

MTB = Measurements Toolbar

Large Toolbar

**Select Tool (Spacebar)**  
 Ctrl = Add to selection set  
 Shift = Toggle in/out of selection set  
 Shift+Ctrl = Subtract from selection set  
 Ctrl+A = Select all

**Eraser Tool (E)**  
 Shift = Hide  
 Ctrl = Soften/Smooth  
 Shift+Ctrl = Unsoften/Unsmooth

**Rectangle Tool (R)**  
 MTB: Length, Width

**Circle Tool (C)**  
 Shift = Lock to current orientation  
 MTB: Number+s = Segments  
 MTB: Number = Radius

**Polygon Tool**  
 Shift = Lock to current orientation  
 MTB: Number+s = Segments  
 MTB: Number = Radius

**Move Tool (M)**  
 Shift = Lock to current axis  
 Arrow keys = Toggle axis lock  
 Ctrl = Toggle copy  
 Alt = Toggle auto-fold  
 MTB: Number = Distance

**Rotate Tool (Q)**  
 Ctrl = Toggle copy  
 MTB: Number = Angle  
 MTB: Rise:Run = Slope

**Scale Tool (S)**  
 Shift = Scale uniformly  
 Ctrl = Scale about center  
 MTB: Number = Scale factor  
 MTB: Number w/ units = Length

**Tape Measure Tool (T)**  
 Ctrl = Toggle create construction geom  
 Arrow keys = Toggle axis lock  
 MTB: Number = Resize model

**Protractor Tool**  
 Ctrl = Toggle create construction lines

**Axes Tool**

**Orbit Tool (O)**  
 Shift = Pan  
 Ctrl = Free

**Zoom Tool (Z)**  
 Shift = Change field of view

**Previous**

**Position Camera Tool**

**Walk Tool**

**Paint Bucket Tool (B)**  
 Ctrl = Adjacent fill  
 Shift = Replace  
 Shift+Ctrl = Adjacent replace  
 Alt = Sample material

**Make Component (G)**

**Line Tool (L)**  
 Shift = Lock to current axis  
 Arrow keys = Toggle axis lock  
 MTB: Number = Length

**Arc Tool (A)**  
 MTB: Number = Bulge  
 MTB: Number+s = Segments  
 MTB: Number+r = Radius

**Freehand Tool**  
 Shift = Draw 3D Polyline

**Push/Pull Tool (P)**  
 Ctrl = Toggle new starting face  
 Double-Click = Repeat  
 MTB: Number = Distance

**Follow Me Tool**  
 Alt = Use perimeter of surface as path

**Offset Tool (F)**  
 Double-Click: Repeat  
 MTB: Number = Length

**Dimension Tool**

**Text Tool**

**3D Text Tool**

**Pan Tool (H)**

**Zoom Extents Tool (Shift+Z)**

**Next**

**Look Around Tool**  
 MTB: Number = Eye height

**Section Tool**

Dynamic Components Toolbar

Google Toolbar

Face Style Toolbar

Shadows Toolbar

**Interact Tool**

**Component Options**

**Component Attributes**

**Get Current View**

**Toggle Terrain**

**Place Model**

**Get Models**

**Share Model**

**X-Ray**

**Wireframe**

**Hidden Line**

**Shaded**

**Shaded With Textures**

**Monochrome**

**Display Shadows**

**Shadow Settings**

Sandbox Toolbar

Views Toolbar

Sections Toolbar

**From Contours Tool**

**From Scratch Tool**

**Smooove Tool**

**Stamp Tool**

**Drape Tool**

**Add Detail Tool**

**Flip Edge Tool**

**Iso**

**Top**

**Front**

**Right**

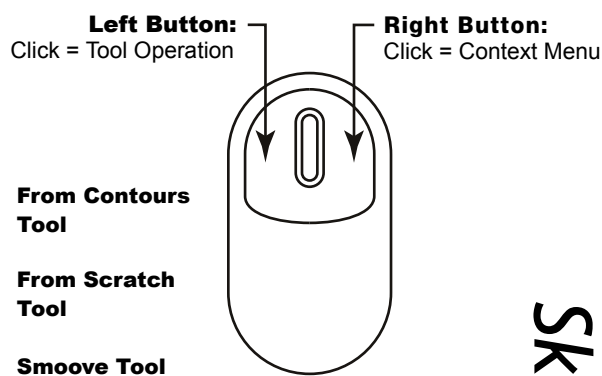
**Back**

**Left**

**Display Section Cuts**

**Display Section Planes**

**Middle Button (Wheel):**  
 Click-Drag = Orbit  
 Shift-Click-Drag = Pan  
 Double-Click = Re-Center View  
 Scroll = Zoom



Layers Toolbar

**Layer Manager**

SketchUp 7 Quick Reference Card