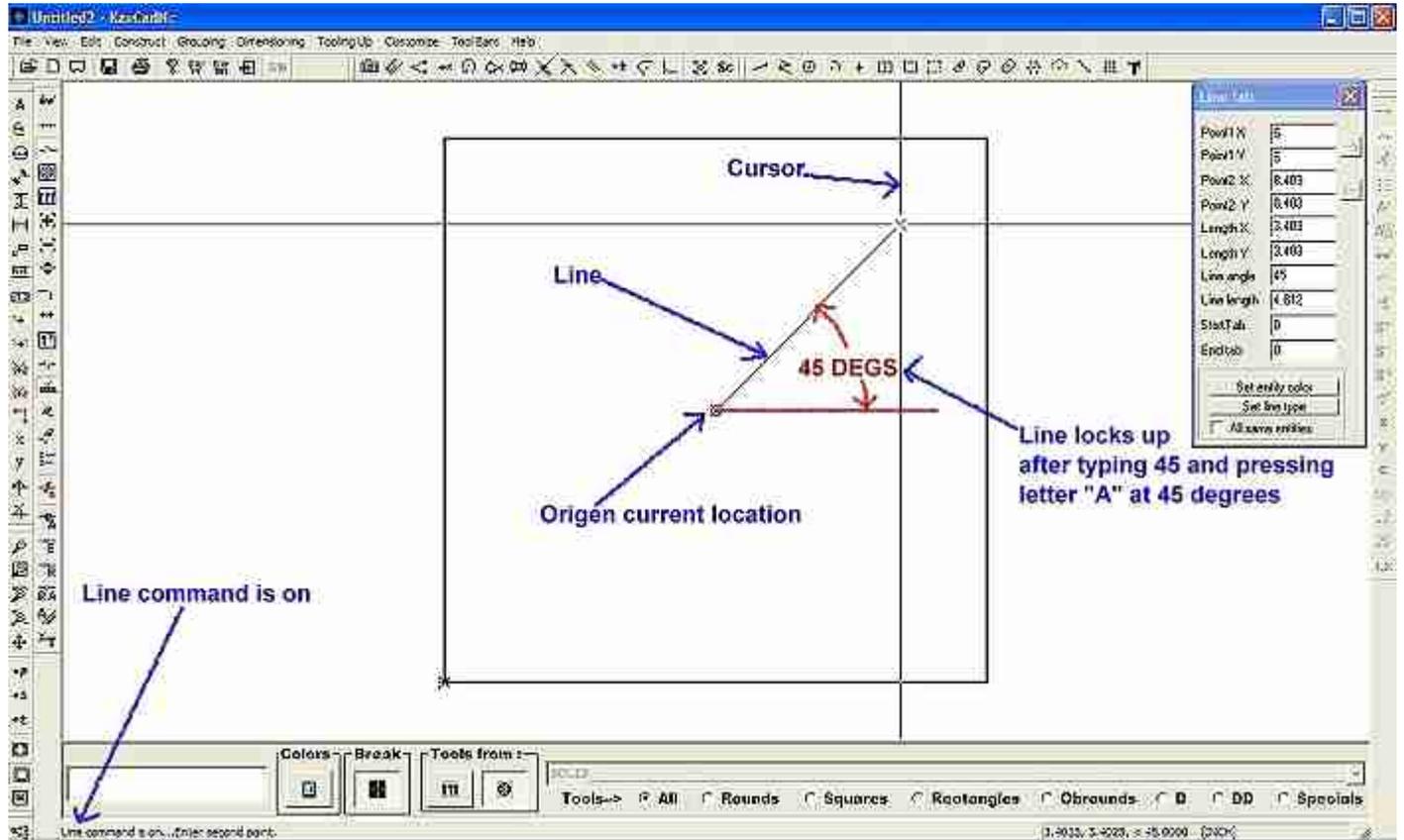


# KEYBOARD SHORCUTS

The combination of keyboard shortcuts defines the points in the screen.

