Global Mapper 21 cheat sheet

File management

Ctrl + O	OPEN a New Data File
Ctrl + S	SAVE the Current Workspace
Ctrl + W	Load a WORKSPACE File
Ctrl + U	UNLOAD All Loaded Data Files

General

F1	Display the USER MANUAL
Alt + X	EXIT Global Mapper
Alt + C	Show the Overlay CONTROL CENTER
Shift + C	CAPTURE the current screen contents to an image
Ctrl + A	SELECT ALL LAYERS in the Overlay Control Center
Ctrl + M	MARK a waypoint at the current GPS location (when tracking a GPS device)
Ctrl + T	Start TRACKING a connected GPS device
Ctrl + Shift + D	Toggle the display of features MARKED AS DELETED
Ctrl + L	Copy current cursor LOCATION (lat, lon) to the Windows Clipboard
Ctrl + Alt + L	Copy current cursor LOCATION (lat, lon) in the Currently Selected Projection to the Windows Clipboard inserting a TAB character to separate the X and Y values
Ctrl + Shift + L	Copy current cursor LOCATION (lat, lon) to the Windows Clipboard, and append the ELEVATION value, if available

Clipboard

Ctrl + C	COPY (to the clipboard) features currently selected with the Digitizer/ Edit tool
Ctrl + X	DELETE (& Copy to clipboard) features currently selected with Digitizer/ Edit tool

Ctrl + V	PASTE clipboard contents (from Ctrl + C or Ctrl + X) to current cursor location
Ctrl + Shift + V	Paste clipboard contents BUT don't clear the clipboard

General tool operations

Esc	CANCEL the current draw or tool operation
Ctrl + E	EDIT THE DESCRIPTION of selected layers when the Control Center is active

Display options

Ctrl + 3	Show 3D View Window
Ctrl + Shift + D	Toggle Display of DELETED Features
Shift + G	Toggle GRID Line Display On and Off
Shift + L	Toggle Elevation LEGEND Display On and Off
Shift + S	Toggle Distance SCALE Display On and Off
Ctrl + P	PRINT the Current Map View
Shift + V	Toggle Line & Area VERTEX Display On and Off
Ctrl + Alt + Shift + V	Toggle VECTOR LAYER Display On and Off

Zooming and panning

Home	Zoom to the Full EXTENTS of All Loaded Data
Ctrl + Home	Center on a Location
Ctrl + Right click	Restore the LAST ZOOMED VIEW (Zoom tool only)
Page Down	Zoom In
Ctrl + Page Down	Zoom In a Tiny bit
Page Up	ZOOM OUT
Ctrl + Page Up	ZOOM OUT a TINY bit
Arrow keys	PAN the Map Display 1/4 of Screen
Shift + Arrow keys	PAN the Map Display 1/2 of Screen

Ctrl + Arrow keys	PAN the Map Display an Entire Screen
Alt + R	SAVE the Current view
Ctrl + R	RESTORE Last SAVED View
Ctrl + Backspace	RESTORE Last DRAWN View
Shift + Z	ZOOM to SCALE
Ctrl + 1	ZOOM (the Raster Layer at the Screen Center) to Full Detail (1:1 PIXEL SIZE)

Info tool

Alt + P	Select the info tool as the current tool
P	Toggle only selecting point features
Right click	Cycle through the features at the clicked location
Ctrl	Display feature info and ignore alternate link options

Digitizer / Edit tool operations

Ctrl + Z	UNDO the last operation, if possible (example: when digitizing new features)
Del	MARK the selected feature(s) AS DELETED
Ctrl + Del	DELETE the selected vertice(s)
Shift + Del	UNDELETE the selected feature(s)
Double click	EDIT FEATURE under cursor
Ctrl + Alt + M	MEASURE the cut-and-fill VOLUME of the currently selected line or area feature
Ctrl + N	Cycle through non-connected line endpoints (end-NODES)
Shift + T	Create new line (TRACE mode)

Draw shapes

Shift	Causes the shape to be ELLIPTICAL or RECTANGULAR rather than the default of circular or square
T + Left click	Causes shapes to be

ANCHORED at the CENTER OF SHAPE rather than the top left of shape

Snapping

Alt + Left click	DISABLE automatic SNAPPING behavior
V + Left click	ONLY snap to EXISTING VERTICES/ FEATURES

Select features

Ctrl + Left click	ADD/ APPEND selected features to cached selection
Shift + Left click	REMOVE selected features from cached selection
Ctrl + Shift + Left click	Toggle the SELECTION STATE of selected features
A + Left click	Select only the topmost AREA feature at the clicked location
L + Left click	Select only the topmost LINE feature at the clicked location
P + Left click	Select only the topmost POINT feature at the clicked location
Alt + Left click	Automatically enter MOVE mode for selected feature(s) after selection
I + Left click + Move the mouse	(drag box) Only select FEATURES that are completely CONTAINED WITHIN the drag box
S + Left click	(or drag box) Only select VERTICES from line or area features that are ALREADY SELECTED

Insert vertices

Shift + Left click	New vertex will be inserted at NEAREST LOCATION to clicked location on selected feature rather than at click location
I + Left click	STAY IN VERTEX INSERT MODE after inserting vertex. Useful if needing to insert multiple vertices

Move features and vertices

X or Shift	Clamp (restrict) movement of features/ vertices to the HORIZONTAL axis
Y or Ctrl	Clamp (restrict) movement of features/ vertices to the VERTICAL axis
Ctrl + Shift	Clamp (restrict) movement of features/ vertices to the DIAGONAL axis
R	Toggles clamped movement to RIGHT-ANGLES from direction of last drawn segment
Ctrl + Shift + M	MOVE the selected features
Alt + Left click	Automatically enter MOVE MODE for selected feature(s) after selection
J + Left click	Automatically enter JOIN MODE if more than one vertex is selected

