

Short Cut Key Commands

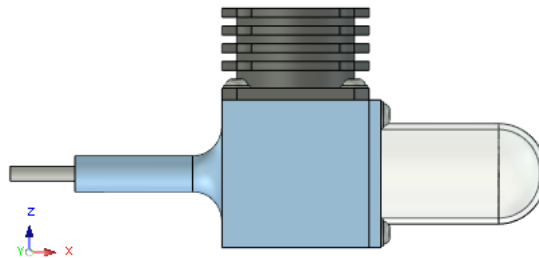


Short cut key commands for the Camera in IRONCAD

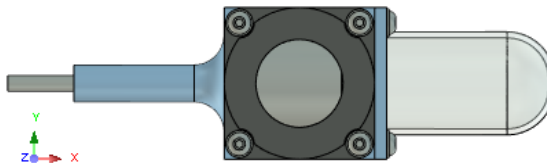
[D] – Fit Scene, also with **[F8]** or **double click** with the **mouse scroll wheel (middle mouse button)**.



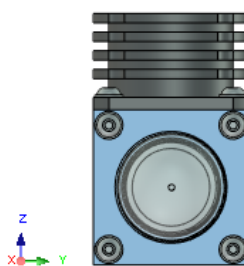
[F] – Front Camera (same as the default Front View Creation direction in the 2D Drawing).



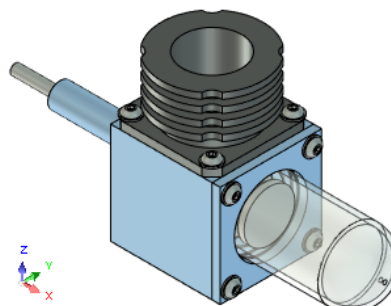
[T] – Top Camera.



[R] – Right Camera.



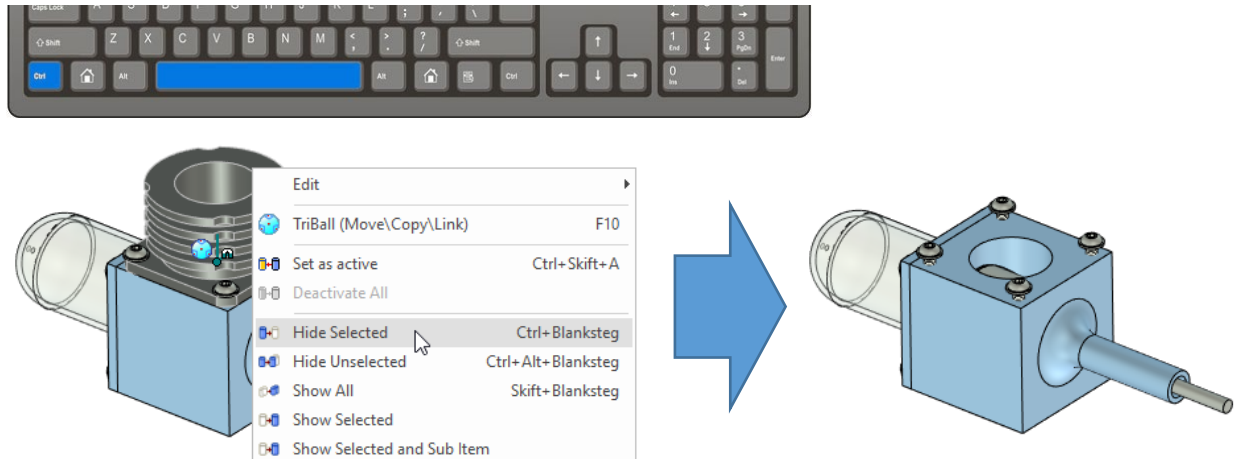
[I] – Isometric Camera (Top Front Right).