**A**

When you press your keyboard letter “A” it locks the cursor angle. The angle is defined from the current location of the origin as shown below:

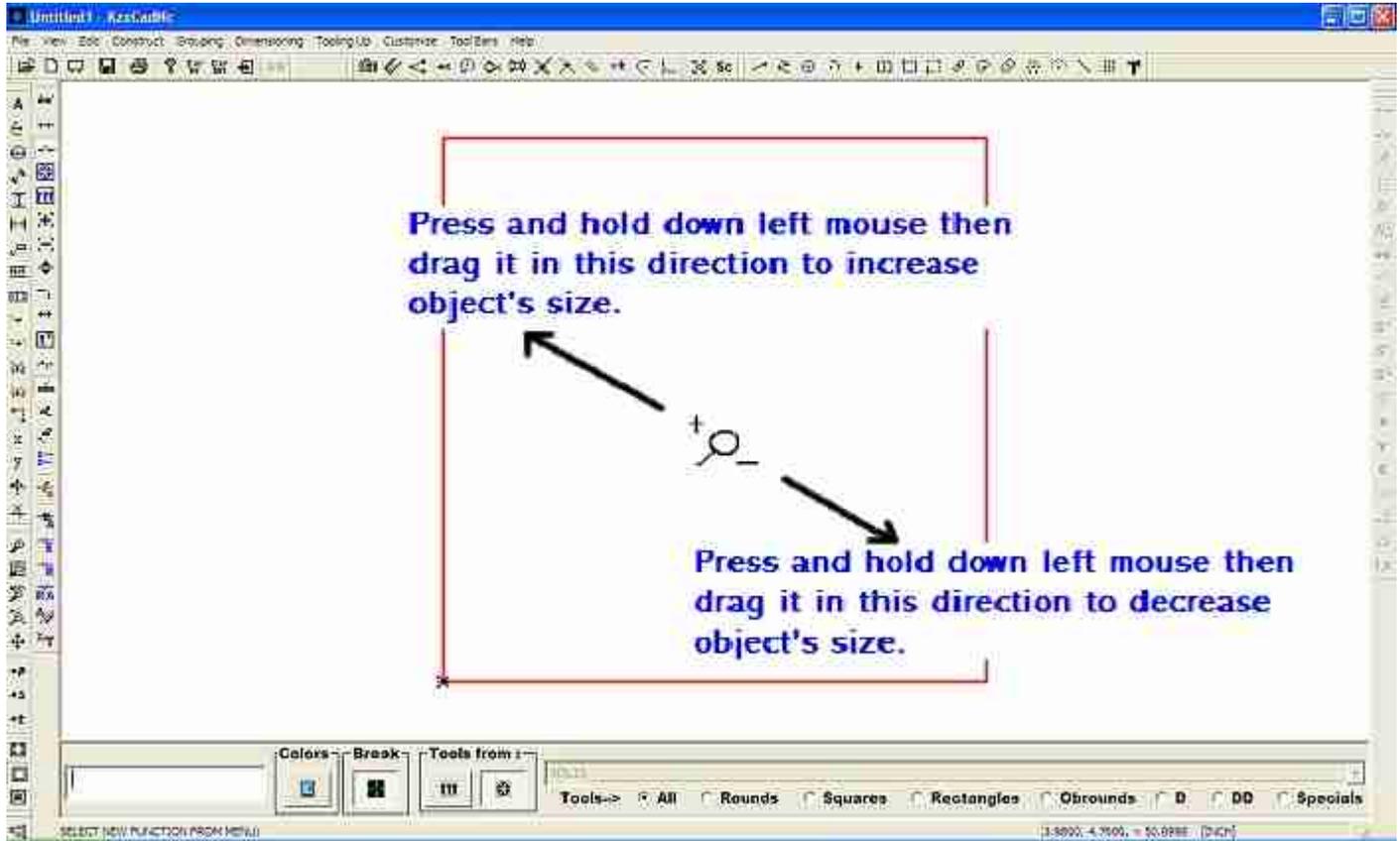


**C**

Redraws the screen for any clean up. Press the letter “C” if for any reason you want to refresh your screen’s objects.

## D

Dynamically increase or decrease the size of your objects. Press letter “D” and the cursor changes shape to indicate that you are using this command, press and hold down your left mouse button while moving the cursor from top left corner towards bottom right corner to decrease and opposite to increase as shown below.