Image rectification window

Alt + Left click	DISABLE AUTOMATIC SNAP-to-nearest-feature functionality
Shift + Left click	(click on Reference Image) ROUND the clicked location to nearest 30 seconds for arc degree units or nearest 1000 ground units for linear measurements (like meters and feet)
Shift + Left click	(Zoomed View) Automatically ADD CLICKED POINT to GCP list (simulate press of 'Add GCP to List' button)
Ctrl + S	Save the current CONTROL POINT LIST to GCP file
Ctrl + Right click	Zoom out to the ENTIRE EXTENTS of the data being rectified

3D View: Display and Navigation

Ctrl + 3	Open or refresh the 3D view
F5	Refresh the 3D view

Arrow keys	Pan 3D view left, right, forward, and back or move in. In Walk mode, Arrow up/down to move into or away from the scene, arrow left/right to rotate the view around the current location. The SHIFT key will cause large moves/ rotations
Page Up / Down	Zoom out and in (hold SHIFT for larger move; hold CTRL key for smaller move). In walk mode raise and lowers walk mode height (SHIFT keys modifies reduce or enlarge height increment)
Home or Num 5 or Ctrl + Shift + D	Return to default view
Ctrl + Home	Center the 2D view on the current selection
Num 8 or Num 2	Control tilt forward and back. Use the SHIFT and CTRL modifiers to increase/decrease the tilt amount (4x, 1/4x respectively)
Num 4 or Num 6	Control rotation right and left. Use the SHIFT and CTRL : modifiers to increase/decrease the rotation amount (4x, 1/4x respectively)
Num 7 or Num 9	Move up. Use the SHIFT and modifiers to increase/decrease the move amount (4x, 1/4x respectively)
Num 1 or Num 3	Move down. Use the SHIFT and CTRL : modifiers to increase/decrease the move amount (4x, 1/4x respectively)
Wheel up and wheel down	Roll to zoom in and out or raise and lower the walk mode height. Click and drag to pan or change the walk mode pitch.
Left click	Navigate the view. For normal navigation, forward / back movements tilt the scene up or down; left/right movements rotate the view. In Walk mode, forward / back movements move forwards or back in the scene.

	Left / right movements rotate the view. For all modes, holding down the SHIFT key or the CTRL key increase / decrease the amount of rotation, tilt, or movement, respectively.
Right click	For normal navigation , forward / back movements zoom in or out. For Walk mode, raise and lower walk mode height. For all modes, holding down the SHIFT key or the CTRL key increase / decrease the amount of rotation, tilt, or movement, respectively.

3D View: Advanced Display and Navigation

V	Locks mouse movement to the vertical plane
H	Locks mouse movement to the horizontal plane
F11	Decreases the field of view by 5 degrees; if CTRL is held down, it decreases by 1 degree, if SHIFT is held down, it decreases by 10 degrees.
F12	Increases the field of view by 5 degrees; if CTRL is held down, it increases by 1 degree, if SHIFT is held down, it increases by 10 degrees.
Home or Ctrl + Shift + D	Default View. This is the standard view that you get when you open the 3D viewer.
Ctrl + Shift + T	Top View. This is a view from directly above the scene.
Ctrl + Shift + U	Bottom View. This is a view from directly underneath the scene.
Ctrl + Shift + L	Left View. This is a view from the left side of the scene.
Ctrl + Shift + R	Right View. This is a view from the right side of the scene. Use to go to a right view.
Ctrl + Shift + F	Front View. This is a view from in front of the scene. Use to go to a front view.

Ctrl + Shift + B	Back View. This is a view from directly behind the scene.

3D View: Snapping to types of Features

Note: Only one of these modifier keys may be active at a time.

P	Hold down when Selecting, Digitizing or Measuring to filter to point features
A	Hold down to filter to area features
L	Hold down to filter to line features
M	Hold down to filter to mesh features

3D View: 3D Digitizing and Editing

Ctrl + Z	While digitizing or editing, undoes the last point.
Esc	While selecting, the Escape key clears the current selection.
Esc	When digitizing, the Escape key cancels the current digitizing operation, and reverts to selection mode.
Esc	When measuring, the Escape key cancels the current measurement operation.
Enter	When digitizing, the Return key completes the current digitization operation.
Enter	When measuring, the Return key completes the current measurement operation.
Del	If there is a current selection available, the selected features are deleted.

3D View: Tools and Settings

W	Enable or disable wireframe
Ctrl + W	Enable walk mode
Ctrl + Shift + W	Enable/ disable water level display

T	Enable or disable display of textures on meshes
M	Enable or disable Measure tool
D	Enable or disable Digitizer tool
Ctrl + Shift + D	Sets the default view
E	Resets vertical exaggeration to 1.0
Ctrl + E	Lower vertical exaggeration
Shift + E	Raise vertical exaggeration
P	Enables / disable pivot axis display
Ctrl + P	Enables / disables the path profile display, if a path profile is available.
Ctrl + G	Enables / disables display of GPS tracks
Num + or Num -	Raise/ lower water level if water level display is enabled.
Ctrl + B	Enables / disables backface culling
Ctrl + N	Toggle display of vertex normals for meshes
Shift + N	Toggle display of face normals for meshes
N	Toggle normal display mode for meshes (vertex normals and face normals)
Ctrl + C	Copy 3D view image to clipboard
Ctrl + Shift + C	Copy 3D view image to clipboard without notifications

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