

<b>Large Tool Set</b>		<b>Dynamic Components</b>	
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	
<b>Solid Tools</b>		<b>Warehouse</b>	
Outer Shell		Intersect (Pro)	
Union (Pro)		Subtract (Pro)	
Trim (Pro)		Split (Pro)	
<b>Middle Button (Wheel)</b>		Scroll	Zoom
		Click-Drag	Orbit
		Shift+Click-Drag	Pan
		Double-Click	re-center view

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