## F

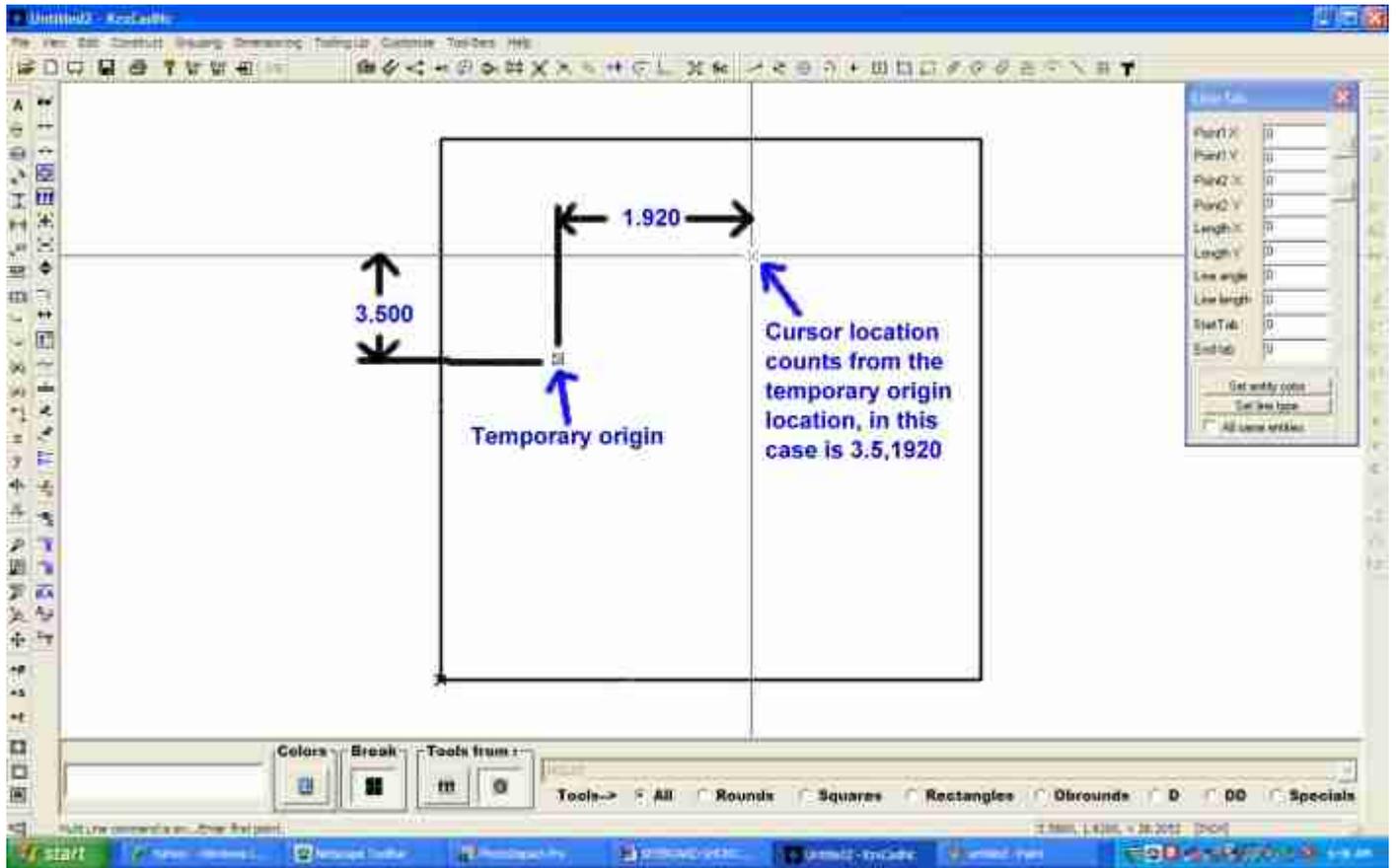
Pressing “F” will return your screen objects to normal size. If you just zoomed in and want to see your objects in full size then press this letter.

## M

Pressing letter “M” will drag your objects around the screen. The cursor changes shape to cross like arrows indicating that you can move your objects in any direction just press “M” and press and hold down your left mouse button and move your cursor to move your objects.

