Altium Designer cheat sheet

Easy access to shortcuts

Shift + F1	Show keyboard shortcuts for current stage of an interactive command
F1	Graphical Editing hot key list

Customizing shortcuts

Ctrl + Left click	Click on a command on a menu or toolbar to edit it

This will open the Edit Command dialog in which you can add a new shortcut or edit the currently assigned shortcut.

General

F1	Access technical documentation for the resource currently under the cursor in particular commands, dialogs, panels, and objects
Ctrl + O	Open any existing document using the Open dialog
Ctrl + F4	Close active document
Ctrl + S	Save active document
Ctrl + Alt + S	Save and release the defined entity
Ctrl + P	Print active document
Alt + F4	Exit Altium Designer
Ctrl + Tab	Cycle forward to the next open tabbed document, making it the active document in the design workspace
Shift + Ctrl + Tab	Cycle backward to the previous open tabbed document, making it the active document in the design workspace
F4	Toggle the display of all floating panels
Shift + F4	Tile all open documents
Shift + F5	Toggle the focus between the last active panel and the currently active design document in the main design window
Alt + Right arrow	Step forward to the next document in the sequence of documents that have been made active in the main design window
Alt + Left arrow	Step back to the previous document, in the sequence of documents that have been made active in the main design window
F5	Refresh the active document when that document is a web-based document
Ctrl	(hold while moving a panel) Prevent automatic docking, grouping, or snapping
Left click + Move the mouse	(Drag and drop from Windows Explorer into Altium Designer) Open a document, project, or design workspace
Shift + Ctrl + F3	Move to the next message (down) in the Messages panel and cross-probe to the object responsible for the message in the associated document (where supported)
Shift + Ctrl + F4	Move to the previous message (up) in the Messages panel and cross-probe to the object responsible for the message in the associated document (where supported)

General Editor shortcuts

Ctrl + C or Ctrl + Insert	Copy selection
Ctrl + X or Shift + Del	Cut selection
Ctrl + V or Shift + Insert	Paste selection
Del	Delete selection
Ctrl + Z or Alt + Backspace	Undo
Ctrl + Y or Ctrl + Backspace	Redo

SCH and SCHLIB

Shift + Ctrl + V	Access the Smart Paste dialog
Ctrl + F	Find text

Ctrl + H	Find and replace text
F3	Find next occurrence of searched text
Ctrl + A	Select all
Ctrl + R	Copy selected object(s) and paste repeatedly where needed in the workspace (rubber stamping)
Space	Rotate selection counterclockwise by 90°
Shift + Space	Rotate selection clockwise by 90°
Shift + Ctrl + L	Align selected objects by their left edges
Shift + Ctrl + R	Align selected objects by their right edges
Shift + Ctrl + H	Make the horizontal spacing of selected objects equal
Shift + Ctrl + T	Align selected objects by their top edges
Shift + Ctrl + B	Align selected objects by their bottom edges
Shift + Ctrl + D	Move selected objects to the nearest point on the current snap grid
Ctrl + Home	Move the cursor to the absolute origin coordinate (0,0) for the current document
Ctrl + Q	Access the Selection Memory dialog in which you can control all aspects of the selection memory feature
Ctrl + 1	… to 8: Store the current selection in memory location n
Alt + 1	… to 8: Recall the selection from memory location n
Shift + 1	… to 8: Add the current selection to the selection already stored in memory location n
Alt + Shift + 1	… to 8: Recall selection from memory location n and add it to the current selection in the workspace
Shift + Ctrl + 1	… to 8: Apply filtering based on the selection set in memory location n

Shift + F	Access the Find Similar Objects feature (click on an object to use as the base template)
Ctrl + Page Down	Display all design objects on the current document
Page Up or Ctrl + Wheel up	Zoom-in, relative to the current cursor location
Ctrl + Right click or Right click + Left click	(then move the mouse forward) Zoom-in, relative to the current cursor location
Middle click	(click and hold the mouse wheel, then move the mouse forward) Zoom-in, relative to the current cursor location
Page Down	Zoom-out, relative to the current cursor location.
Ctrl + Wheel down	Zoom-out, relative to the current cursor location
Ctrl + Right click or Right click + Left click	(then move the mouse forward) Zoom-out, relative to the current cursor location
Middle click	(click and hold the mouse wheel, then move the mouse forward) Zoom-out, relative to the current cursor location
Wheel up and wheel down	Scroll vertically within the design workspace
Shift + Wheel up and wheel down	Scroll horizontally within the design workspace
Home	Redraw the view in the main design window, placing the location marked by the cursor - prior to launching the command - at the center of the window
End	Refresh the screen, in effect performing a redraw of the current document, to remove any undesirable drawing update effects
Alt + F5	Toggle the display of the current document's editor between maximized and not maximized
G	Cycle forward through your predefined snap grid settings
Shift + G	Cycle backward through your predefined snap grid settings

Shift + Ctrl + G	Turn the visible grid on or off in the current document
Ctrl + Shift	Temporarily disables the grid
Shift + E	Turn the cursor electrical grid on or off
Ctrl + L	Perform Board Level Annotation through use of the Board Level Annotate dialog
Ctrl + M	Measure the distance between two points on the active schematic document
Left arrow	Move the cursor to the left in the current document workspace in increments of one snap grid unit
Shift + Left arrow	Move the cursor to the left in the current document workspace in increments of ten snap grid units
Right arrow	Move the cursor to the right in the current document workspace in increments of one snap grid unit
Shift + Right arrow	Move the cursor to the right in the current document workspace in increments of ten snap grid units
Up arrow	Move the cursor upwards in the current document workspace in increments of one snap grid unit
Shift + Up arrow	Move the cursor upwards in the current document workspace in increments of ten snap grid units
Down arrow	Move the cursor downwards in the current document workspace in increments of one snap grid unit
Shift + Down arrow	Move the cursor downwards in the current document workspace in increments of ten snap grid units
Ctrl + Left arrow	Move the current selection (one or more selected design objects) to the left in the current document workspace in increments of one snap grid unit
Shift + Ctrl + Left arrow	Move the current selection (one or more selected design objects) to the left in the current document workspace in increments of 10 snap grid units
Ctrl + Right arrow	Move the current selection (one or more selected design objects) to the right in the current document workspace in increments of one snap grid unit
Shift + Ctrl + Right arrow	Move the current selection (one or more selected design objects) to the right in the current document workspace in increments of 10 snap grid units
Ctrl + Up arrow	Move the current selection (one or more selected design objects) upwards in the current document workspace in increments of one snap grid unit
Shift + Ctrl + Up arrow	Move the current selection (one or more selected design objects) upwards in the current document workspace in increments of 10 snap grid units
Ctrl + Down arrow	Move the current selection (one or more selected design objects) downwards in the current document workspace in increments of one snap grid unit
Shift + Ctrl + Down arrow	Move the current selection (one or more selected design objects) downwards in the current document workspace in increments of 10 snap grid units
Shift + Ctrl + Left click + Move the mouse	(hold and drag) Move the object currently under the cursor
Ctrl + Left click + Move the mouse	(hold and drag) Drag the electrical object currently under the cursor while maintaining connectivity with other electrical objects
Shift + Left click	Change the selection status of the object currently under the cursor without affecting the status of other objects
Left click	Select/deselect the object currently under the cursor
Double click	Modify the properties of the object currently under the cursor

Left click + Move the mouse	(click on an object, hold and drag) Move the single object currently under the cursor (or group of selected objects if the object is part of that selection)
Left click + Move the mouse	(Click (away from objects), hold and drag (left-to-right)) Select all objects that fall completely within the bounds of the selection area
Left click + Move the mouse	(Click (away from objects), hold and drag (right-to-left)) Select all objects that fall completely inside the selection area or are touched by its boundary
Right click + Move the mouse	(right click, hold and drag) Display the slider (panning) hand cursor then drag to move your view of the workspace
Right click	Access context menu for workspace or object currently under the cursor. If currently within an interactive command, will escape from the current operation
F12	Toggle the display of the SCH Filter panel or the SCHLIB Filter panel accordingly
Shift + F12	Toggle the display of the SCH List panel or the SCHLIB List panel accordingly
Shift + C	Clear the filter that is currently being applied to the active document
Shift + Ctrl + C	Clear all underlining highlighting from connections across all open (and open and hidden) schematic documents
F2	Edit selected text object in-place (direct editing)
Alt + Ctrl + A	Add a new comment thread to a defined area of the active document. Before you can start using the comment feature, ensure that you have opened (checked out) a Managed Project and are working on one of its source schematic documents
Alt + Ctrl + P	Add a new comment thread to a specified point in the active document. Before you can start using the comment feature, ensure that you have opened (checked out) a Managed Project and are working on one of its source schematic documents
Alt + Ctrl + C	Add a new comment thread to a selected component in the active document. Before you can start using the comment feature, ensure that you have opened (checked out) a Managed Project and are working on one of its source schematic documents
Alt + Ctrl + R	Add a new comment review to a selected comment in the active document
F5	Visually toggle the Net Color Override feature on or off
F11	Toggle the display of the Properties panel accordingly
PP	Use to open the Components panel from within a Schematic document

Note: We're not sure if shortcut above is correct. It was listed as "PP".

Interactive

Availability of these shortcuts depends on the interactive command and the specific design object that is the focus of that command.

