

Keyboard Shortcuts and Mouse Controls

Browser

To do this	Press
Show selection	A
Hide selection	H
Isolate selection	I
Delete	Delete
Duplicate	Ctrl + D
Rename	F2
Review Mode	Q

Common Across Tools

To do this	Press
Exit a tool	Esc Right-click and mouse through the exit control Double right-click

Display

To do this	Press
Show/Hide tool	D
Show selection If there is no selection, show all of the current entity type	A


To do this	Press
Show entire model	Shift + A
Hide selection If there is no selection, hide all of the current entity type	H
Hide everything	Shift + H
Hide and clear selection (Idle mode only)	Ctrl + H
Isolate selection and turn off all other entity types If there is no selection, isolate the current entity type	I Middle Mouse Click with entities selected (Show/Hide tool only)
Isolate selection and retain all other entity types	Shift + I
Show entities adjacent to selection If there is no selection, show adjacent entities that are the same type as the entity selector (Idle mode only)	J
Reverse display of selection If there is no selection, reverse the display of the current entity type	R
Switch the display from mesh only, geometry only, or both (Idle mode only)	G
Toggle on/off IDs of a selection (Idle mode only)	Ctrl + Q
Review Mode	Q



Tip: Middle mouse click again to reverse the isolated display. This is useful if you want to append to your selection and isolate more entities.

Tip: To show elements only, press E to switch the entity filter to elements, then I/Shift + I to isolate all displayed elements. To add loads to the display, press L to switch to loads, then A to show.


Edit

To do this	Press
Delete	Delete
Undo	Ctrl + Z
Redo	Ctrl + Y
Perform an action This is akin to clicking Apply on a guide bar.	Middle Mouse Click
	
Cut	Ctrl + X
Copy	Ctrl + C
Paste	Ctrl + V
Paste (into new component)	Ctrl + V
Paste (into current component)	Ctrl + Shift + V

Entity Selector

To do this	Press
Set to components/connectors	C
Set to elements	E
Set to laminates/lines/loads	L
Set to materials	M
Set to nodes	N
Set to plies/points/properties	P
Set to solids/surfaces/systems	S

To do this	Press
Set to all	Esc + Esc

 **Tip:** For entity types that have the same first letter (solids, surfaces), continually press the keyboard shortcut to alternate between entity types.

File Management

To do this	Press
New	Ctrl + N
Save	Ctrl + S
Save as	Ctrl + Shift + S

Selection


To do this	Press
Window select	Left Mouse Drag
Append selection	Ctrl + Left Mouse Click
Deselect	Shift + Left Mouse Click
Select displayed	Ctrl + A
Select all	Ctrl + Shift + A
Select adjacent	Ctrl + J
Select attached	Ctrl + T
Select similar (based on type and config if applicable)	Ctrl + M
Reverse selection	Ctrl + R
Open advanced selection	Spacebar
Quick advanced selection Configurable via Mouse Control Preferences	Alt + Left Mouse Click

To do this	Press
Adjust feature angle when selecting elements By Face or By Edge	Alt + Scroll
Edit	Double Mouse Click
Suspend snaps	Alt
Clear active selector	Backspace
Clear all guide bar selectors	Esc

View

To do this	Press
Rotate	Middle Mouse Drag Arrow Keys
Incrementally rotate clockwise, counter clockwise	Ctrl + Right Arrow Ctrl + Left Arrow
Flip the model	Ctrl + Up Arrow Ctrl + Down Arrow
Set rotation center	Ctrl + Middle Mouse Click on model
Reset rotation center	Ctrl + Middle Mouse Click in space
Pan	Right Mouse Drag Left + Right Mouse Drag
Zoom	Middle Mouse Scroll
Circle zoom	Alt + Middle Mouse Draw Z, then Left Mouse Draw
Fit (and fit selected)	F
Go back to previous view	B
Save a view	Ctrl + Numeric Key (0-9)

To do this	Press
Recall a view	Numeric Key (0-9)

 **Tip:**

- Quickly save a custom view by pressing Ctrl + number. For example, pressing Ctrl + 1 creates a custom view and assigns it the name Ctrl + 1. To then recall, press the corresponding number used to save the view. For example, if you pressed Ctrl + 1 to save the custom view, press 1 to quickly recall this view in the future.
- Right-click on a view to recapture, rename, delete, and control the display state of the view.

Workspace

To do this	Press
Open context sensitive help	F1