

Geometry

Point	G, Y
Line	G, L
Polyline	G, M - (M cycles behavior)
Rectangle	G, R
Rectangle (Centered)	G, V
Rectangle (Rounded)	G, O
Slot	G, S
Circle	G, C
Circle (Three Points)	G, 3, C
Polygon (Regular)	G, P, R
Equilateral Triangle	G, P, 3
Square	G, P, 4
Pentagon	G, P, 5
Hexagon	G, P, 6
Heptagon	G, P, 7
Octagon	G, P, 8
Arc (Centerpoint)	G, A
Arc (Three Points)	G, 3, A
Arc (Parabola)	G, J
Arc (Hyperbola)	G, H
Ellipse (Center)	G, E, E
Ellipse (Three Points)	G, 3, E
B-Spline	G, B, B
B-Spline (Periodic)	G, B, P

Frequently Used Shortcuts (cont)

Clone Geometry	Z, L
Create Symmetric Geometry	Z, S
Create Rectangular Array	Z, A

Constraints

Radius	K, R
Diameter	K, O
Lock	K, L
Block	K, B
Angle	K, A
Vertical Distance	I
Horizontal Distance	L
Distance	K, D
Vertical	V
Horizontal	H
Equal	E
Symmetrical	S
Parallel	P
Perpendicular	N
Point-Onto-Object	O
Coincident	C
Auto Radius/Diameter	K, S
Refraction (Snell's Law)	K, W

Frequently Used Shortcuts

External Geometry	G, X
Toggle Driving/Reference Constraint	K, X
Toggle Driving/Reference Geometry	G, N
Activate/Deactivate Constraint	K, Z
Fillet	G, F, F
Fillet (Corner-Preserving)	G, F, P
Close Shape	Z, W
Connect Edges	Z, J
Trim Edge	G, T
Extend Edge	G, Q
Split Edge	G, Z



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