

## Useful keyboard shortcuts

comparison of the versions

### CAD environment

#### 32-bit version

#### 64-bit version

FUNCTION KEYS		
<b>F1</b>	Opens IntelliCAD Help	Unchanged
<b>F2</b>	Opens the operation history preview	Unchanged
<b>F3</b>	Enables or disables the cursor snap function (ESNAP)	Unchanged
<b>F4</b>	Enables or disables the tablet	Unchanged
<b>F7</b>	Enables or disables the GRID (grid points in every 500 mm)	Unchanged
<b>F8</b>	Enables or disables the ORTHO mode (drawing at right angles)	Unchanged
<b>F9</b>	Enables or disables the cursor jump function (SNAP - set to 1 mm)	Unchanged
<b>F10</b>	Shows or hides the Status Bar	<b>Enables or disables polar tracking</b>
<b>F11</b>	Opens the quick preview of visualization	<b>Enables or disables entity tracking</b>
<b>F12</b>	Opens the visualization	Unchanged

MOUSE		
<b>Ctrl + left mouse button</b>	Rotates the view in 3D	None
<b>Ctrl + right mouse button</b>	Rotates the view in 2D	<b>Shows Entity snap menu</b>
<b>Ctrl + Shift + left mouse button</b>	Zooms the current view in or out (in real time)	Unchanged
<b>Ctrl + Shift + right mouse button</b>	Moves the current view (in real time)	None
<b>Scroll wheel pressed, mouse moved</b>	Moves the current view (in real time)	Unchanged
<b>Scroll wheel rolled</b>	Zooms the current view in or out	Unchanged
<b>Scroll wheel double clicked</b>	Sets the central view at the entire drawing	Unchanged

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SHORTCUTS		
<b>Ctrl+Z</b>	Undoes operations (in CAD environment: to the very beginning, in visualization: 20 latest)	Unchanged
<b>Ctrl+Y</b>	Redoes undone operations	Unchanged
<b>Ctrl+S</b>	Saves the project	Unchanged
<b>Ctrl+O</b>	Opens the project	Unchanged
<b>Ctrl+N</b>	Creates a new project	Unchanged
<b>E &gt;&gt; Enter or Del</b>	Deletes the element	Unchanged
<b>CO &gt;&gt; Enter or Space</b>	Copies the element	Unchanged
<b>M &gt;&gt; Enter or Space</b>	Moves the element	Unchanged
<b>X &gt;&gt; Enter or Space</b>	Splits the element	Unchanged
<b>RE &gt;&gt; Enter or Space</b>	Regenerates the drawing	Unchanged
<b>U &gt;&gt; Enter or Space</b>	Undoes the last step during drawing (using any drawing tool)	Unchanged
<b>Enter or Space or right mouse button</b>	Ends the current or repeats the last operation	<b>Enter</b>
<b>Esc</b>	Terminates or ends the current operation, closes the window (canceling the changes)	Unchanged

WHILE DRAWING PATHS		
<b>A &gt;&gt; Enter or Space</b>	Switches to drawing arcs, based on 2 point	<b>A &gt;&gt; Enter</b>
<b>S &gt;&gt; Enter or Space</b>	Switches from drawing arcs based on 2 points to drawing arcs based on 3 (user indicated 3 points: starting, second - to go through, and ending)	<b>S &gt;&gt; Enter</b>
<b>L &gt;&gt; Enter or Space</b>	Switches to drawing straight lines	<b>L &gt;&gt; Enter</b>
<b>C &gt;&gt; Enter or Space</b>	Closes the path (note: option inactive in the arc-drawing mode)	<b>C &gt;&gt; Enter</b>

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FREQUENTLY USED COMMANDS		
<b>L &gt;&gt; Enter</b>	Draws a line	Unchanged
<b>PL &gt;&gt; Enter</b>	Draws a polyline (path)	Unchanged
<b>U &gt;&gt; Enter</b>	Draws an arc	Unchanged
<b>REC &gt;&gt; Enter &gt;&gt; @x,y &gt;&gt;Enter</b>	Draws a rectangle with the given dimensions	Unchanged
<b>C &gt;&gt; Enter</b>	Draws a circle	Unchanged
<b>D &gt;&gt; Enter</b>	Draws a diameter (works in circle drawing mode)	Unchanged
<b>R &gt;&gt; Enter</b>	Draws a radius (works in circle drawing mode)	Unchanged
<b>PE &gt;&gt; Enter</b>	Turns lines and/or arcs into polylines	Unchanged
<b>Z &gt;&gt; Enter &gt;&gt; I &gt;&gt; Enter</b>	Zoom in view of drawing	Unchanged
<b>Z &gt;&gt; Enter &gt;&gt; O &gt;&gt; Enter</b>	Zoom out view of drawing	Unchanged
<b>Z &gt;&gt; Enter &gt;&gt; A &gt;&gt; Enter</b>	Shows the whole drawing	Unchanged
<b>MI &gt;&gt; Enter</b>	Creates a mirror image of an element	Unchanged
<b>OFFSET &gt;&gt; Enter</b>	Creates parallel copies of elements, offset by a given value	Unchanged
<b>TRIM &gt;&gt; 2x Enter</b>	Removes (trims) parts of elements, cut by specified borders	Unchanged
<b>RO &gt;&gt; Enter</b>	Rotates an element in the plane of view (in 2D)	Unchanged
<b>ROTATE3D &gt;&gt; Enter</b>	Rotates the element at any angle (in 3D)	Unchanged
<b>DI &gt;&gt; Enter</b>	Measures the distance and angle between two indicated points	Unchanged
<b>UCS &gt;&gt; Enter &gt;&gt; V &gt;&gt; Enter</b>	Changes the setting of the coordinate system - sets the system to view	Unchanged
<b>UCS &gt;&gt; Enter &gt;&gt; W &gt;&gt; Enter</b>	Changes the setting of the coordinate system - sets the system by default	Unchanged
<b>BHATCH &gt;&gt; Enter</b>	Fills in elements with specified boundaries with hatching or pattern	Unchanged

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### Visualization

#### 3.X / 7.X version

#### 4.X / 8.X version

FUNCTION KEYS		
<b>F1</b>	Switches the lights on	Unchanged
<b>F2</b>	Enables or disables the label with the information about the indicated tile	Unchanged
<b>F3</b>	Enables or disables the label with information about the area covered with tiles	Unchanged
<b>F4</b>	Enables or disables the side and bottom function panels	Unchanged
<b>F12</b>	Opens a window for saving a visualisation as an illustration or 3D Presentation	Unchanged