

Large Tool Set		Dynamic Components	
Select (Spacebar)		Make Component	
Paint Bucket (B)		Eraser (E)	
Line (L)		Freehand	
Rectangle (R)		Rotated Rectangle	
Circle (C)		Polygon	
Arc		2 Point Arc (A)	
3 Point Arc		Pie	
Move (M)		Push/Pull (P)	
Rotate (Q)		Follow Me	
Scale (S)		Offset (F)	
Tape Measure (T)		Dimensions	
Protractor		Text	
Axes		3D Text	
Orbit (O)		Pan (H)	
Zoom (Z)		Zoom Window	
Zoom Extents		Previous	
Position Camera		Walk	
Look Around		Section Plane	
Solid Tools		Warehouse	
Outer Shell		Intersect (Pro)	
Union (Pro)		Subtract (Pro)	
Trim (Pro)		Split (Pro)	
		3D Warehouse...	
		Share Component...	
		Send to LayOut (Pro)	
		Classifier (Pro)	

Middle Button (Wheel)

- Scroll Zoom
- Click-Drag Orbit
- Shift+Click-Drag Pan
- Double-Click re-center view

Tool	Operation	Instructions
2 Point Arc (A)	Bulge	specify bulge amount by typing a number and Enter
	Radius	specify radius by typing a number, the R key, and Enter
	Segments	specify number of segments by typing a number, the S key, and Enter
Circle (C)	Shift	lock current inferences
	Radius	specify radius by typing a number and Enter
	Segments	specify number of segments by typing a number, the S key, and Enter
Eraser (E)	Option	soften/smooth (use on edges to make adjacent faces appear curved)
	Shift	hide
Follow Me	Option+Shift	unsoften/unsmooth
	Command	use face perimeter as extrusion path
Line (L)	<i>Expert Tip!</i>	first Select path, then choose the Follow Me tool, then click on the face to extrude
	Shift	lock in current inference direction
	Arrows	lock direction; up = blue, right = red, left = green, and down = parallel/perpendicular
Look Around	Length	specify length by typing a number and Enter
	Eye Height	specify eye height by typing a number and Enter
Move (M)	Option	move a copy
	Shift	hold down to lock in current inference direction
	Command	auto-fold (allow move even if it means adding extra edges and faces)
	Arrows	lock direction; up = blue, right = red, left = green, and down = parallel/perpendicular
	Distance	specify move distance by typing a number and Enter
	External Copy Array Internal Copy Array	n copies in a row: move first copy, type a number, the X key, and Enter n copies in between: move first copy, type a number, the / key, and Enter
Offset (F)	Command	allow results to overlap
	Distance	specify an offset distance by typing a number and Enter
Orbit (O)	Option	hold down to disable "gravity-weighted" orbiting
	Shift	hold down to activate Pan tool
Paint Bucket (B)	Option	fill material - paint all matching adjacent faces
	Shift	replace material - paint all matching faces in the model
	Option+Shift	replace material on object - paint all matching faces on the same object
	Command	hold down to sample material
Push/Pull (P)	Option	push/pull a copy of the face (leaving the original face in place)
	Double-Click	apply last push/pull amount to this face
	Distance	specify a push/pull amount by typing a number and Enter
Rectangle (R)	Option	start drawing from center
	Dimensions	specify dimensions by typing length, width and Enter ie. 20, 40
Rotated Rectangle	Shift	lock in current direction/plane
	Command	lock drawing plane for first edge (after first click)
	Dimensions, Angle	click to place first two corners, then type width, angle and Enter ie. 90, 20
Rotate (Q)	Option	rotate a copy
	Angle	specify an angle by typing a number and Enter
	Slope	specify an angle as a slope by typing a rise, a colon (:), a run, and Enter ie. 3 : 12
Scale (S)	Option	hold down to scale about center
	Shift	hold down to scale uniformly (don't distort)
	Amount	specify a scale factor by typing a number and Enter ie. 1.5 = 150%
Select (Spacebar)	Length	specify a scale length by typing a number, a unit type, and Enter ie. 10m
	Option	add to selection
	Shift	add/subtract from selection
Tape Measure (T)	Option+Shift	subtract from selection
	Option	toggle create guide or measure only
	Arrows	lock direction; up = blue, right = red, left = green, and down = parallel/perpendicular
Zoom (Z)	Resize	resize model: measure a distance, type intended size, and Enter
	Shift	hold down and click-drag mouse to change Field of View