F1	Access the Graphical Editing Hot key List dialog, which provides a listing of the shortcuts available (but that cannot be launched), as well as access to the documentation for the currently running command
Shift + F1	Access a menu that lists all valid shortcuts for the present stage of the currently running interactive command
Enter	Acts like a Click of the mouse

	when placing/moving an object
Page Up	Zoom in
Page Down	Zoom out
End	Refresh the screen
Home	Change display to have the cursor (with the attached object being placed/moved) at the center of the design window
Left arrow	Move the cursor (with the attached object being placed/moved) to the left in the current document workspace, in increments of one snap grid unit
Shift + Left arrow	Move the cursor (with the attached object being placed/moved) to the left in the current document workspace, in increments of 10 snap grid units
Right arrow	Move the cursor (with the attached object being placed/moved) to the right in the current document workspace, in increments of one snap grid unit
Shift + Right arrow	Move the cursor (with the attached object being placed/moved) to the right in the current document workspace, in increments of 10 snap grid units
Up arrow	Move the cursor (with the attached object being placed/moved) upwards in the current document workspace, in increments of one snap grid unit
Shift + Up arrow	Move the cursor (with the attached object being placed/moved) upwards in the current document workspace, in increments of 10 snap grid units
Down arrow	Move the cursor (with the attached object being placed/moved) downwards in the current document workspace, in increments of one snap grid unit
Shift + Down arrow	Move the cursor (with the attached object being placed/moved) downwards in the current document workspace, in

	increments of 10 snap grid units
Tab	Access an associated Properties panel mode from where properties for the object being placed/moved can be changed on-the-fly
X	Mirror the object being placed/moved along the X-axis
Y	Mirror the object being placed/moved along the Y-axis
Alt	Constrain the direction of movement to the horizontal or vertical axis depending on the initial direction of movement
Shift	When auto-panning while placing/moving an object to pan at higher speed
Esc	Escape from the current process - either a stage of the currently running interactive command, or the command itself
Space	Rotates the object being placed/moved counterclockwise. Rotation is in increments of 90°
Space	Toggles start and end sub-modes when placing a Wire/Bus/Signal Harness in 90 Degree or 45 Degree placement modes
Space	Cycles through placement modes when placing a Line
Space	Changes the wiring mode for any connected wires, buses, or signal harnesses when dragging an electrical object
Shift + Space	Rotates the object being placed/moved clockwise. Rotation is in increments of 90°
Shift + Space	Cycles through placement modes when placing a Wire/Bus/Signal Harness
Shift + Space	Changes the wiring mode for any connected wires, buses, or signal harnesses when dragging an electrical object
Shift + Ctrl + Space	Rotates the object being dragged clockwise. Rotation is in

	increments of 90°
Insert	Copies attributes of the object currently under the cursor while placing an object of the same type
Insert	Adds a vertex while placing a Wire, Line, Bus, Signal Harness, or Polygon
Left click + Insert	On a selected segment of a placed Wire, Line, Bus, or Signal Harness or an edge of a placed Polygon to add a vertex at that point
Left click + Del	On a vertex of a placed Wire, Line, Bus, Signal Harness or Polygon to remove that vertex
Space	Cycle trhough the available vertex action modes (Deform, Scale, and Smooth) during sliding
Backspace or Del	Remove the last placed segment, while placing a Wire, Line, Bus, Signal Harness, or Polygon
Num +	Enlarges the size of the IEEE Symbol currently being placed/moved
Num -	Reduces the size of the IEEE Symbol currently being placed/moved
Alt + Left click	On a net object, to highlight all objects associated to that net across all sheets of the active design project
Ctrl + Double click	On a Sheet Entry to jump to the corresponding port on the sub-sheet referenced by that entry's parent Sheet Symbol
Ctrl + Double click	On a Port to jump to the corresponding sheet entry in the parent sheet symbol that references the sub-sheet on which the port resides
Ctrl + Double click	On a port to jump to another port with the same name, on the indicated target schematic document (only available when
	the Net Identifier Scope - set on the Options tab of the Project Options dialog - is set to Flat, or Global)
Ctrl + Double click	On a sheet symbol to descend the design hierarchy to open the child sheet referenced by that symbol
S	Relocate the currently selected Sheet Entry (or entries) that are being moved, to the directly opposite side of the parent Sheet Symbol
V	Reverse order while moving two or more selected Sheet Entries
T	Toggle IO Type while moving one or more selected Sheet Entries
T	Toggle IO Type for all Sheet Entries while graphically resizing the parent Sheet Symbol
Sub menu shortcuts	
A	Align sub-menu
B	Toolbars sub-menu
J	Jump sub-menu
K	Panels sub-menu
M	Move sub-menu
O	Right-click Options sub-menu
S	Select sub-menu
X	DeSelect sub-menu
Y	Right-click Filter sub-menu
Z	Pop-up menu with zoom commands

PCB and PCBLIB Editor

Tab	With an initial object selected in the design, extend the selection to include the next higher-level object (or objects), based on logical hierarchy. In addition, the feature caters for selection extension across multiple objects selected across different nets in the design.
Shift + Tab	Single select the next design

	object in a set of co-located (overlapping) objects without utilizing a selection pop-up window. To use this command, ensure that the Display popup selection dialog option is disabled on the PCB Editor - General page of the Preferences dialog.
Shift + Ctrl + X	Enable Cross Select Mode
Ctrl + A	Select all objects on the current document
Ctrl + B	Select all objects that reside within the boundary of the defined board shape
Ctrl + H	Select all electrical objects that are connected to the same piece of copper
Ctrl + R	Copy selected object(s) and paste repeatedly where needed in the workspace (rubber stamping)
Alt + Insert	Paste objects onto the current layer regardless of their original layer assignments
Shift + Ctrl + L	Align selected objects by their left edges
Shift + Ctrl + R	Align selected objects by their right edges
Alt + Shift + L	Align selected design objects by their left edges while maintaining adequate spacing in observance with applicable design rules
Alt + Shift + R	Align selected design objects by their right edges while maintaining adequate spacing in observance with applicable design rules
Shift + Ctrl + H	Make the horizontal spacing of selected objects equal
Shift + Ctrl + T	Align selected objects by their top edges
Shift + Ctrl + B	Align selected objects by their bottom edges
Shift + Alt + I	Align selected design objects by their top edges while maintaining adequate spacing in observance with applicable design rules
Shift + Alt + N	Align selected design objects by their bottom edges while maintaining adequate spacing in observance with applicable design rules
Shift + Ctrl + V	Make the vertical spacing of selected objects equal
Shift + Ctrl + D	Move selected components to the nearest point on the required component placement grid
Ctrl + Home	Move the cursor to the absolute origin at the lower-left corner of the workspace
Ctrl + End	Move the cursor to the relative origin of the current document (PCB document), or the location of the component reference point (PCB Library document)
Ctrl + Q	In the workspace to access the Selection Memory dialog, from where you can control all aspects of the selection memory feature
Ctrl + Q	In a dialog or panel to toggle the measurement units (in the dialog or panel only), between metric (mm) and imperial (mil)
Ctrl + 1	… to 8: Store the current selection in memory location 1 - 8
Alt + 1	… to 8: Recall the selection from memory location 1 - 8
Shift + 1	… to 8: Add the current selection to the selection already stored in memory location 1 - 8
Alt + Shift + 1	… to 8: Recall selection from memory location n and add it to the current selection in the workspace
Shift + Ctrl + 1	… to 8: Apply filtering based on the selection set in memory location 1 - 8
Shift + A	ActiveRoute selected connections
Shift + F	Access the Find Similar Objects feature (click on an object to use

	as the base template)
1	Switch the display of the PCB workspace to Board Planning Mode
2	Switch the display of the PCB workspace to 2D Layout Mode
3	Switch the display of the PCB workspace to 3D Layout Mode
Ctrl + Alt + 2	Switch the display of the PCB workspace to 2D Layout Mode and see the same location and orientation of the board as you switch.
Ctrl + Alt + 3	Switch the display of the PCB workspace to 3D Layout Mode and see the same location and orientation of the board as you switch.
Ctrl + Page Down	Display all design objects on the current document
Page Up or Ctrl + Wheel up	Zoom-in, relative to the current cursor location
Ctrl + Right click or Right click + Left click	(then move the mouse forward) Zoom-in, relative to the current cursor location
Middle click	(click and hold the mouse wheel, then move the mouse forward) Zoom-in, relative to the current cursor location
Page Down	Zoom-out, relative to the current cursor location.
Ctrl + Wheel down	Zoom-out, relative to the current cursor location
Ctrl + Right click or Right click + Left click	(then move the mouse forward) Zoom-out, relative to the current cursor location
Middle click	(click and hold the mouse wheel, then move the mouse forward) Zoom-out, relative to the current cursor location
Shift + Page Up	Zoom-in, relative to the current cursor location and in progressively smaller steps
Shift + Page Down	Zoom-out, relative to the current cursor location and in progressively larger steps
Ctrl + Page Up	Set the magnification of the current document to 400%
Wheel up and wheel down	Scroll vertically within the design workspace. This is a default setting that can be changed from the System - Mouse Wheel Configuration page of the Preferences dialog
Shift + Wheel up and wheel down	Scroll horizontally within the design workspace. This is a default setting that can be changed from the System - Mouse Wheel Configuration page of the Preferences dialog
Home	Redraw the view in the main design window, placing the location marked by the cursor - prior to launching the command - at the center of the window
End	Refresh the screen, in effect performing a redraw of the current document, to remove any undesirable drawing update effects
Alt + Left arrow	Jump to, and make active, the previous component in the current library document. After reaching the first component in the list, the command will not cycle to the last component again.
Alt + Right arrow	Jump to, and make active, the next component in the current library document. After reaching the last component in the list, the command will not cycle to the first component again
Alt + End	Redraw the current layer of the current document, to remove any undesirable drawing update effects
Alt + F5	Toggle the display of the current document's editor between maximized and not maximized
F5	Visually toggle the Net Color Override feature on or off
Shift + H	Toggle the Heads Up Display on or off

