

# Keyboard Shortcuts and Mouse Controls

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Default keyboard shortcuts and mouse controls.

## Assembly

| To do this | Press |
|------------|-------|
| Organize   | O     |

## 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   |
|--------------------------------------|---|
| Cycle through secondary ribbon tools | Ctrl + Tab  |
| Cycle through guide bar selectors    | Middle Mouse Click                                    |
| Exit a tool                          | Esc<br>Right-click and mouse through the exit control |

| To do this | Press              |
|------------|--------------------|
|            | Double right-click |

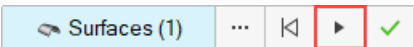
## Display

| To do this  | Press  |
|---|--|
| Show/Hide tool  | D  |
| Show selection<br>If there is no selection, show all of the current entity type   | A  |
| Show entire model   | Shift + A  |
| Hide selection<br>If there is no selection, hide all of the current entity type   | H  |
| Hide everything   | Shift + H  |
| Hide and clear selection<br>(Idle mode only)  | Ctrl + H   |
| Isolate selection and turn off all other entity types<br>If there is no selection, isolate the current entity type  | I<br>Middle Mouse Click with entities selected (Show/Hide tool only)   |
|   | <div style="border: 1px solid #ccc; padding: 5px; background-color: #f0f0f0;"> <p> <b>Tip:</b> Middle mouse click again to reverse the isolated display. This is useful if you want to append to your selection and isolate more entities.</p> </div> |
| Isolate selection and retain all other entity types   | Shift + I  |
| Show entities adjacent to selection<br>If there is no selection, show adjacent entities that are the same type as the entity selector<br>(Idle mode only) | J  |
| Reverse display of selection  | R  |

| To do this  | Press     |
|---|-----------|
| If there is no selection, reverse the display of the current entity type      |           |
| Switch the display from mesh only, geometry only, or both<br>(Idle mode only) | G         |
| Toggle on/off IDs of a selection<br>(Idle mode only)                          | Ctrl + Q  |
| Review Mode   | Q         |
| Toggle between Mesh Lines, Feature Lines, No Lines<br>(HyperView only)        | Shift + M |
| Toggle on/off Transparency<br>(HyperView only)                                | Shift + T |

**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<br>This is akin to clicking <b>Apply</b> on a guide bar.          | Middle Mouse Click |
|  |                    |
| Cut   | Ctrl + X           |

| To do this  | Press            |
|---|------------------|
| For HyperView, cut the active model                                 |                  |
| Copy<br>For HyperView, copy the active model                        | Ctrl + C         |
| Paste (into new component)<br>For HyperView, paste the active model | Ctrl + V         |
| Paste (into current component)                                      | Ctrl + Shift + V |


## Elements

| To do this | Press       |
|------------|-------------|
| Smooth     | Shift + F12 |
| Split      | Shift + F6  |
| Create     | F6          |
| Replace    | F3          |

## 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         |
| Set to attachments             | T         |
| Set to all                     | Esc + Esc |

| To do this                            | Press |
|---------------------------------------|-------|
| Selection search (Entity Editor only) | "/"   |

 **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         |
| Open       | Ctrl + O         |
| Import     | Ctrl + I         |
| Export     | Ctrl + E         |
| Save       | Ctrl + S         |
| Save as    | Ctrl + Shift + S |

## Geometry

| To do this          | Press |
|---------------------|-------|
| Create points/nodes | F8    |

## Home

| To do this | Press      |
|------------|------------|
| Move       | Shift + F4 |
| Measure    | F4         |

## Mesh

| To do this             | Press |
|------------------------|-------|
| Create general 2D mesh | F12   |

## 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  | ".."                     |
| Quick advanced selection<br>Configurable via Mouse Control Preferences | Alt + Left Mouse Click   |
| 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<br>Arrow Keys                    |
| Incrementally rotate clockwise, counter clockwise | Ctrl + Right Arrow<br>Ctrl + Left Arrow            |
| Flip the model                                    | Ctrl + Up Arrow<br>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<br>Left + Right Mouse Drag        |
| Zoom  | Middle Mouse Scroll                                |
| Circle zoom                                       | Alt + Middle Mouse Draw<br>Z, then Left Mouse Draw |
| Toggle visualization mode                         | X  |
| Fit (and fit selected)                            | F  |
| Go back to previous view                          | B  |
| Save a view                                       | Ctrl + Numeric Key (0-9)                           |
| 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        |
| Open the Demo Browser       | F7        |
| Search tool                 | Ctrl + F  |
| Capture the API             | Ctrl + F8 |