



Visual 2012 'Hot Keys'

Construct

Key	Command	Key	Command
L	PolyLine	Ctrl+C	Circle

Modify

Key	Command	Key	Command
A	Array	M	Move
C	Copy	P	Properties
D	Distance	R	rotate
E	Erase	S	Scale
G	Group	T	Trim
J	Join	X	Extend

Display & View

Key	Command	Key	Command
Z	Zoom Extents	F1	Help
HOME	resets cursor	F2	toggle endpoint snap
1	wireframe	F3	toggle midpoint snap
2	transparent	F4	toggle center snap
3	shaded	F5	toggle intersection snap
4	rendered	F6	toggle perpendicular snap
5	toggle ortho / perspective	F8	toggle orthongal movement
6	toggle dollhouse	F9	toggle 'grid point' snap
Num 0	Zoom All	Num 5	Plan
Num 1	South West	Num 6	East
Num 2	South	Num 7	North West
Num 3	South East	Num 8	North
Num 4	West	Num 9	North East
Tab	Change mouse plane	Home	Reset mouse plane to Z=0 plane
Shift+=	Increase Gamma	Up Arrow	Increment mouse plane
Shift+-	Decrease Gamma	Down Arrow	Decrement mouse plane
Shift+1	Toggle Doom-style Navigation		

Calculate

Key	Command	Key	Command
Shift+C	Calculate	Shift+Z	Polygonal Calculaton Zone
Shift+S	Show Statistics Window	Shift+M	Polygonal Mask

Luminaire

Key	Command	Key	Command
Ctrl+P	Place	Ctrl+Space	Open Schedule

Console Line

@	Change to relative coordinates, eg @20,30 will add second corner for a room 20' in X and 30' in Y from the basepoint
<	Specify direction, eg @ 5 < 45 will make a new line 5' long at 45 degrees from 0 where 0 degree plane is aligned with X-axis
1'2-3/4"	Enter fractional distances, eg @ 1'2-3/4" makes a line 1.229' long



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Debug Commands

Key	Command
7	Toggle rendering mesh
8	Toggle surface IDs
9	Display render mesh values
0	Display frame rate and polygon count
Shift + 2	Draw luminous volumnes
Shift + 3	Toggle rendering grid for surface
Shift + 4	Reparse rendering file
Shift + 5	Toggle daylighting on/off
Shift + 6	Highlight surface backfaces
Shift + 7	Toggle display of global axis
Shift + 8	Toggle display of debugging IDs
Shift + 9	Identify entity command
Shift + 0	function changes frequently