

**Drawing Toolbar**

	<b>Select</b>	Shift = Toggle	Ctrl = Add	Shift = Subtract
	<b>Paint</b>	Shift = Replace	Ctrl = Fill	Shift = Replace Object
	<b>Line</b>	Shift = Inference Lock	Drag = Single Line Click, Click = Multiple Lines	
	<b>Rectangle</b>			
	<b>Arc</b>	Type in: 'Number+s' = Number of segments		
	<b>Freehand</b>	Shift = Create a Polyline Object		
	<b>Offset</b>			
	<b>Push/Pull</b>	Ctrl = Move Perpendicular		
	<b>Move</b>	Shift = I-Lock	Alt = Auto-Fold	Ctrl = Copy
	<b>Rotate</b>	Shift = Protractor Lock		
	<b>Scale</b>	Shift = Uniform/Non-Uniform		
	<b>Measure</b>	Drag edge to create construction line. To rescale the entire model, measure between two points, then enter the desired distance.		
	<b>Protractor</b>	Shift = No Construction Line For degrees type angle - For slope type 'rise:run'		
	<b>Erase</b>	Shift = Hide Edge		
	<b>Axes</b>			

**Camera Toolbar**

	<b>Orbit</b>	Shift = Pan	Ctrl = Free
	<b>Pan</b>		
	<b>Turn</b> (Look Around)		
	<b>Walk</b>	Shift = Pan	Ctrl = Run
	<b>Zoom</b>	Shift = Field of View	
	<b>Zoom Window</b>		
	<b>Zoom Extents</b>		
	<b>Undo View change</b>		
	<b>Wireframe</b>		
	<b>Hidden Line</b>		
	<b>Shaded</b>		
	<b>Shaded Textures</b>		
	<b>Preferences</b>		
	<b>Create Component</b>		

## Right-Click Axes

Move  
Reset  
Align view  
Hide

Reposition Numerically  
Reset to origin  
Align view to *current* red-green plan

Move Sketching Context

Move	10'-3"	Rotate	0
X (red)		X (red)	0
Y (green)	2m	Y (green)	0
Z (blue)	0	Z (blue)	35

OK Cancel

Rotate *around* each axis by the specified angle

## Mouse Buttons

Middle Button = Orbit  
Wheel = Point Zoom  
Right Button = Context Menu

Left Button = Pick