Shift + G	Toggle Heads Up Display tracking on or off
Insert	Resets the Delta Origin point for the Heads Up Display feature to 0,0
Shift + Z	Toggle the 3D model visibility in the current PCB document
Shift + D	Toggle the display of the Delta coordinates within the Heads Up Display
Shift + E	Cycle to the next mode of object Hotspot Snapping
Ctrl + G	Access the dedicated grid editor dialog for the snap grid currently under the cursor
Shift + Ctrl + G	Set the X (horizontal) and Y (vertical) step values - for the default Global Board Snap Grid - simultaneously to a chosen value
Ctrl + Shift	Temporarily disables the grid
Shift + H	Toggle on/off whether the cursor on a grid will snap to the active workspace grid. Once enabled, the cursor will pull or snap to the nearest snap group location
Q	Toggle the measurement units for the current document between metric (mm) and imperial (mil)
Shift + O	Toggle the display of the Difference Map Overlay in the main design workspace On or Off

Note: This command is available only provided a comparison has been performed from the Collaborate, Compare and Merge panel.

F6	Toggle the state of the current cell containing detected differences between checked and unchecked when using Altium Designer's Collaborative PCB Design functionality
F7	Navigate to the previous cell containing one or more detected differences when using Altium Designer's Collaborative PCB Design functionality
F8	Navigate to the next cell containing one or more detected differences when using Altium Designer's Collaborative PCB Design functionality
L	Access the Layers And Colors tab of the View Configuration panel in which you can configure the display of layers for the board and the colors assigned to those layers
Ctrl + D	Access the View Options tab of the View Configuration panel in which you can configure the mode used to display each of the various design items within the workspace
Shift + V	Access the Board Insight pop-up, listing all violations (of defined Design Rules) currently under the cursor
Shift + X	Access the Board Insight pop-up, listing all components and/or net objects currently under the cursor
Ctrl + M	Measure and display the distance between any two points in the current document
Left arrow	Move the cursor to the left in the current document workspace in increments of one snap grid unit
Shift + Left arrow	Move the cursor to the left in the current document workspace in increments of 10 snap grid units
Right arrow	Move the cursor to the right in the current document workspace in increments of one snap grid unit
Shift + Right arrow	Move the cursor to the right in the current document workspace, in increments of 10 snap grid units
Up arrow	Move the cursor upwards in the current document workspace, in increments of one snap grid unit
Shift + Up arrow	Move the cursor upwards in the

	current document workspace, in increments of 10 snap grid units
Down arrow	Move the cursor downwards in the current document workspace, in increments of one snap grid unit
Shift + Down arrow	Move the cursor downwards in the current document workspace, in increments of 10 snap grid units
Ctrl + Left arrow	Move the current selection (one or more selected design objects) to the left in the current document workspace in increments of one snap grid unit
Shift + Ctrl + Left arrow	Move the current selection (one or more selected design objects) to the left in the current document workspace, in increments of 10 snap grid units
Ctrl + Right arrow	Move the current selection (one or more selected design objects) to the right in the current document workspace, in increments of one snap grid unit
Shift + Ctrl + Right arrow	Move the current selection (one or more selected design objects) to the right in the current document workspace, in increments of 10 snap grid units
Ctrl + Up arrow	Move the current selection (one or more selected design objects) upwards in the current document workspace, in increments of one snap grid unit
Shift + Ctrl + Up arrow	Move the current selection (one or more selected design objects) upwards in the current document workspace, in increments of 10 snap grid units
Ctrl + Down arrow	Move the current selection (one or more selected design objects) downwards in the current document workspace, in increments of one snap grid unit
Shift + Ctrl + Down arrow	Move the current selection (one or more selected design objects) downwards in the current document workspace, in increments of 10 snap grid units
Shift + Left click	Change the selection status of the object currently under the cursor without affecting the status of other objects
Left click	Select/deselect the object currently under the cursor
Ctrl + Left click	On a net object to highlight the entire routed net
Ctrl + Left click	On a layer tab to highlight all content on that layer
Ctrl + Left click	In free space to clear current highlighting
Shift + Ctrl + Left click	On a net object to highlight the entire routed net in addition to the routed nets already highlighted (cumulative routed net highlighting)
Shift + Ctrl + Left click	On a layer tab to highlight all content on that layer in addition to the content already highlighted on other layers (cumulative layer highlighting)
Alt + Left click	On a connection to select that connection
Alt + Shift + Left click	On a connection to select that connection in addition to the connections already selected (cumulative connection selection)
Alt + Left click + Move the mouse	(drag from right to left) To select all connections touched by the dragged rectangle
Alt + Ctrl	While hovering the cursor over a layer tab to highlight the content of that layer only
Shift + Ctrl + Left click	(hold) Create a vertex (or break) in a track segment at the current cursor position
Double click	Modify the properties of the object currently under the cursor
Left click + Move the mouse	(click an object, hold and drag) Move the single object currently under the cursor (or group of selected objects if the object is part of that selection)

Left click	(click an object, drag from left-to-right) Select all objects that fall completely within the bounds of the selection area
Left click	(click an object, drag from right to left) Select all objects that fall completely inside the selection area or are touched by its boundary
Right click + Move the mouse	Display the slider (panning) hand cursor then drag to move your view of the workspace
Right click	Access context menu for workspace or object currently under the cursor. If currently within an interactive command, will escape from the current operation
F11	Toggle the display of the Properties panel accordingly
F12	Toggle the display of the PCB Filter panel or the PCBLIB Filter panel accordingly
Shift + F12	Toggle the display of the PCB List panel or the PCBLIB List panel accordingly
Shift + C	Clear the filter that is currently being applied to the active document
Shift + S	Cycle through the available single layer viewing modes

The available modes are determined by enabling the corresponding options in the Available Single Layer Modes region on the PCB Editor - Board Insight Display page of the Preferences dialog.

Num +	Switch to the next enabled layer
Num -	Switch to the previous enabled layer
Num *	Switch to the next enabled signal layer
Shift + Num *	Switch to the previous enabled signal layer
Backspace	Delete a single, selected end-of-route object (component-free track, arc, via, or pad). The singular routing object connected to the deleted object will be automatically selected and ready for subsequent deletion.

Note: By using the command repeatedly, you are able to incrementally unwind the routed path in the same way as using the Backspace shortcut while interactively routing.

Ctrl + Del	Delete one or more selected routing objects (component-free tracks, arcs, vias, and pads) on the current document. All routing objects connected to those deleted will be automatically selected and ready for subsequent deletion

Note: By using the command repeatedly, you are able to incrementally unwind the routed path in both directions.

Alt + Ctrl + A	Add a new comment thread to a defined area of the active document. Before you can start using the comment feature, ensure that you have opened (checked out) a Managed Project and are working on its PCB document
Alt + Ctrl + P	Add a new comment thread to a specified point in the active document. Before you can start using the comment feature, ensure that you have opened (checked out) a Managed Project and are working on its PCB document
Alt + Ctrl + C	Add a new comment thread to a selected component in the active document. Before you can start using the comment feature, ensure that you have opened (checked out) a Managed Project and are working on its PCB document

General interactive shortcuts

Note: Shortcuts available will depend on the interactive command and the specific design object that is the focus of that command.

F1	Access the Graphical Editing Hot

	key List dialog that provides a listing of the shortcuts available (but that cannot be launched) as well as access to the documentation for the currently running command
Shift + F1	Access a menu that lists all valid shortcuts for the present stage of the currently running interactive command
Enter	Acts like a Click of the mouse when placing/moving an object
Page Up	Zoom in
Page Down	Zoom out
End	Refresh the screen
Home	Change display to have the cursor (with the attached object being placed/moved) at the center of the design window
Left arrow	Move the cursor (with the attached object being placed/moved) to the left in the current document workspace in increments of one snap grid unit
Shift + Left arrow	Move the cursor (with the attached object being placed/moved) to the left in the current document workspace in increments of 10 snap grid units
Right arrow	Move the cursor (with the attached object being placed/moved) to the right in the current document workspace in increments of one snap grid unit
Shift + Right arrow	Move the cursor (with the attached object being placed/moved) to the right in the current document workspace in increments of 10 snap grid units
Up arrow	Move the cursor (with the attached object being placed/moved) upwards in the current document workspace in increments of one snap grid unit
Shift + Up arrow	Move the cursor (with the attached object being placed/moved) upwards in the current document workspace in increments of 10 snap grid units
Down arrow	Move the cursor (with the attached object being placed/moved) downwards in the current document workspace in increments of one snap grid unit
Shift + Down arrow	Move the cursor (with the attached object being placed/moved) downwards in the current document workspace in increments of 10 snap grid units
Tab	Access the associated mode of the Properties panel in which properties for the object being placed/moved can be changed on-the-fly
X	Mirror the object being placed/moved along the X-axis
Y	Mirror the object being placed/moved along the Y-axis
L	Flip the object being placed/moved to the other side of the board
Alt	Constrain the direction of movement to the horizontal or vertical axis depending on the initial direction of movement
Shift	When auto-panning while placing/moving an object, use to pan at higher speed
+	Switch to the next enabled layer
-	Switch to the previous enabled layer
*	Switch to the next enabled signal layer
Shift + Num *	Switch to the previous enabled signal layer
Esc	Escape from the current process - either a stage of the currently running interactive command or the command itself
Space	Rotates the object being placed/moved counterclockwise. Rotation is in accordance with the value for the Rotation Step defined on the PCB Editor –