Short cut key commands for Hide and Show of objects in IRONCAD

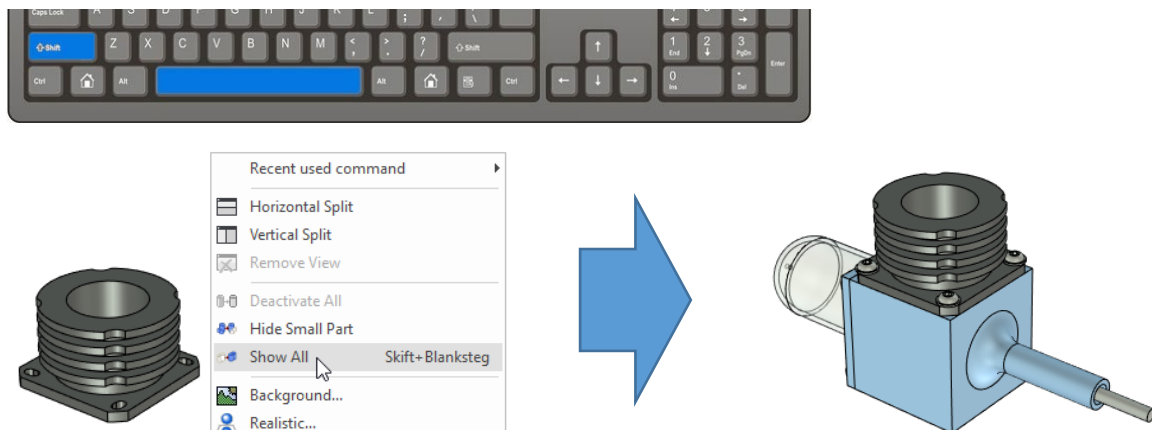
[CTRL] [SPACEBAR] – Hide Selected

Hide the currently selected object(s).



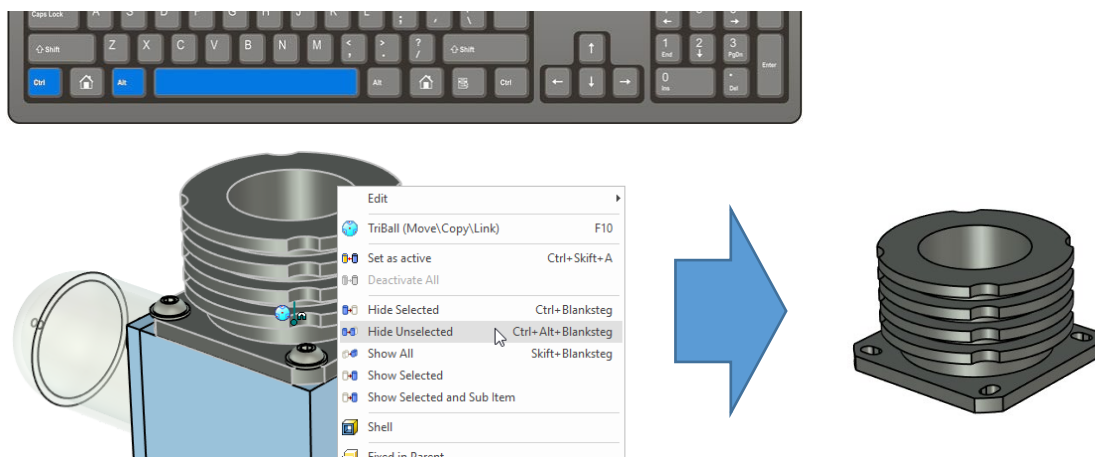
[SHIFT] [SPACEBAR] – Show All

Show all hidden objects.



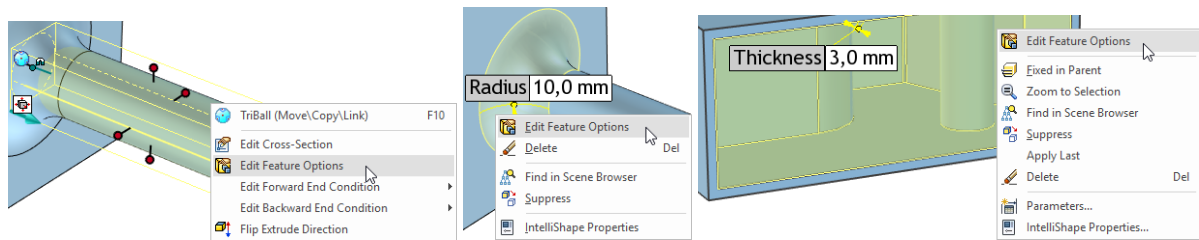
[CTRL] [ALT] [SPACEBAR] – Hide Unselected

Hide all other objects which are not selected at the moment.

