Anarkik 3D Design Shortcut Keys
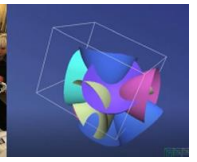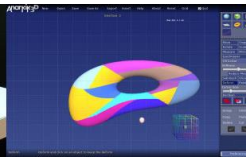
Global Shortcut Keys on PC and Mac keyboards
These keys can be used any time irrespective of what function is active.

- Ctrl-C : Copy selected objects
- Ctrl-X : Cut selected objects
- Ctrl-V : Paste cut/copied objects
- Delete : Delete selected objects (PCs only)
- Ctrl-A : Select all objects
- Ctrl-Z : Undo
- Ctrl-F : Paste copied objects exactly where copied from.
- W and S : Zoom in and out
- A and D: pan left and right
- E and F : up and down
- Shift-Print Screen / SysRq : Screen capture without any GUI or 3D Cursor. Image saved to desktop.

Falcon grip buttons
Centre back button ≠ to select object that cursor is touching - a 'box' will then show round it

Left button ▼ sets rotation point around which whole space rotates Use 'L' key to lock

Right button ✚ rotates whole space around set rotation point

Centre button ☺ is like the left 'mouse' button, i.e.

Anarkik 3D Design Special Keys
- F1 : Quick help
- M : Move object (also button on Menu)
- R :   Rotate object (also button on Menu)
- Q : Scale (also button on Menu)
- H: deform (also button on Menu)
- Tab : Round-Robin style object selection.
- L: to lock (and unlock) position of the rotation point around which the whole space rotates (See note on the left **Falcon grip buttons)**
- Esc (Escape) : Switch-off haptics (as long as pressed down): Use with Deform – to pull out from inside.
- Page Down : Toggle between X-Y, Y-Z and Z-X planes (in the order).
- Up and down arrow keys : moves selected Z-X, Y-Z and X-Y grid planes in incremental stages

Function-Related Shortcut Keys
These shortcuts are related to the functions that are active or being used. Note: *X, Y or Z key:* when one is held down, you only need to move the Falcon grasp from side to side as the specific key constrains the function to the selected axis. Use with all functions with **x, y, or z** as a constraint**.**

- **Line:** hold down x, y, or z to constrain line along selected axis
- **Select Multiple Objects: Shift+Falcon** BACK button when touching each object with cursor
- Falcon **BACK button ≠** (no objects touched): select objects with bounding boxes directly in front and behind
- Ctrl+ **BACK button ≠** (no objects touched): deselect objects with bounding boxes directly in front & behind
- **Select Object – torus: for fat or skinny torus**, press & hold down Alt key, then Falcon centre button while pushing in or pulling out Falcon grip, i.e. for thin torus start with grip extended to fullest & push in!
- **Scale Object:** Press Shift while scaling : Non-uniformly scales the selected object.
  - Hold down X, Y, Z, XY, YZ or XZ while scaling : Object will scale along selected axis/axes
- **Rotate Object:** Press X, Y or Z while rotating : The object rotates around the respective axis.
- **Mirror:** Press X, Y or Z : the plane rotates around the respective axis
- **Boolean: key 1** : to switch between objects for subtraction. Mesh object subtracted from solid object
  - **X:** subtract one selected object (shown as mesh using 1 button) from another selected object
  - **U:** union of 2 selected objects, **I:** for intersection of 2 selected objects
- P for Point to point Measure: Press and hold **'P'** key, press the Falcon centre button to select 2 points in the 3D workspace. A line and the length between the 2 points appears after the 2 points are selected.