	General page of the Preferences dialog
Shift + Space	Rotates the object being placed/moved clockwise. Rotation is in accordance with the value for the Rotation Step defined on the PCB Editor – General page of the Preferences dialog
N	Toggle the display of the connection lines (ratsnest) while moving a component
Ctrl	(hold) When moving a component to view dynamic alignment guides (green indicator lines) in relation to the boundaries of this and nearby components
Shift	(hold) When moving a component to view dynamic alignment guides (green indicator lines) in relation to the pads of this and nearby components
R	When moving a component to cycle through component conflict resolution modes (Ignore Obstacles, Push Obstacles, Avoid Obstacles)
Left click + Move the mouse	On a via in a stack of vias, use to move the entire stack to a new location
M + V	On a selected object, opens the Get X-Y Offsets dialog to move one or more currently selected objects by a specified distance in the horizontal (X) and/or vertical (Y) planes.
Ctrl + Left click + Move the mouse	On a via in a stack of vias, use to move just that via to a new location (and not the entire stack)

Interactive polygonal object

Note: Following additional shortcuts relate to placing/editing polygonal-shaped objects - Polygon Pour, Region, Coverlay Polygon, Polygonal Room, Extruded 3D Body, Board Shape.

Shift + Space	Cycle through the five available corner modes (45 degree, 45 degree with arc, 90 degree, 90 degree with arc, and Any Angle) when placing a polygonal-based object
Space	Toggle between corner direction sub-modes (for the relevant corner modes) when placing a polygonal-based object
,	Reduce the radius of the arc (by 1mil/0.025mm increments) when in arc cornering placement mode
Shift + ,	Reduce the radius of the arc (by 10mil/0.254mm increments) when in arc cornering placement mode
.	Increase the radius of the arc (by 1mil/0.025mm increments) when in arc cornering placement mode
Shift + .	Increase the radius of the arc (by 10mil/0.254mm increments) when in arc cornering placement mode
Ctrl + Left click	(hold) Anywhere along an edge of a selected polygonal-based object away from editing handles to insert a new end vertex
Left click + Del	(hold left mouse button, then press Delete) On an end vertex of a selected polygonal-based object, use to remove that vertex
Backspace	Remove the last placed vertex

Interactive routing

Tab	Access the Interactive Routing mode of the Properties panel in which you can change routing preferences on-the-fly, as well as modify properties of the track being placed
Shift + Space	Cycle through the five available corner modes (45 degree, 45 degree with arc, 90 degree, 90 degree with arc, and Any Angle)

Note: If the Restrict To 90/45 option is enabled on the PCB Editor - Interactive Routing page of the

Preferences dialog, the arc cornering modes and the Any Angle mode will not be available.

Space	Toggle between corner direction sub-modes (for the relevant corner modes)
,	Reduce the radius of the arc (by 1mil/0.025mm increments) when in arc cornering placement mode
Shift + ,	Reduce the radius of the arc (by 10mil/0.254mm increments) when in arc cornering placement mode
.	Increase the radius of the arc (by 1mil/0.025mm increments) when in arc cornering placement mode
Shift + .	Increase the radius of the arc (by 10mil/0.254mm increments) when in arc cornering placement mode
Left click or Enter	Commits the routing up to the current cursor position and places the tracks
Backspace	Unwinds the last committed route back to its starting point. If any objects had been pushed through placing the last segment, they are moved back to their original positions
Esc	Terminates the current route. Any routing that has been committed before calling the termination is retained
Ctrl + Left click	Auto-complete segments to target
1	Toggle Look-Ahead placement mode on/off
Shift + R	Cycle through the currently enabled routing conflict resolution modes. The modes available (including Walkaround Obstacles, Push Obstacles, Ignore Obstacles, Hug and Push Obstacles, AutoRoute Current Layer, AutoRoute MultiLayer, and Stop at First Obstacle) can be defined on the PCB Editor - Interactive Routing page of the Preferences dialog and modified on-the-fly (press Tab to access the Interactive Routing mode of the Properties panel)
5	Toggle Follow Mouse Trail mode
Shift + D	Toggle automatic loop removal feature on/off
Ctrl + W	Toggle the display of clearance boundaries
Ctrl + Alt + G	Use to improve the quality of the selected routes by reducing the overall length and number of corners
Shift + W	Choose the required track width from available predefined favorite routing widths in the Track mode of the Properties panel
Shift + V	Choose the required via size from available predefined via sizes, sourced from one or more associated via templates using the Choose Via Sizes dialog
3	Cycle through routing width sources (User Choice --> Rule Minimum --> Rule Preferred --> Rule Maximum)

With User Choice, routing widths are defined and managed in the Favorite Interactive Routing Widths dialog.

4	Cycle through via size sources (User Choice --> Rule Minimum --> Rule Preferred --> Rule Maximum)

With User Choice, via sizes are defined through via templates - locally to the active PCB document or through associated Pad Via libraries (*.PvLib).

Num +	Switch to the next enabled (and rule-permitted) layer, dropping a via
Num -	Switch to the previous enabled (and rule-permitted) layer, dropping a via
Num *	Switch to the next enabled (and rule-permitted) signal layer, dropping a via
[Num 1 - 9]	Switch to routing on the corresponding routing (signal)

	layer (dropping a via to do so). The number can be obtained from the prefix to the layer name ([n]), on the layer tab at the bottom of the main workspace. Alternatively, the number can be acquired from the pop-up window accessed through the Ctrl + L shortcut.
Ctrl + L	Access a pop-up window of available routing layers. Click an entry to switch to that layer (dropping a via to do so). The number to the right of each entry ([n]) can be used to switch to that layer directly, without popping this window.
L	When routing from a multi-layer pad or via, switches the layer for the current connection to the next signal layer defined for that pad/via

Note: This feature works only when the routing is started from the pad/via and before the first segment is committed.

/	Add fanout via; tool immediately waits for next fanout to route and via to place
2	Add a via without changing layer
6	Change routing via start/end layers
7	Cycles through the connections available for routing if the current pad has multiple connections
9	Switches the cursor position from the currently selected pad or track to the target pad or track. If the location of the object being switched to is not in the current window, the view jumps and centers around the new cursor position
Shift + C	Enable subnet swapping

Note: If no swappable target subnets are available, a message to this effect will be presented in the Messages panel.

Shift + T	Swap target subnet - cycles through all swappable target subnets

While interactively routing, you can enter LEGACY length tuning mode by using the Shift (plus) A shortcut. The following additional shortcuts are available within that mode:

Shift + A	End the accordion
Shift + G	Toggle display of the length tuning gauge on/off
Left click or Enter	Commits the routing up to the current cursor position and places the tracks
Backspace	Remove last segment or accordion
Esc	Terminate current route. Any routing that has been committed before calling the termination is retained
Shift + R	Cycle through the currently enabled routing conflict resolution modes. The modes available (including Walkaround Obstacles, Push Obstacles, Hug and Push Obstacles, Ignore obstacles, and Stop at First Obstacle) can be defined on the PCB Editor - Interactive Routing page of the Preferences dialog.
Shift + W	Choose the required track width from available predefined favorite routing widths in the Favorite Interactive Routing Widths dialog
Tab	Access the Ineractive Routing mode of the Properties panel in which you can define the approach used for defining the target length and to modify properties of the interactive routing on-the-fly
,	Decrease the amplitude of the accordion pattern by the amount defined for the Amplitude Increment in the Accordion mode of the Properties panel
.	Increase the amplitude of the accordion pattern by the amount defined for the Amplitude Increment in the Accordion mode

	of the Properties panel
1	Decrease the corner (miter) radius (when using the Mitered with Lines or Mitered with Arcs accordion patterns)
2	Increase the corner (miter) radius (when using the Mitered with Lines or Mitered with Arcs accordion patterns)
3	Decrease the gap (pitch) for the accordion pattern by the amount defined for the Gap Increment in the Accordion mode of the Properties panel
4	Increase the gap (pitch) for the accordion pattern by the amount defined for the Gap Increment in the Accordion mode of the Properties panel
P	Cycle forward through the supported tuning patterns. Available patterns are: Mitered with Lines, Mitered with Arcs, and Rounded
Shift + P	Cycle backward through the supported tuning patterns. Available patterns are: Mitered with Lines, Mitered with Arcs, and Rounded
Y	Toggle Amplitude Direction (starting direction) for the accordion pattern
Shift + Space	Cycle through the routing corner styles
Shift + B	Enter the desired bus routing

Interactive Differential Pair routing

Tab	Access the Differential Pair Routing mode of the Properties panel from where you can change routing preferences on-the-fly, as well as modify properties of the track being placed
Shift + Space	Cycle through the four available corner modes (45 degree, 45 degree with arc, 90 degree, 90 degree with arc)

Note: If the Restrict To 90/45 option is enabled, on the PCB Editor - Interactive Routing page of the Preferences dialog, the arc cornering modes will not be available.