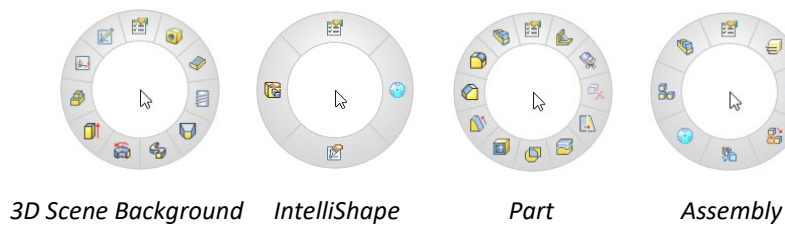


Other predefined short cut key commands in the 3D scene

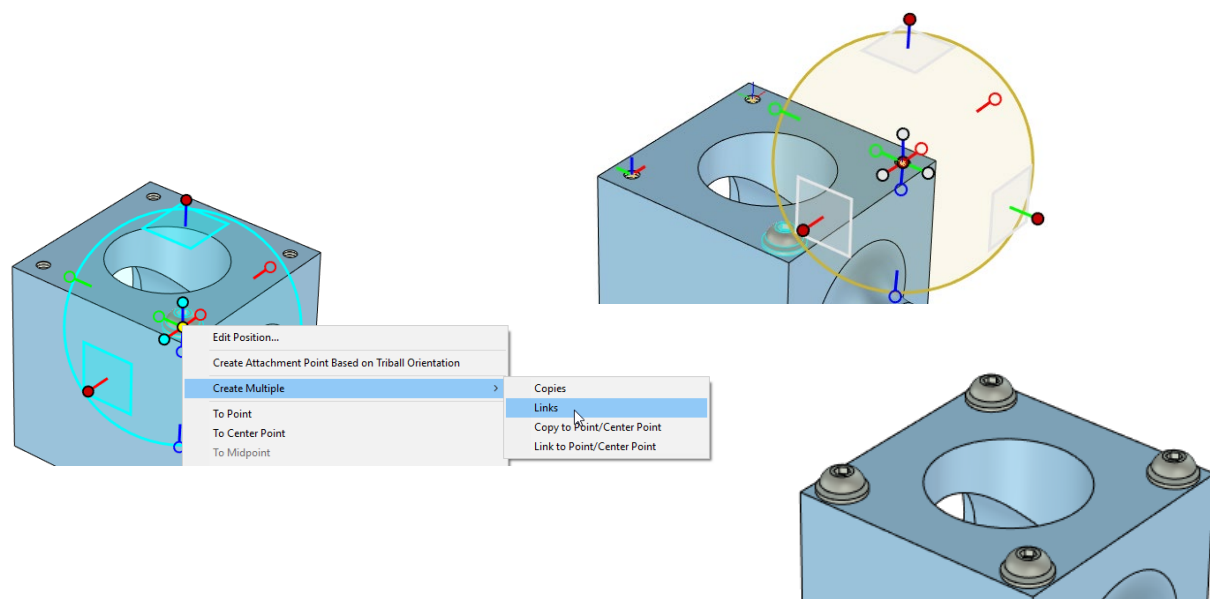
[E] – Edit Feature Options (*Extrude, Blend, Shell* etc).



[S] – Show Quick Commands around the mouse cursor, based on the active selection.



[P] – Create a 3D Curve point with the TriBall, or to create copies/links with the TriBall.

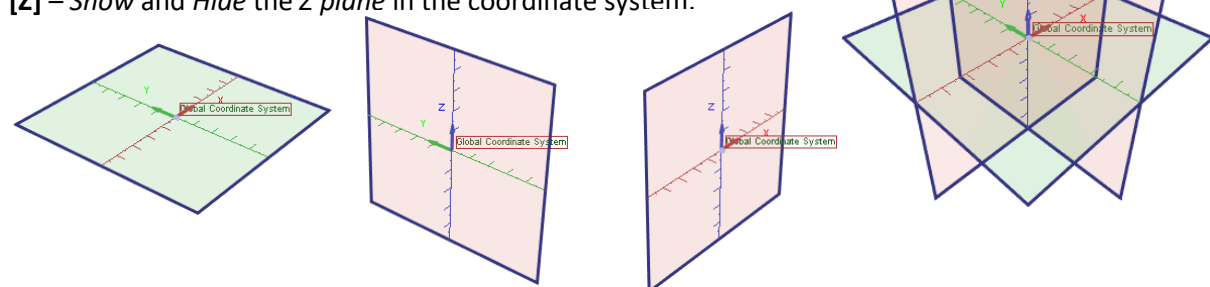


[A] – Show and Hide all planes in the coordinate system.