# O

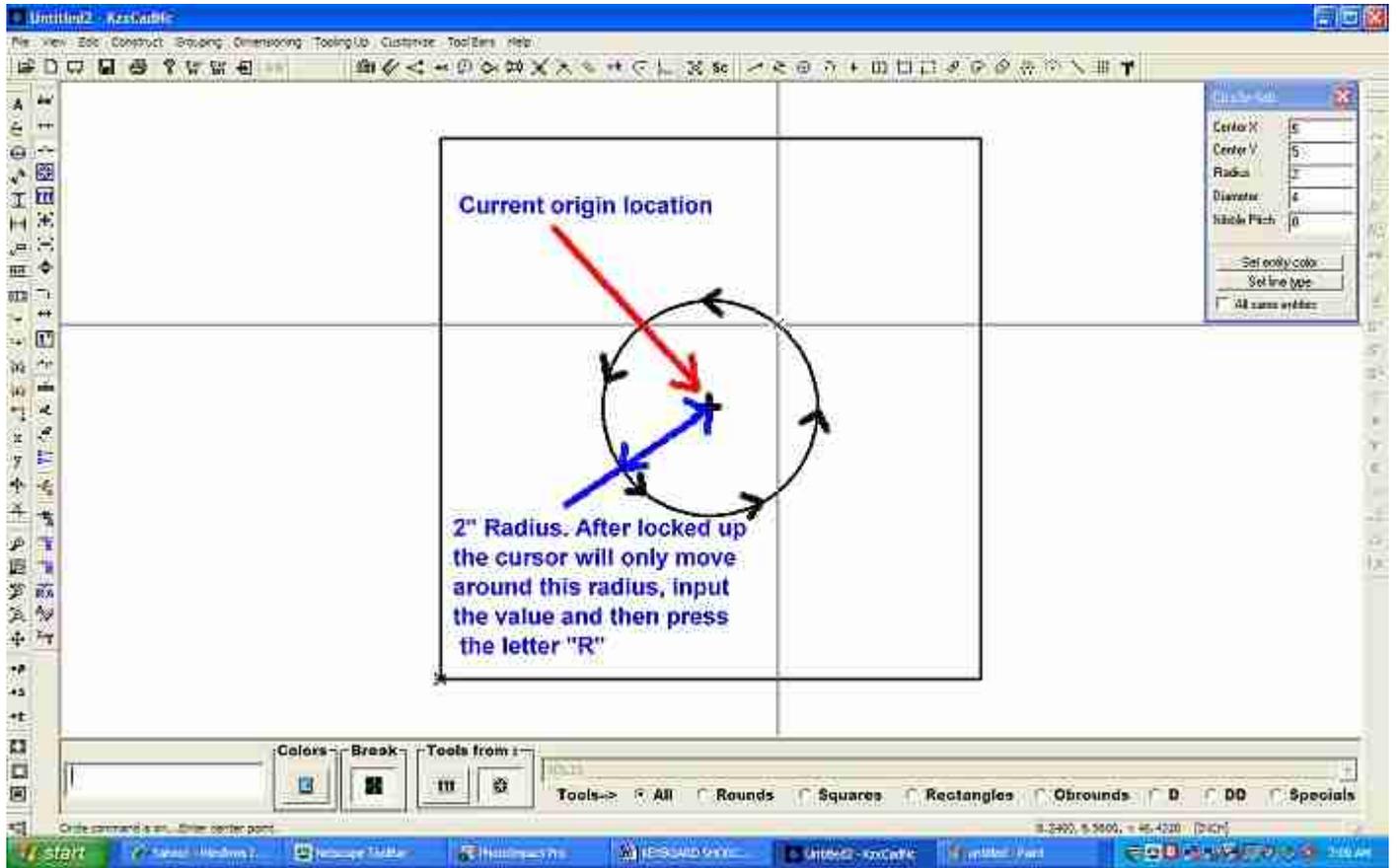
Press the letter “O” to move your temporary origin to any location in your work area. The temporary origin is from where your values will count at that moment and with the active command. Since is a temporary location that you are giving to the origin then when you are done it will disappear and move back to its old location as shown below.