Space	Toggle between corner direction sub-modes (for the relevant corner modes)
,	Reduce the radius of the arc (by 1mil/0.025mm increments) when in arc cornering placement mode
Shift + ,	Reduce the radius of the arc (by 10mil/0.254mm increments) when in arc cornering placement mode
.	Increase the radius of the arc (by 1mil/0.025mm increments) when in arc cornering placement mode
Shift + .	Increase the radius of the arc (by 10mil/0.254mm increments) when in arc cornering placement mode
Left click or Enter	Commits the routing up to the current cursor position and places the tracks
Backspace	Remove last segment
Esc	Terminate current route. Any routing that has been committed before calling the termination is retained
Shift + R	Cycle through the currently enabled routing conflict resolution modes. The modes available (including Walkaround Obstacles, Push Obstacles, Hug and Push Obstacles, Ignore obstacles, and Stop at First Obstacle) can be defined on the PCB Editor - Interactive Routing page of the Preferences dialog, and modified on-the-fly (press Tab to access the Differential Pair Routing mode of the Properties panel)

Note: When interactively routing differential pairs, the AutoRoute On Current Layer and AutoRoute On Multiple Layers modes are not available.

Shift + Space	During sliding, use to cycle through the three modes (45 Degree, Mixed, and Rounded).
Shift + D	Toggle automatic loop removal feature on/off
Ctrl + W	Toggle the display of clearance boundaries
Shift + W	Choose the required track width from available predefined favorite routing widths in the Track mode of the Properties panel
Shift + V	Choose the required via size from available predefined via sizes, sourced from one or more associated via templates. The Choose Via Sizes dialog will appear with which to do so
3	Cycle through routing width sources (User Choice --> Rule Minimum --> Rule Preferred --> Rule Maximum)

Note: With User Choice, routing widths are defined and managed in the Favorite Interactive Routing Widths dialog. The rule-based values come from the applicable Differential Pairs Routing rule.

4	Cycle through via size sources (User Choice --> Rule Minimum --> Rule Preferred --> Rule Maximum)

Note: With User Choice, via sizes are defined through via templates - locally to the active PCB document, or through associated Pad Via libraries (*.PvLib).

5	Cycle through available via patterns (aligned or staggered)
6	Cycle through the defined Gap values available for the differential pair being routed, through the applicable Differential Pairs Routing rule (Min Gap --> Preferred Gap --> Max Gap)
Shift + B	Cycle through the defined Width-Gap value pairings available for the differential pair being routed, through the applicable Differential Pairs Routing rule (Min Width-Min Gap --> Preferred Width-Preferred Gap --> Max Width-Max Gap)
Num +	Switch to the next enabled (and rule-permitted) layer, dropping a via
Num -	Switch to the previous enabled (and rule-permitted) layer, dropping a via
Num *	Switch to the next enabled (and rule-permitted) signal layer, dropping a via
[Num 1 - 9]	Switch to routing on the corresponding routing (signal) layer (dropping a via to do so). The number can be obtained from the prefix to the layer name ([n]), on the layer tab at the bottom of the main workspace. Alternatively, the number can be acquired from the pop-up window accessed through the Ctrl + L shortcut.
Ctrl + L	Access a pop-up window of available routing layers. Click an entry to switch to that layer (dropping a via to do so). The number to the right of each entry ([n]) can be used to switch to that layer directly, without popping this window.
L	When routing from a multi-layer pad or via, switches the layer for the current connection to the next signal layer defined for that pad/via

Note: This feature works only when the routing is started from the pads/vias and before the first segments are committed.

/	Add fanout via, tool immediately waits for next fanout to route and via to place
2	Add a via without changing layer
Shift + C	Enable subnet swapping

Note: If no swappable target subnets are available, a message to this effect will be presented in the Messages panel.

Shift + T	Swap target subnet - cycles

	through all swappable target subnets

Component dragging

Shift + R	Cycle through the enabled modes as you route
Shift + Tab	Cycle through the four different component selection modes
N	Display or hide connection lines
Shift + Ctrl + G	Cycle Glossing Effort mode (Weak --> Strong --> Off)
Ctrl + Shift	Temporarily disables gloss cycling
Ctrl + Shift + G	Cycle through the three glossing settings (Off, Weak, and Strong) during routing or sliding.

Interactive multi-routing

Tab	Access the Interactive Routing mode of the Properties panel in which you can change routing preferences on-the-fly, as well as modify properties of the bus routing being placed
Shift + Space	Cycle through the four available corner modes (45 degree, 45 degree with arc, 90 degree, 90 degree with arc)

Note: If the Restrict To 90/45 option is enabled on the PCB Editor - Interactive Routing page of the Preferences dialog, the arc cornering modes will not be available.

Space	Toggle between corner direction sub-modes (for the relevant corner modes)
,	Reduce the radius of the arc (by 1mil/0.025mm increments) when in arc cornering placement mode
Shift + ,	Reduce the radius of the arc (by 10mil/0.254mm increments) when in arc cornering placement mode
.	Increase the radius of the arc (by 1mil/0.025mm increments) when in arc cornering placement mode
Shift + .	Increase the radius of the arc (by 10mil/0.254mm increments) when in arc cornering placement mode
Left click or Enter	Commits the routing up to the current cursor position and places the tracks
Backspace	Remove last segments
Esc	Terminate current route. Any routing that has been committed before calling the termination is retained
Ctrl + Left click	Auto-complete segments to target
Shift + R	Cycle through the currently enabled routing conflict resolution modes. The modes available (including Walkaround Obstacles, Push Obstacles, Hug and Push Obstacles, Ignore obstacles, and Stop at First Obstacle) can be defined on the PCB Editor - Interactive Routing page of the Preferences dialog, and modified on-the-fly (press Tab to access the Interactive Routing mode of the Properties panel)

Note: When interactively routing multiple traces, the AutoRoute On Current Layer and AutoRoute On Multiple Layers modes are not available.

Shift + D	Toggle automatic loop removal feature on/off
Ctrl + W	Toggle the display of clearance boundaries
Shift + W	Choose the required track width from available predefined favorite routing widths in the Track mode of the Properties panel
Shift + V	Choose the required via size from available predefined via sizes, sourced from one or more associated via templates. The Choose Via Sizes dialog will appear with which to do so
3	Cycle through routing width sources (User Choice --> Rule

	Minimum --> Rule Preferred --> Rule Maximum)

Note: With User Choice, routing widths are defined and managed in the Favorite Interactive Routing Widths dialog.

4	Cycle through via size sources (User Choice --> Rule Minimum --> Rule Preferred --> Rule Maximum)

Note: With User Choice, via sizes are defined through via templates - locally to the active PCB document, or through associated Pad Via libraries (*.PvLib).

5	Cycle through available via patterns (aligned or staggered)
Num +	Switch to the next enabled (and rule-permitted) layer, dropping a via
Num -	Switch to the previous enabled (and rule-permitted) layer, dropping a via
Num *	Switch to the next enabled (and rule-permitted) signal layer, dropping a via
[Num 1 - 9]	Switch to routing on the corresponding routing (signal) layer (dropping a via to do so). The number can be obtained from the prefix to the layer name ([n]), on the layer tab at the bottom of the main workspace. Alternatively, the number can be acquired from the pop-up window accessed through the Ctrl + L shortcut.
Ctrl + L	Access a pop-up window of available routing layers. Click an entry to switch to that layer (dropping a via to do so). The number to the right of each entry ([n]) can be used to switch to that layer directly, without popping this window.
L	When routing from multi-layer pads or vias, switches the layer to the next signal layer defined for those pads/vias

Note: This feature works only when the routing is started from the pads/vias and before the first segments are committed.

/	Add fanout via; tool immediately waits for next fanout to route and via to place
2	Add a via without changing layer
C	Change the spacing between neighboring routes to use the Track-Track clearance value defined in the applicable Clearance rule
B	Decrease the spacing between neighboring routes
Shift + B	Increase the spacing between neighboring routes
Shift + Ctrl + G	Cycle Glossing Effort mode (Weak --> Strong --> Off)

Interactive Length Tuning

Space	Cycle forward through the supported tuning patterns. Available patterns are: Mitered with Lines, Mitered with Arcs, and Rounded
Shift + Space	Cycle backward through the supported tuning patterns. Available patterns are: Mitered with Lines, Mitered with Arcs, and Rounded
Shift + G	Toggle display of the length tuning gauge on/off
Tab	Access the Accordion mode of the Properties panel in which you can define the approach used for defining the target length, and to modify properties of the accordion pattern used in the tuning on-the-fly
,	Decrease the amplitude of the accordion pattern by the amount defined for the Amplitude Increment in the Accordion mode of the Properties panel
.	Increase the amplitude of the accordion pattern by the amount defined for the Amplitude Increment in the Accordion mode of the Properties panel

1	Decrease the corner (miter) radius (when using the Mitered with Lines, or Mitered with Arcs accordion patterns)
2	Increase the corner (miter) radius (when using the Mitered with Lines, or Mitered with Arcs accordion patterns)
3	Decrease the gap (pitch) for the accordion pattern by the amount defined for the Gap Increment in the Accordion mode of the Properties panel
4	Increase the gap (pitch) for the accordion pattern by the amount defined for the Gap Increment in the Accordion mode of the Properties panel
Y	Toggle Amplitude Direction (starting direction) for the accordion pattern

3D Body Placement

Note: The shortcuts actually available depend on the type of 3D Model being placed or moved - Extruded, Cylinder, Sphere, or Generic 3D Model. For more information, click the source link found bottom of this article.