[X] – Show and Hide the X plane in the coordinate system.

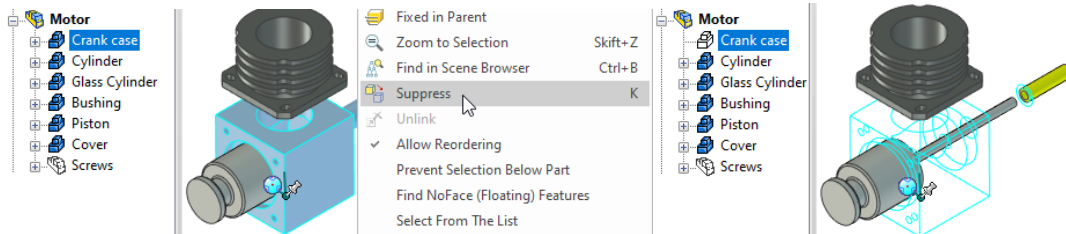
[Y] – Show and Hide the Y plane in the coordinate system.

[Z] – Show and Hide the Z plane in the coordinate system.

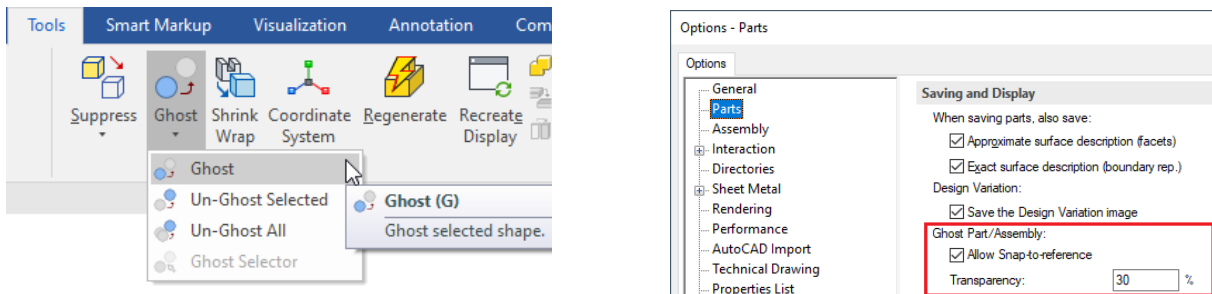


Other predefined short cut key commands in the 3D scene

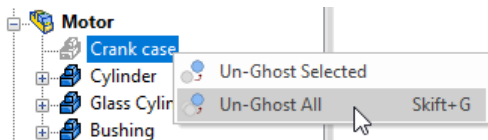
[K] – Suppress (permanently hiding) one or more Assemblies, Parts or Features. Is a basic function for configurations, for example an "exploded configuration", where only certain parts are shown. Suppressed objects are not shown in the 2D drawing views or bill of material. The Scene Browser icon changes display to a white color and selected suppressed objects will only show the part edges.



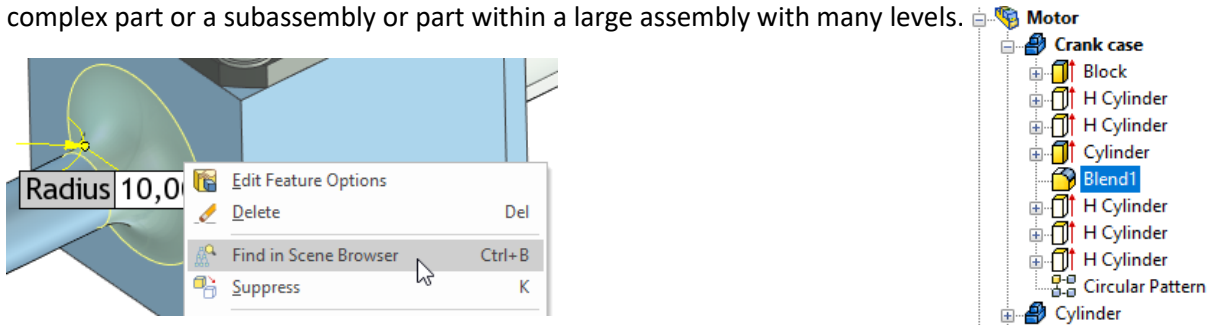
[G] – Ghost (a transparent hidden "ghost model") can be applied to one or more Assemblies or Parts. Is meant to be used as a reference model in the 3D scene, where it cannot be selected or modified. With a setting applied it can be allowed to use for snap-to referencing with handles or the TriBall.



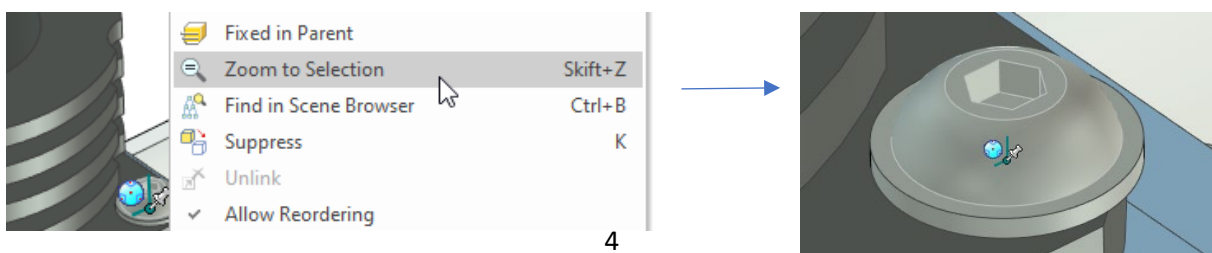
[SHIFT] + [G] – Un-Ghost All will disable the Ghost function on everything in the 3D scene.



[CTRL] + [B] – Find in Scene Browser, automatically browse and shows the selected object in the Scene Browser. Very useful when a long tree structure makes it hard to find a feature within a complex part or a subassembly or part within a large assembly with many levels.

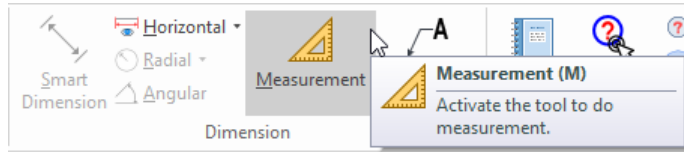


[SHIFT] + [Z] – Zoom to Selection, zoom in on the selected object on the screen. Useful when you want to find a model that is positioned far out from the currently visible viewport and usually when you have selected something in the Scene Browser tree structure.

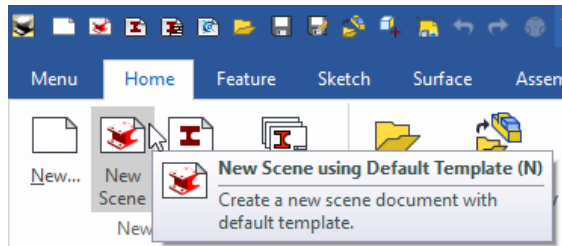


Other predefined short cut key commands in the 3D scene

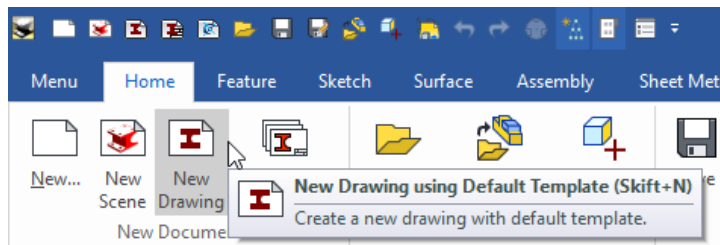
[M] – *Measurement*, starts the temporary measure tool in the 3D scene. Close with **[Esc]**.



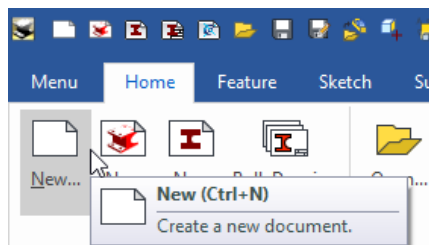
[N] – Create a *New Scene* file using the default 3D scene template.



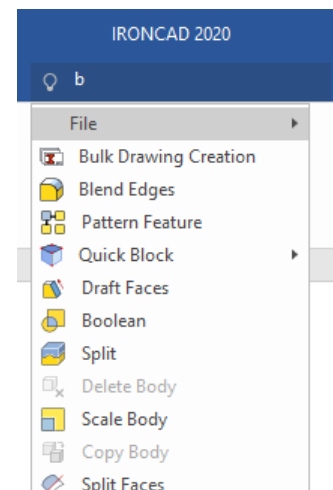
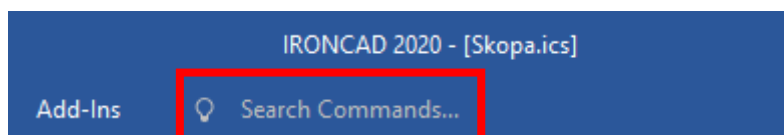
[SHIFT] + [N] – Create a *New Drawing* file using the default 2D drawing template.



[CTRL] + [N] – Create a new empty file (2D ICD, 3D ICS or 2D EXB) by choosing from a list.

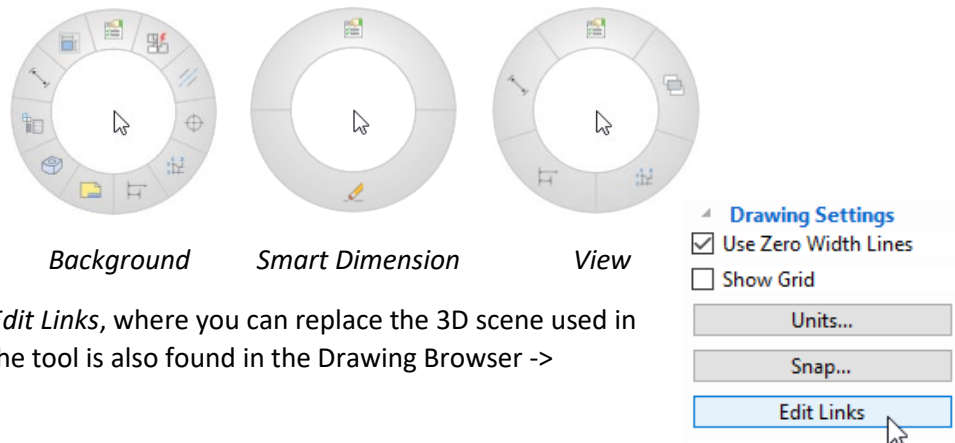


[ALT] + [Q] – *Search Commands*, activates the search field in the Ribbon Bar to start tools and functions. This is also a general Windows command which can be used in MS Word or MS Excel etc.



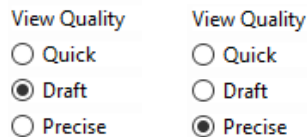
Other predefined short cut key commands in the 2D drawing

[S] – Show Quick Commands around the mouse cursor, based on the active selection.

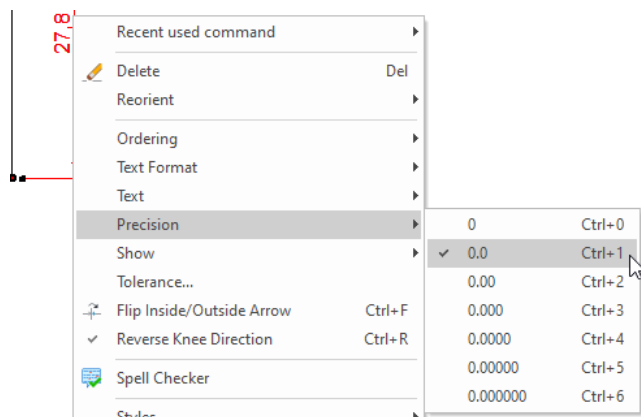


[CTRL] [SHIFT] [L] – Edit Links, where you can replace the 3D scene used in the drawing views. The tool is also found in the Drawing Browser ->

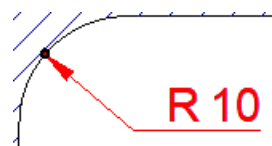
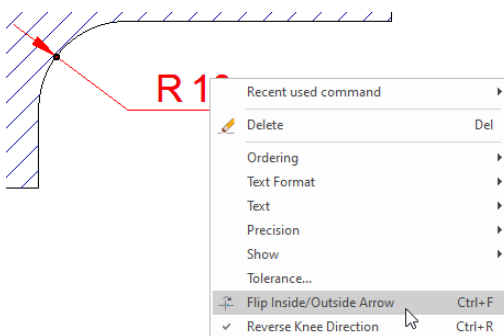
[CTRL] [SHIFT] [B] – Toggle the View Quality of the selected view(s) between Draft and Precise Mode, which is also found at the bottom of the Drawing Browser of the selected view(s).



[CTRL] ["] – Adjust the number of decimal places for the selected dimension(s) where "n" equals the number of decimal places set by the keyboard number key.



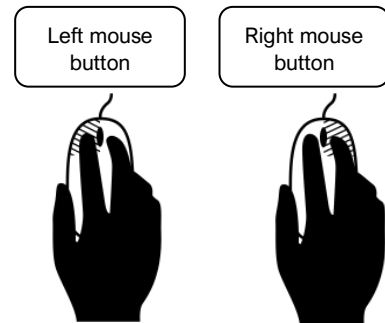
[CTRL] [F] – Flip the location of the Smart Dimension arrows. Sometimes it can be too tight for the arrows to fit within the dimension extension lines, why the arrow needs to be placed outside instead. Or the radius dimension arrow is placed outside and needs to be adjusted in a fast and easy way.



[CTRL] [R] – Reverse the knee direction of a Smart Dimension. The knee will usually reverse the direction automatically when the Smart Dimension is moved from left to right, but it can also be controlled manually if needed.

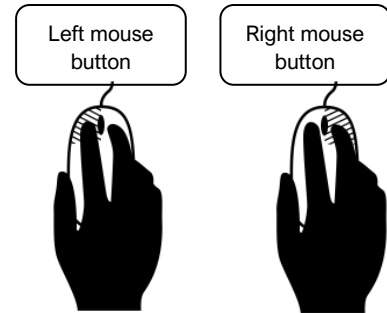
General combined short cut key commands in IRONCAD

[CTRL] – hold down (in combination with a mouse button) to:



- Directly select a Part (blue part edges) in the 3D scene with the **left mouse button**, no matter amount of assemblies or other structure in the Scene Browser tree structure.
- Select multiple (parallel) objects in the Scene Browser regardless of the internal order (like selecting files in the Windows File Explorer) with the **left mouse button**.
- Incremental snap steps when dragging a Sizebox handle with the **left mouse button**, snap steps are set on the Sizebox handle right click menu option *Handle Snapping*.
- Incremental snap steps when dragging the TriBall Outer handles with the **left or right mouse button**, snap steps are set with *Change Snap Increments* in the TriBall right click menu.
- Replace the selected Part or Assembly in the 3D Scene when dropping an object from a catalog with the **left or right mouse button**.
- Zoom smoothly when pressing the **scroll wheel** and move the mouse cursor back and forth.
- Copy a Part or Assembly in a 3D Scene when pulled away with the **left mouse button**, if the anchor point isn't set to Disallow Drag. OBS! Hold down [Ctrl] after you pull the Part/Assembly. It is the same principle as copy a folder or a file in the Windows File Explorer.
- Copy a feature in a 3D model when pulled away with the **left mouse button**. OBS! Hold down [Ctrl] after you pull away the feature/shape.
- Copy a text block in the 2D drawing when pulled away with the **left mouse button**. OBS! Hold down [Ctrl] after you pull away the text block.
- Temporarily "lock" a visible BREP shape handle, which can easily "jump" to other faces of the shape, when moving the mouse cursor closer to it.

[SHIFT] – hold down (in combination with a mouse button) to:



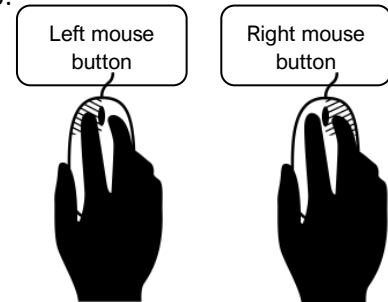
- Select multiple objects directly in the 3D Scene with the **left mouse button**.
- Select multiple (between first-and-last) objects in the Scene Browser with the **left mouse button**
- Select multiple annotations (Dimensions, Center Marks, Weld or GD&T symbols etc.) in the 2D Drawing with the **left mouse button**.
- Select multiple 3D Curve points (to later move with the TriBall) with the **left mouse button**.
- Snap to a (green highlighting) face/edge/point when dragging a Sizebox- or Shape handle with the **left mouse button**.
- Snap to the center of circles (radius) when you drop an object from a catalog with the **left or right mouse button**.
- Snap to the center of circles (radius) when you drag the TriBall Center handle with the **left or right mouse button**.
- Snap to the center of circles (radius) when you place dimensions in the 3D Scene and in the 2D Drawing, with the **left mouse button**.
- Place a dimension from an edge or the center of circles (radius) when you place dimensions in the 3D Scene and in the 2D Drawing, with the **left mouse button**.
- Temporarily disable snap with *SmartCursor* (green dashed graphical guide lines) in the Sketch.
- Temporarily lock the length of curves in the Sketch and adjust the angle instead, when **dragging** them with the **left mouse button**.
- Lock rotation direction when using [F3] to rotate the cameran with the **left mouse button**.
- Edit the order of objects (icons) in a catalog with the **left mouse button**.

[ALT] – hold down (in combination with a mouse button) to:

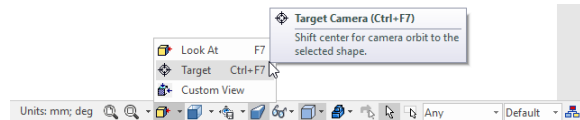


- Directly select a feature/shape in the 3D Scene with the **left mouse button**.
- Lock the XY direction when creating a new curve in the Sketch with the **left or right mouse button**.
- Lock the XY direction when pulling an end point of a curve in the Sketch with the **left mouse button**.

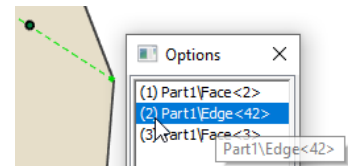
[CTRL] [SHIFT] – hold down (in combination with a mouse button) to:



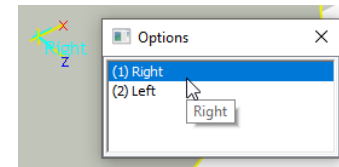
- Select multiple Parts in the 3D scene (not in the Scene Browser) with the **left mouse button**, regardless of the Scene Browser tree structure.
- Target the camera rotation point on an object in the 3D Scene, when pressing the **scroll wheel**. Also **[CTRL] [F7]**.



[CTRL] [ALT] – hold down (in combination with a mouse button) to:



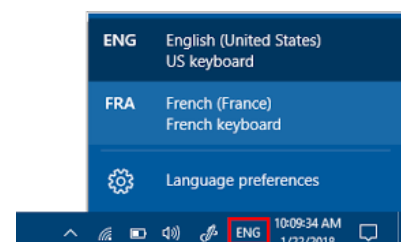
- Select a face/edge/point from a list which shows all possible “hits” through all the objects under the mouse cursor arrow point, with the **left mouse button**. Hold down **[Shift]** (= a 3 button combo!) to add another face/edge/point to the same selection scope.
- Select which *Attachment Point* to edit from a list, when several AP's are positioned at the same place.



[SHIFT] [ALT] – hold down (in combination with a mouse button) to:



- Select multiple features in the 3D scene (not in the Scene Browser), with the **left mouse button** regardless of the Scene Browser tree structure.
- Change the keyboard layout (language) in MS Windows!



[TAB] – press once to:



- Jump forward to the next value box in the *Property Browser*.
- Jump forward to the next value box when creating a feature, like a *Shell* or a *Chamfer*.
- Switch between Sizebox or Shape handles on the selected *Extrude*, *Spin*, *Sweep* or *Loft* shapes or *Stock* and *Bend* shapes (*Sheet Metal*).
- Switch between *Vertical*, *Horizontal* or *Parallel* modes for the Chain, Baseline or Ordinate Dimension tools in the 2D Drawing.

Pick origin (vertex). Press TAB key to switch between horizontal, vertical and parallel modes.

[SHIFT] [TAB] – press once to:



- Jump back to the previous value box in the *Property Browser*.
- Jump back to the previous value box when creating a feature, like a *Shell* or a *Chamfer*.

[CTRL] [TAB] – press once to:



- Switch between open File Windows in IRONCAD (MS Windows standard).