**Tip** → Turn your snaps on to locate the cursor to geometry points

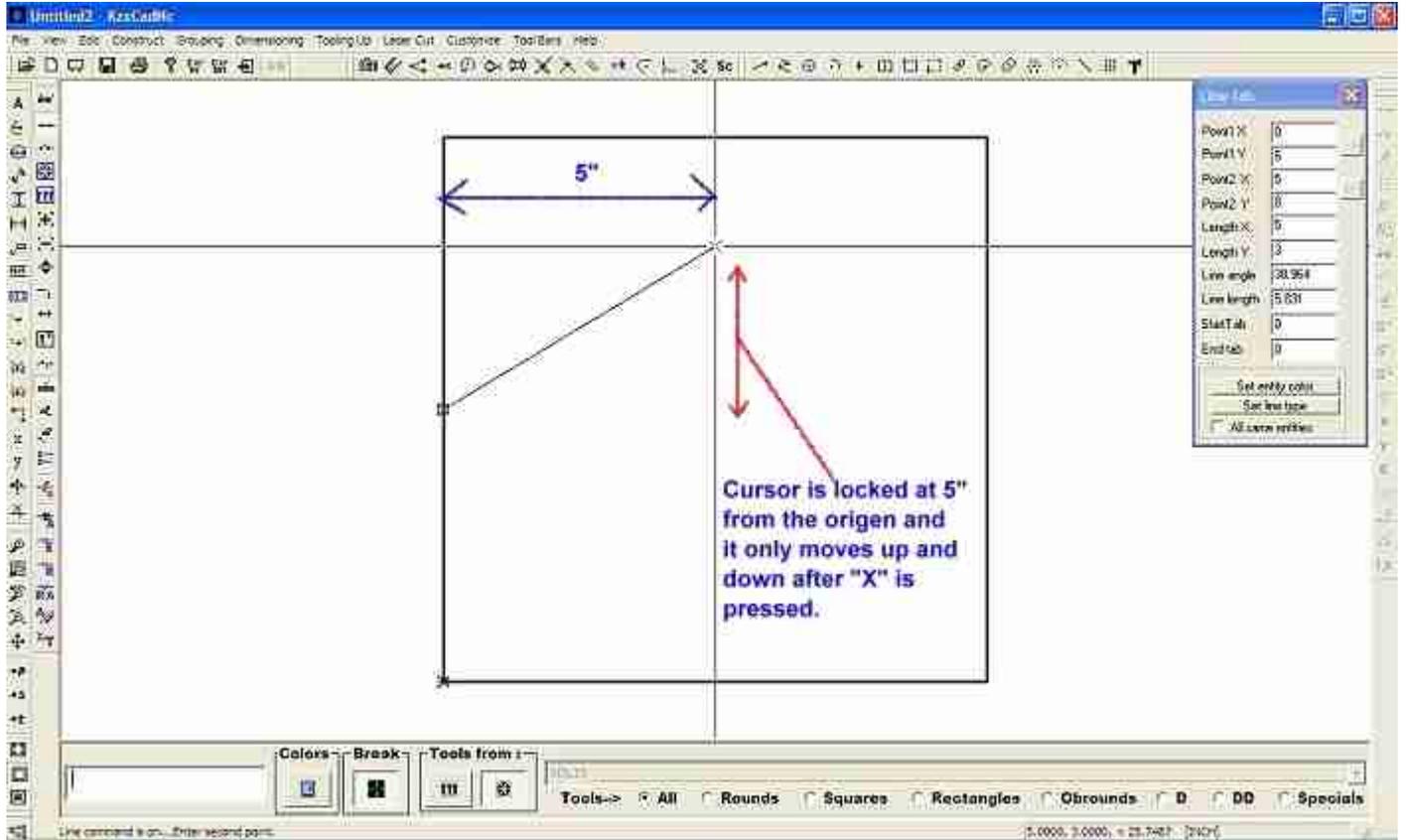
# R

Pressing "R" will lock your cursor in the in a radius around the origin determined by the value entered. Type the value and then press "R" to lock the movement of your cursor around a radius value as shown below.