Tab	Access the 3D Body mode of the Properties panel properties for the 3D body object being placed/moved can be changed on-the-fly
L	Flip the 3D body object being placed/moved to the other side of the board
N	Toggle the display of the connection lines (ratsnest) while moving the 3D body for a component
X	Mirror the 3D body object being placed/moved along the X-axis
Y	Mirror the 3D body object being placed/moved along the Y-axis
Num 8	Rotate the 3D body object being placed/moved counterclockwise around the model's X-axis by 90°

Note: This shortcut applies to Generic 3D Model and Cylinder model types only.

Num 2	Rotate the 3D body object being placed/moved clockwise around the model's X-axis by 90°

Note: This shortcut applies to Generic 3D Model and Cylinder model types only.

Num 4	Rotate the 3D body object being placed/moved counterclockwise around the model's Y-axis by 90°

Note: This shortcut applies to Generic 3D Model and Cylinder model types only.

Num 6	Rotate the 3D body object being placed/moved clockwise around the model's Y-axis by 90°

Note: This shortcut applies to Generic 3D Model and Cylinder model types only.

Space	Rotate the 3D body object being placed/moved counterclockwise around the model's Z-axis by 90°

Note: This shortcut only applies to the Extruded model type when it is being moved.

Shift + Space	Rotate the 3D body object being placed/moved clockwise around the model's Z-axis by 90°

Note: This shortcut only applies to the Extruded model type when it is being moved.

Num 9	Increase the Standoff Height for the 3D body object being placed/moved by one Snap Grid unit

Note: This shortcut only applies to the Extruded model type when it is being moved.

Num 3	Decrease the Standoff Height for the 3D body object being placed/moved by one Snap Grid unit

Note: This shortcut only applies to the Extruded model type when it is being moved.

3D Visualization

0	Change the view of the board (or component) in 3D so that you are looking straight down from above (perpendicular) with zero rotation

Note: In addition, you can use the applicable drop-down field on the PCB Standard toolbar (PCB Editor), or the PCB Lib Standard toolbar (PCB Library Editor) to quickly choose from a set of predefined 3D views when viewing your board (or library components) in 3D.

9	Change the view of the board (or component) in 3D so that you are looking straight down from above (perpendicular) with 90 Degree (clockwise) rotation in the X-plane

Note: In addition, you can use the applicable drop-down field on the PCB Standard toolbar (PCB Editor), or the PCB Lib Standard toolbar (PCB Library Editor) to quickly choose from a set of predefined 3D views when viewing your board (or library components) in 3D.

8	Change the view of the board (or component) in 3D so that you are looking at the board from an orthogonal perspective

Note: In addition, you can use the applicable drop-down field on the PCB Standard toolbar (PCB Editor) or the PCB Lib Standard toolbar (PCB Library Editor) to quickly choose from a set of predefined 3D views when viewing your board (or library components) in 3D.

5	Toggle a board that has flexible areas between its flattened state (no Bending Line settings applied) and its folded state (all Bending Line settings applied)
Shift	Access the 3D rotational sphere. With the sphere displayed, Right-Click and drag to change the orientation of the view
Ctrl + C	Copies the current view in the main design workspace to the clipboard in bitmap format (*.bmp). You have control over the resolution of the copied image via the 3D Snapshot Resolution dialog
Num 1	Change the view of the board (or component) in 3D so that you are looking at the board from the top side
Ctrl + Num 1	Change the view of the board (or component) in 3D so that you are looking at the board from the bottom side
Num 7	Change the view of the board (or component) in 3D so that you are looking at the board from the front side
Ctrl + Num 7	Change the view of the board (or component) in 3D so that you are looking at the board from the back side
Num 3	Change the view of the board (or component) in 3D so that you are looking at the board from the left edge
Ctrl + Num 3	Change the view of the board (or component) in 3D so that you are looking at the board from the right edge
Num 4	Rotate the view of the board (or component) in 3D 30 degrees left
Num 6	Rotate the view of the board (or component) in 3D 30 degrees right
Num 8	Rotate the view of the board (or component) in 3D 30 degrees up
Num 2	Rotate the view of the board (or component) in 3D 30 degrees down
Ctrl + Num 4	Move the view of the board (or component) in 3D 500mil left
Ctrl + Num 6	Move the view of the board (or component) in 3D 500mil right
Ctrl + Num 8	Move the view of the board (or component) in 3D 500mil up
Ctrl + Num 2	Move the view of the board (or component) in 3D 500mil down
Num 1	Change the view of the board (or component) in 3D so that you are looking at the board from an orthogonal perspective
L	Access the View Configuration panel in which you can configure how the board is rendered in 3D

3D measurement

Q	Toggle measurement units between metric and imperial - the displayed measurement values will update accordingly
Ctrl	As you move the cursor over a 3D object, use to select a specific face of that object
Shift + C	Clear all currently displayed measurements in the 3D workspace

Sub-menu

A	Open the Align sub-menu
B	Open the Toolbars sub-menu
G	Open a pop-up menu with Snap Grid commands
I	Open the Component Placement sub-menu
J	Open the Jump sub-menu
K	Open the Panels sub-menu
M	Open the Move sub-menu
N	Open a pop-up menu of Connection/Jumper display commands
O	Open the right-click Options sub-menu
S	Open the Select sub-menu
U	Open the Route sub-menu
X	Open the DeSelect sub-menu
Y	Open the right-click Filter sub-menu
Z	Open a pop-up menu with zoom commands

Managed Component Editor

Batch Component Editing Mode

Ctrl + X	Clear the content of the currently selected editable cells and copy that content to the clipboard
Ctrl + C	Copy the content of the currently selected editable cells to the clipboard
Ctrl + V	Paste content from the clipboard into the currently selected editable cells within the component definitions region of the document
Del	Clear the content of the currently selected (and editable) cells in the component definitions region of the document
Ctrl + Del	Remove the currently selected component definitions from the document
Shift + Ctrl + X	Cut the selected component definition(s) from the document and add them to the clipboard
Shift + Ctrl + C	Copy the selected component definition(s) to the clipboard
Ctrl + D	Clone the selected component definition
Shift + Ctrl + V	Paste one (or more) component definitions from the clipboard into the component definitions region of the document
Shift + Ctrl + M	Access the Manufacturer Part Search dialog in which you can browse for required components across enabled supplier's online part databases. Selected components will be used to create one or more new component definitions in the active Managed Component document
F5	Refresh the document

Note: This is useful if, for any reason, you have lost connection with the target server. It ensures model links are refreshed and also, if the CmpLib is referencing a Component Template, it allows the data defined in that template to be brought in again, which is very helpful if you have inadvertently cleared content from read-only cells!

Ctrl + Z	Restore the current document to its state previous to the last operation. Multiple levels of undo are supported
Ctrl + Y	Restore changes made by the Undo feature in the current document. Multiple levels of Redo are supported

Single Component Editing Mode	
Shift + Ctrl + M	Opens the Manufacturer Part Search dialog in order to search for components and add supplier information to a component.
F5	Refresh the component editor
Ctrl + X	Clear the contents of the Name or Description field
Ctrl + C	Copy the content of the Name or Description field onto the clipboard
Ctrl + V	Paste content from the clipboard into the Name or Description field

Output Job Editor

Ctrl + X	Clear the selected output(s) from the current Output Job Configuration file and copy them to the OutputJob Editor's clipboard
Ctrl + X	Clear the selected output container, or print job, from the current Output Job Configuration file and copy it to the OutputJob Editor's clipboard
Ctrl + C	Copy the selected output(s) from the current Output Job Configuration file to the OutputJob Editor's clipboard
Ctrl + C	Copy the selected output container, or print job, from the current Output Job Configuration file to the OutputJob Editor's clipboard
Ctrl + V	Place the contents of the OutputJob Editor's clipboard into the active Output Job Configuration file
Ctrl + V	Place the output container/print job from the OutputJob Editor's clipboard, into the relevant output media section of the active Output Job Configuration file
Ctrl + D	Make an identical copy (duplicate) of the selected output
Del	Remove the selected output(s)
Del	Remove the selected output container or print job
Left click + Move the mouse	One or more selected applicable (printable) outputs into the Hard Copy region to create a new Print Job. The output(s) will automatically be linked
Left click + Move the mouse	One or more selected applicable outputs into the Output Containers region to create a new PDF output container. The output(s) will automatically be linked
Left click + Move the mouse	One or more selected PCB3D Video outputs into the Output Containers region to create a new Video output container. The output(s) will automatically be linked
Left click + Move the mouse	One or more selected applicable outputs into the Output Containers region to create a new Folder Structure output container. The output(s) will automatically be linked
Alt + Enter	Launch the associated dialog (where available) for the selected output in which you can define exactly how, and what, you wish to be generated
Ctrl + Num +	Enable all selected outputs connecting them to the currently selected output container or print job
Ctrl + Num -	Disable all selected outputs disconnecting them from the currently selected output container or print job
Shift + Ctrl + O	Configure the properties of the currently selected output container or print job
F9	Generate the outputs that are enabled and linked to the selected print job
F9	Generate the outputs that are enabled and linked to the selected PDF output container

F9	Generate the outputs that are enabled and linked to the selected Video output container
F9	Generate the outputs that are enabled and linked to the selected Folder Structure output container

Draftsman editor

Ctrl + P	Print the currently active Draftsman document
Ctrl + Z	Restore the active Draftsman document to its state previous to the last operation. Multiple levels of undo are supported
Ctrl + Y	Restore changes made by the Undo feature in the active Draftsman document. Multiple levels of redo are supported
Ctrl + X	Clear the selected object(s) from the active Draftsman document and copy them to the Draftsman Editor's clipboard
Ctrl + C	Copy the selected object(s) from the active Draftsman document to the Draftsman Editor's clipboard
Ctrl + V	Place the last content cut/copied to the Draftsman Editor's clipboard into any open Draftsman document
Del	Remove the selected object(s) from the active Draftsman document
Ctrl + A	Select all objects on the active Draftsman document
Ctrl + Page Down	Change the view in the main design window so that the active Draftsman document is made completely visible (where possible)

Note: If the document contains multiple sheets, fitting the entire document into view especially if there are a great many sheets, may not be possible. In this case, the software will attempt to fit what it can with the center of the document at the center of the main design window.

Q	Toggle between the use of Imperial and Metric measurement units for the active Draftsman document
Shift + E	Toggle the snapping functionality on or off for the active Draftsman document
F11	Toggle the display of the Properties panel accordingly

Multi-board editor

Ctrl + P	Print the currently active multi-board schematic document
Ctrl + Z or Alt + Backspace	Restore the active Multi-board document to its state previous to the last operation. Multiple levels of undo are supported
Ctrl + Y or Ctrl + Backspace	Restore changes made by the Undo feature in the active Multi-board document. Multiple levels of redo are supported
Ctrl + X	Clear the selected object(s) from the active Multi-board document and copy them to the Multi-board Editor's clipboard
Ctrl + C	Copy the selected object(s) from the active Multi-board document to the Multi-board Editor's clipboard
Ctrl + V	Place the last content cut/copied to the Multi-board Editor's clipboard into any open Multi-board document
Ctrl + E	Enter editing mode for the currently selected part (PCB) in the active Multi-board Assembly document
Ctrl + K	Check for collisions between the various constituent entities of the multi-board assembly
Ctrl + M	Measure distances between 3D bodies in the active Multi-board Assembly document
Del	Remove the selected object(s) from the active Multi-board document

Q	Toggle between the use of Imperial and Metric measurement units for the active Multi-board document
Shift + E	Toggle the snapping functionality on or off for the active Multi-board document
F11	Toggle the display of the Properties panel accordingly

CAM editor

Ctrl + Z or Alt + Backspace	Restore the current document to its state previous to the last operation. Multiple levels of undo are supported
Ctrl + Y or Ctrl + Backspace	Restore changes made by the Undo feature in the current document. Multiple levels of Redo are supported
Ctrl + X	Clear the selected object(s) from the current document and copy them to the CAMtastic Editor's clipboard
Ctrl + C or Ctrl + Insert	Copy the selected object(s) from the current document to the CAMtastic Editor's clipboard
Ctrl + V or Shift + Insert	Paste the contents of the CAMtastic Editor's internal clipboard into a CAM document
Ctrl + M	Mirror selected objects about a defined mirror line on the current document
Ctrl + R	Rotate selected objects about a specified rotation 'base' point in the current document
Ctrl + L	Align layers in the current document based on chosen layer objects
L	Create a new layer by merging existing layers in the current document
Alt + C	Select design objects within a user-defined area. The objects do not have to be wholly inside the defined boundaries of the area
Alt + P	Reselect the objects that were part of the previous selection
Alt + O	Select objects in the workspace one at a time
Ctrl + F	Toggle the Flash/Point selection mode On or OFF
Ctrl + T	Toggle the Draws selection mode On or OFF
Ctrl + A	Copy selected objects and place them in a defined array within the current document
Ctrl + D	Change the shape and/or layer for selected objects in the current document
Ctrl + I	Set a new origin point for the current document
Ctrl + U	Scale selected objects in the current document based on a specified base point and scale factor
Home	Display all objects on all enabled layers in the current document
Shift + P	Redefine the display area about a specified point in the current document
Page Up	Bring the design closer to you relative to the cursor position in the current document
Page Down	Move the design away from you relative to the cursor position in the current document
Shift + V	Return the display to the previous view of the screen in the current document
End	Refresh the workspace, in effect performing a redraw of the current document to remove any undesired drawing update effects
D	Control the panning action in the current document dynamically using the mouse
Alt + Home	View and highlight all objects drawn with the current Dcode
Shift + E	Toggle the display of the Extents Box. This box is used to display

	the drawing extents within the main design workspace
Shift + F	Toggle the view of the current document between active fill and outline sketch modes
Shift + H	Toggle the highlighting of objects based on the current Dcode. In this way, you can interrogate exactly wit which objects a particular Dcode is associated
N	Toggle the display of the current document between Negative and Standard views
Shift + T	Toggle translucent display mode ON or OFF. This mode displays objects in the current document with a transparent effect, allowing you to see objects partially or entirely overlapped by other objects
Shift + B	Toggle the display of the current film box
Shift + G	Access the CAM Editor - Drawing Modes page of the Preferences dialog
Shift + Y	Converts a closed polyline to a solid polygon
Shift + Z	Converts a closed polyline to a CutOut polygon
Shift + X	Converts a closed polyline to a solid polygon region
Q	Obtain information with respect to a single selected object in the current document
Shift + N	Obtain information with respect to a single selected net in the current document
Shift + M	Measure and display the distance between any two points in the current document
Shift + A	Access the Edit Apertures dialog in which you can create new aperture shapes and edit, or delete, existing ones
K	Access the Set Layers OFF dialog in which you can specify which layers you wish to turn
	OFF
Alt + K	Access the Set Layers ON dialog in which you can specify which layers you wish to turn ON
Shift + S	Toggle between the Off snap mode and the previously selected snap mode (other than Off)
Esc	Cancel the current command

Note: If the current command uses a dialog at any stage, this feature will only cancel out of the dialog. You will need to use the feature again to completely abort the command.

Ctrl + Home	Change the display of the main design window to show the current film box and its contents
Ctrl + Del or Ctrl + E	Delete selected objects from the current document
Num +	Change the current layer for the design to the next layer in the Layers list
Num -	Change the current layer for the design to the previous layer in the Layers list
Num *	Change the current layer for the design to the next signal layer in the Layers list
Shift + F9	Execute the current function after all required objects involved in the function have been selected
Shift + F4	Presents all open design documents in their own individually-tiled regions within the main application design window
Shift + Ctrl + R	Repeat the previous placement/editing command
Ctrl + G	Set the X (horizontal) and Y (vertical) step values - for the Snap Grid - simultaneously to a chosen value

Sub menu shortcuts

C	Open the Circle sub-menu
B	Open the Toolbars sub-menu
G	Open a pop-up menu with snap

	grid commands
I	Open the Import sub-menu
O	Open the Objects sub-menu
S	Open the Selection sub-menu
X	Open the Export sub-menu
Z	Open a pop-up menu with zoom commands

SimData editor

Ctrl + X or Shift + Del	Clear the selected waveform from the Waveform Analysis window and copy it to the SimData Editor's internal clipboard
Ctrl + C	Copy the selected waveform from the Waveform Analysis window to the SimData Editor's internal clipboard
Ctrl + Z	Used to restore the active SimData Editor to its state previous to the last operation
Ctrl + Y	Used to restore changes made by the Undo feature, in the active SimData Editor
Ctrl + V or Shift + Insert	Place the current contents of the SimData Editor's internal clipboard into a new or existing wave plot of the current chart in the Waveform Analysis window
Shift + Ctrl + C	Used to clear any filtering that is currently applied to the active document
Ctrl + A	Use to select all contents in the SimData Editor
Ctrl + H	Use to quickly find specific or partial text in accordance with defined search options
F3	Use to find the next occurrence of the last text search that was specified
Del	Clear all waveforms from the active wave plot in the Waveform Analysis window
Ctrl + Page Down	Fit all waveforms in the current chart, in their entirety within the Waveform Analysis window
End	Refresh the screen, in effect performing a redraw of the active simulation analysis chart to remove any undesired drawing update effects
Esc or Shift + C	Clear the existing waveform filter that is currently being applied in the active analysis chart
Up arrow	Scroll vertically-upwards through the data in the active simulation analysis chart one wave plot at a time
Down arrow	Scroll vertically-downwards through the data in the active simulation analysis chart one wave plot at a time
Left arrow	Scroll horizontally-left through the data in the active simulation analysis chart one major X-axis division at a time
Right arrow	Scroll horizontally-right through the data in the active simulation analysis chart one major X-axis division at a time
Shift + Up arrow	Scroll vertically-upwards through the data in the active simulation analysis chart one page at a time
Shift + Down arrow	Scroll vertically-downwards through the data in the active simulation analysis chart one page at a time
Shift + Left arrow	Scroll horizontally-left through the data in the active simulation analysis chart one page at a time
Shift + Right arrow	Scroll horizontally-right through the data in the active simulation analysis chart one page at a time
Ctrl + Up arrow or Ctrl + Home	Scroll to the top of the active simulation analysis chart
Ctrl + Down arrow or Ctrl + End	Scroll to the bottom of the active simulation analysis chart
Ctrl + Left arrow	Scroll to the start of the X-axis in the active simulation analysis chart
Ctrl + Right arrow	Scroll to the end of the X-axis in the active simulation analysis chart

Num +	Make the next available analysis chart the current chart in the Waveform Analysis window
Num -	Make the previous available analysis chart the current chart in the Waveform Analysis window
Page Up	Bring the waveform(s) closer to you relative to the cursor position in the active simulation analysis chart
Page Down	Move the waveform(s) away from you relative to the cursor position in the active simulation analysis chart

Text-based Document Editor

Ctrl + Z	Restore a document to its state previous to the last operation. Multiple levels of undo are supported
Ctrl + Y	Restore changes made by the Undo feature. Multiple levels of redo are supported
Ctrl + X	Remove all selected text from the current document. A copy of the selection is placed on the standard Windows clipboard
Ctrl + C	Copy all selected text from the current document to the standard Windows clipboard
Ctrl + V	Place the current contents of the standard Windows clipboard into the active text-based document
Shift + Ctrl + C	Clear any filtering that is currently applied to the active document
Ctrl + F	Access the Find Text dialog in which you can configure a search for specific text located in the current document, all text-based documents in the active project, all open text-based documents, or all text-based documents in a specified directory
Ctrl + H	Access the Replace Text dialog in which you can configure a search to locate and replace specific text - located in the current document, all text-based documents in the active project, all open text-based documents, or all text-based documents in a specified directory
F3	Find the next occurrence of the last text search that was specified using the Find Text dialog
Shift + Ctrl + F	Find the next occurrence of the currently selected text in the active document
Ctrl + A	Select all of the text in the current document
Del	Delete a single character to the right of the cursor. If one or more characters in the document are selected, the command will delete the selection
Backspace	Delete a single character to the left of the cursor. If one or more characters in the document are selected, the command will delete the selection
Ctrl + Backspace	Delete all characters back to the beginning of the first word immediately to the left of the current cursor position
Ctrl + Q + Y	Delete all characters from the current cursor position to the end of the current line
Ctrl + T	Delete all characters up to the beginning of the first word immediately to the right of the current cursor position
Alt + Shift + Page Down	Extend a column selection by one page down from the current cursor position
Alt + Shift + Page Up	Extend a column selection by one page up from the current cursor position
Alt + Shift + Ctrl + Left arrow	Extend a column selection by one word to the left of the current cursor position

Alt + Shift + Ctrl + Right arrow	Extend a column selection by one word to the right of the current cursor position
Alt + Shift + Ctrl + Page Down	Extend a column selection to the bottom of the current document window from the current cursor position
Alt + Shift + Ctrl + Home	Extend a column selection to the beginning of the current document from the current cursor position
Alt + Shift + Ctrl + End	Extend a column selection to the end of the current document from the current cursor position
Alt + Shift + Home	Extend a column selection to the beginning of the current line from the current cursor position
Alt + Shift + End	Extend a column selection to the end of the current line from the current cursor position
Alt + Shift + Ctrl + Page Up	Extend a column selection to the top of the current document window from the current cursor position
Shift + Left arrow	Extend a selection by one character to the left of the current cursor position
Shift + Ctrl + Left arrow	Extend a selection by one word to the left of the current cursor position
Alt + Shift + Down arrow	Extend a column selection by one line down from the current cursor position
Alt + Shift + Left arrow	Extend a selection column by one column to the left of the current cursor position
Alt + Shift + Right arrow	Extend a selection column by one column to the right of the current cursor position
Alt + Shift + Up arrow	Extend a column selection by one line up from the current cursor position
Shift + Page Down	Extend a selection by one page down from the current cursor position
Shift + Right arrow	Extend a selection by one character to the right of the current cursor position
Shift + Ctrl + Right arrow	Extend a selection by one word to the right of the current cursor position
Shift + Ctrl + Home	Extend a selection to the beginning of the current document from the current cursor position
Shift + Home	Extend a selection to the beginning of the current line from the current cursor position
Shift + Ctrl + Page Down	Extend a selection to the bottom of the current document window from the current cursor position
Shift + Ctrl + End	Extend a selection to the end of the current document from the current cursor position
Shift + End	Extend a selection to the end of the current line from the current cursor position
Shift + Page Up	Extend a selection by one page up from the current cursor position
Shift + Down arrow	Extend a selection by one line down from the current cursor position
Shift + Up arrow	Extend a selection by one line up from the current cursor position
Shift + Ctrl + Page Up	Extend a selection to the top of the current document window from the current cursor position
Alt + Left click + Move the mouse	Full control of column selection
Left click + Move the mouse	Full control of text selection
Ctrl + N	Insert a new line at the current cursor position
Enter	Insert a carriage return at the current cursor position
Tab	Insert a tab at the current cursor position
Shift + Tab	Tab backwards from the current cursor position
Down arrow	Move the text cursor downwards one line at a time
Left arrow	Move the text cursor to the left in

	the current line and by one character at a time
Ctrl + Left arrow	Move the text cursor to the left one word at a time
Right arrow	Move the text cursor to the right one character at a time
Ctrl + Right arrow	Move the text cursor to the right one word at a time
Home	Move the text cursor to the beginning of the current line
Ctrl + End	Move the text cursor to the end of the file
Ctrl + Page Down	Move the text cursor to the bottom of the document window
End	Move the text cursor to the end of the current line
Ctrl + Home	Move the text cursor to the beginning of the file
Ctrl + Page Up	Move the text cursor to the top of the document window
Up arrow	Move the text cursor upwards one line at a time
Ctrl + Enter	Automatically open a document that the cursor is currently over

Note 1: The feature will only open documents that are stored in the same location on the hard disk as the text document making the call.

Note 2: The feature will only open documents that have no spaces in their filenames. For example, Example_Design_File.SchDoc and ExampleDesignFile.SchDoc will both open using this feature, but Example Design File.SchDoc will not.

Page Down	Scroll down one page
Page Up	Scroll up one page
Ctrl + Down arrow	Scroll down one line
Ctrl + Up arrow	Scroll up one line
Insert	Toggle the text mode between Insert and Overwrite
Shift + Ctrl + [1 - 9]	Store the current location of the text cursor on the current document into location marker (number key)

Note: A new location assigned to the location marker will overwrite a previously defined location.

Ctrl + [1 - 9]	Move the text cursor to a predefined location on the current document, as stored in location marker (number key)

Note: If the applicable location marker has not been set, the text cursor will remain at its current location.

Scripting Document Shortcuts

These additional shortcuts are available when working with scripting text-based documents.

F9	Run the current script. If a run script is not defined, nominate a startup script procedure to execute in the the Select Item to Run dialog
Ctrl + F9	Run the current script up to the line where the text cursor is currently positioned, then pause
F5	Toggle an enabled breakpoint for the current line

Note:Clicking in the gutter will also toggle the breakpoint for the current line.

Ctrl + F7	Open the script Evaluate dialog to see the current value (result) of the expression located at the cursor

Note: This command is only available while the script is running or being debugged (stepped through).

F7	Step into and execute the next line of code. Use to execute the current script one line at a time
F8	Step over (execute without stopping) a called procedure. If the line statement is not a called procedure, step into and execute the line as normal
Ctrl + F3	Halt (stop) a currently running script procedure
Ctrl + F5	Access the Add New Watch dialog in which you can define a new watch expression for the current script
Ctrl + Left click	(click on variable/method) Jump the cursor to the respective variable/method declaration point
Ctrl + J	Pop-up the Statement Templates

	list window
Shift + Ctrl + Space	Activate the Method Parameters pop-up window
Alt + Ctrl + B	Open the Breakpoints panel
Alt + Ctrl + E	Open the Code Explorer panel
Alt + Ctrl + I	Open the Object Inspector panel
Alt + Ctrl + P	Open the Tool Palette panel
Alt + Ctrl + S	Open the Call Stack panel
Alt + Ctrl + W	Open the Watch List panel
F12	Toggle between the Code and Form view for the active script document

Accellerator keys

Accelerator keys are tied to menu system. They consist of sequential use of keys to access a command in main menu.

These are some examples of such key sequences. You can build and memorize such sequences by looking at underlined letters in menus.

V then D	Fit document
V then F	Fit all objects
X then A	Deselect all objects on the current sheet
V then G then S	Access the Choose a snap grid size dialog in which you can set the snap grid to a user-specified value
E then W	Break wire
T then A	Access the Annotate dialog
T then A then E	Reset schematic designators
T then A then I	Reset duplicate schematic designators
T then V then R	Reset Component Unique IDs
P then W	Start wiring
P then V then K	Place Compile Mask Directive
P then V then N	Place Generic No ERC directive
M then M	Move object
R then I	Access the Report Manager dialog presenting a Bill of Materials for the active design project
T then P	Access the Schematic - General
	page of the Preferences dialog

Source: Altium

Last modification: 5/21/2021 7:24:13 PM

More information: *defkey.com/altium-designer-shortcuts*

Customize this PDF...