

Ctrl + Shift + H	Create Mirror Copy Horizontally, around center of material
V	Mirror Vertically
Ctrl + V	Create Mirror Copy Vertically
Shift + V	Mirror Vertically, around center of material
Ctrl + Shift + V	Create Mirror Copy Vertically, around center of material
<b>Alignment</b>	
F9	Moves selected object to the center of the material
F10	Opens the Alignment Tools form
Ctrl + Shift + Up arrow	Aligns the top of selected objects to top of the last selected item
Ctrl + Shift + Down arrow	Aligns the bottom of selected objects to bottom of the last selected item
Ctrl + Shift + Left arrow	Aligns the left side of selected objects to left of the last selected item
Ctrl + Shift + Right arrow	Aligns the right side of selected objects to right of the last selected item
<b>Groups</b>	
G	Creates a single group containing selected vectors / components
U	Converts a Group to individual vectors or components
Ctrl + U	'Deep' ungroup the selected objects to their original layers. Sub-groups are also ungrouped
Ctrl + Shift + U	'Deep' ungroup the selected objects to their groups layers. Sub-groups are also ungrouped
<b>Arrow keys</b>	
	Nudge selected vectors using the Arrow keys
	Holding Ctrl reduces the nudge distance
	Holding Shift increases the nudge distance
<b>Node Editing</b>	
I	Insert a Point
D	Delete Point / Span
S	Smooth / Unsmooth Point
C	Cut Vector opens the vector
B	Convert span to Bezier
A	Convert span to Arc
L	Convert span to Line
P	Makes the selected node the Start Point for machining
X	Displays a single node's X and Y location properties
X	Changes the X co-ordinate position of selected nodes to match the position of the first one (when more than one selected)
Y	Changes the Y co-ordinate position of selected nodes to match the position of the first one (when more than one selected)
<b>Right mouse click</b>	
	Opens context sensitive menus
Ctrl + Z	Edit Undo
Ctrl + Y	Edit Redo
Ctrl + C	Copy the selected vectors
Ctrl + V	Paste the selected vectors
Ctrl & Drag	Pastes a copy of the selected vectors each time the left mouse button is released.
Ctrl + X	Cut the selected vectors
Shift & Drag	Moves the object either horizontally or vertically aligned with its original position

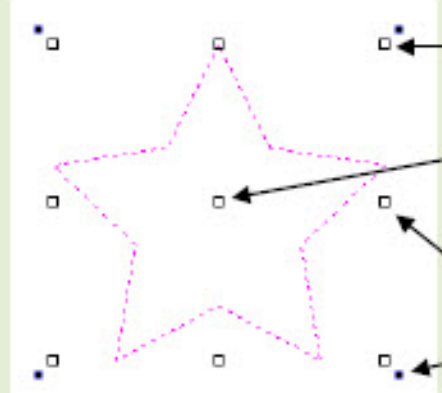




Shortcut key	Description
Ctrl + A	Select All vectors
Esc	Unselect All vectors
Select Right to Left	Selects all vectors inside and touching selection rectangle
Select Left to Right	Only selects vectors fully inside selection rectangle
N	Toggles between Selection and Node Editing modes
Esc	Switches to Selection Mode (exits Node editing or Transform mode)
T	Opens the Scale form for Transforming the vectors
M	Opens the Move form
R	Opens the Rotate form
J	Opens the Join form
Ctrl + M	Opens Measure tool form
Ctrl + 9	Rotates selected object 45 degrees to left
Ctrl + 0	Rotates selected object 45 degrees to right
Esc	Exits vector drawing and editing tools and closes the data entry form
Right mouse click	Exits vector drawing and editing tools and closes the data entry form
Space Bar	Finishes Drawing operation and stays in the same mode.
Z	Zoom - click top left and bottom right corners to zoom
Esc	Exits zoom mode returning to Selection mode
F	Zoom to fit Material
F6	Zoom to fit Material
F1	Opens the Help File
F2	Opens the 2D Drawing window
F3	Opens the 3D Preview window
F4	Opens the Snap Settings form
F5	Refreshes the 2D window
F6	Scales 2D view to fit material
F8	Toggles between the Drawing and Modeling Tab (Aspire)
F9	Center selected object in view
F10	Opens the Alignment Tools form
F11	Toggle drawing tab on
F12	Toggle toolpath tab on
<b>Tab Navigation</b>	
F11	Toggle Drawing Tab on
F12	Toggle Toolpath Tab on
Ctrl + L	Opens the Layers Tab
Ctrl + D	Opens the Drawing Tab
F8	Toggles between the Drawing and Modeling Tab (Aspire)
<b>Mirror</b>	
H	Mirror Horizontally
Ctrl + H	Create Mirror Copy Horizontally
Shift + H	Mirror Horizontally, around center of material



Character	Name	Example	Description
W or X	Material Width	w/2=	Half of the material width
H or Y	Material Height	H*2=	Twice the height of the material
T or Z	Material Thickness	t-0.25=	0.25 units less than the material thickness
P	Pi (3.1415...)	P*10^2=	Circumference of a 10 radius circle ( $\pi r^2$ )
I	Inch Conversion	25.4*I=	Converts 25.4mm to inches
M	Mm Conversion	2*M=	Converts 2" to mm's
'	Feet	2'+10=	2 feet & 10 inches (34")

	Handle	Operation	Additional options
	White boxes	Corner	Scaling proportionally
	White box	Center	Move the selected objects
	White Side boxes	Middle	Scaling non-proportionally
	Black boxes	Corner	Rotating dynamically
			Hold <i>Shift</i> for scale from middle
			Hold <i>Shift</i> for linear X or Y moves
			Hold <i>Shift</i> for symmetrical scale
			Hold <i>Shift</i> 15 degree increments

Shortcut Key Combination	Operation
H	Mirror Horizontally
Ctrl + H	Create Mirror Copy Horizontally
Shift + H	Mirror Horizontally, around center of material
Ctrl + Shift + H	Create Mirror Copy Horizontally, around center of material
V	Mirror Vertically
Ctrl + V	Create Mirror Copy Vertically
Shift + V	Mirror Vertically, around center of material
Ctrl + Shift + V	Create Mirror Copy Vertically, around center of material

Ctrl + Shift & Drag	Creates a copy of the original object horizontally or vertically aligned to its original position
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Ctrl + N	Create New file
Ctrl + O	Open an Existing file
Ctrl + S	Save file
Ctrl + I	Import file

Page Up	Vertically tiles the 2D View and the 3D View window so you can see them both simultaneously. Currently Selected window is on the left – typically best to select the 2D View first when doing this.
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Page Down	Horizontally tiles the 2D View and the 3D View window so you can see them both simultaneously. Currently Selected window is at the top – typically best to select the 2D View first when doing this.
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