Value Y	Create a rectangle with height Y and use the current height
Value R Value X	Create a rectangle with a radius R and width X, using current height
Value R Value Y	Create a rectangle with a radius R and height Y, using current width
Value W Value H	Create a rectangle with width W and height H
Value , Value Enter	Create a rectangle with width and height

Draw Polygon

Value(s) while Creating	Description
Mouse  Value Enter	Create a circle with the given radius . Equivalent to: Value R.
Value D	Creates a Polygon with diameter D
Value S Value R	Create a polygon with number of sides S and radius R
Value S Value D	Create a polygon with number of sides S and diameter D

Draw Star

Value(s) while Dragging Mouse	Description
Value Enter	Create a star with the given radius . Equivalent to: Value R .
Value D	Create a star with diameter D
Value P Value R	Create a star with number of points P and radius R
Value P Value D	Create a star with number of points P and diameter D
Value P Value I Value R	Create a star with number of points P , Internal Radius % I and radius R
Value P Value I Value D	Create a star with number of points P , Internal Radius % I and diameter D

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