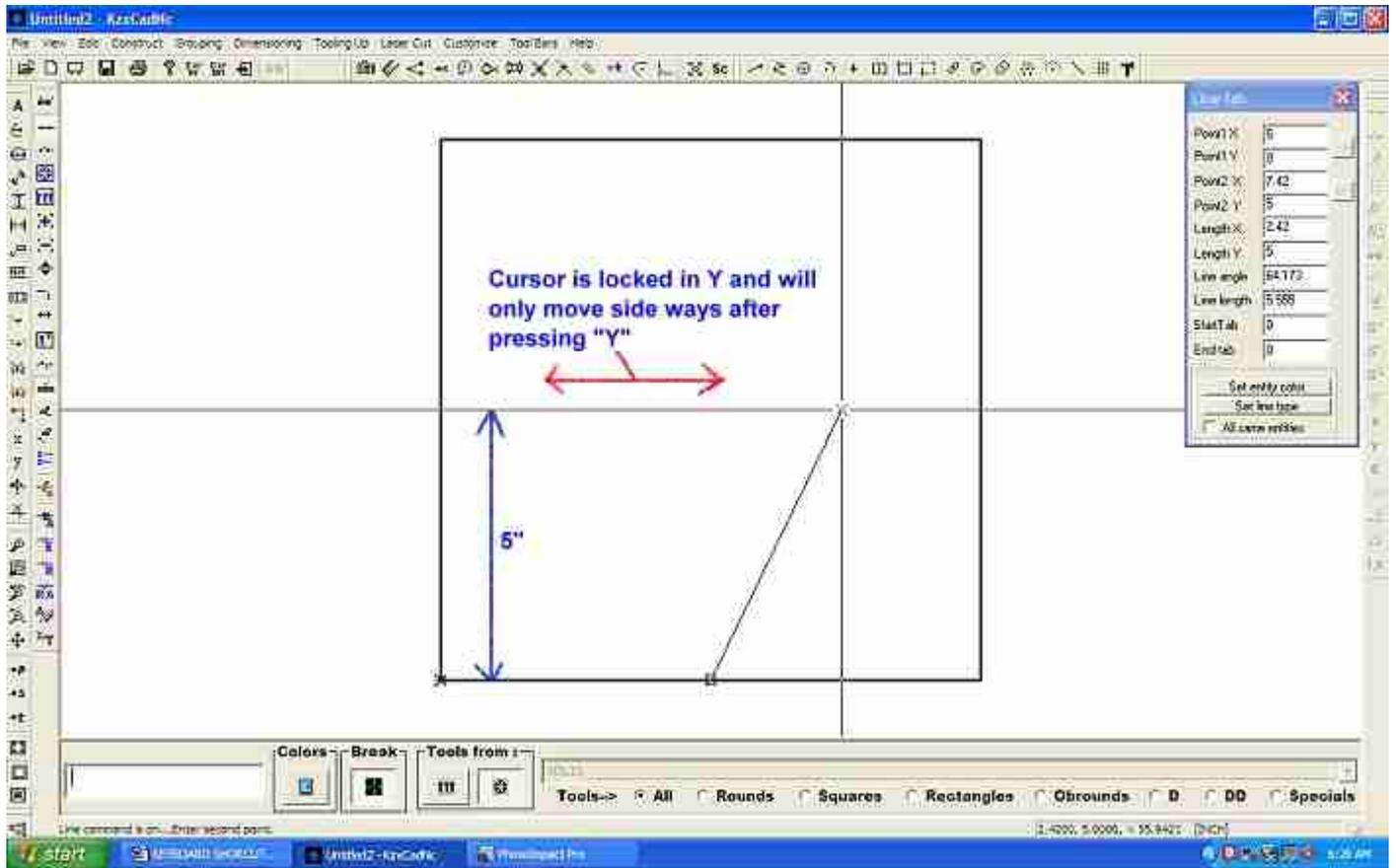
# X

Pressing “X” will lock up the cursor at that location in X direction and it will only move up and down as shown below.



# Y

Pressing “Y” will lock up the cursor at that location in Y direction and will only move side ways as shown below.



# Z

Pressing “Z” will activate the zoom command, draw a box around the object you want to see in detail as shown below:

