QCad 3.22.0 cheat sheet

File

Ctrl + N or Ctrl + T	New
Ctrl + Shift + N	New from template…
Ctrl + O	Open
Ctrl + Shift + I	Import
Ctrl + R	Revert
Ctrl + S	Save
Ctrl + Shift + S	Save as…
Ctrl + W	Close
X then B	Bitmap export…
X then S	Quick SVG export
X then D	PDF export
Ctrl + Shift + P or Ctrl + P	Print preview
Ctrl + Alt + P	Print current view
Ctrl + Q	Quit

View: Zoom

+ or = or Ctrl + +	Zoom in
Ctrl + -	Zoom out
Z then A	Auto zoom
Z then S	Zoom to selection
Z then V	Previous view
Z then W	Window zoom
Z then P	Pan zoom

View

D then F	Draft mode
N then L	Screen based linetypes
N then T	Anti-aliasing
G then R	Grid
J then O	Isometrik grid off
J then T	Top projection
J then R	Right projection
J then L	Left projection
G then Y	Layer list
G then B	Block list
G then V	View list
G then P	Property editor
G then F	Selection filter
G then L	Library browser
G then M	Command line
G then C	Clipboard display
G then S	Status bar
Space or Ctrl + M	Focus on command line
Ctrl + Space	Focus on Options toolbar
Ctrl + Shift + Space	Focus on tool matrix
F8	Display distance / angle

View: Overlays

V then D	Direction
V then O	Order
V then S	Startpoint

Edit

Ctrl + Z or O then O	Undo
Ctrl + Shift + Z or U then U	Redo
Del or Backspace or E then R	Delete
Ctrl + X	Cut
Ctrl + Shift + X or R then T	Cut with reference
Ctrl + C or C then P	Copy
Ctrl + Shift + C or R then C	Copy with reference
Ctrl + V or P then S	Paste
Ctrl + Shift + V or P then E or D then P	Paste along entity
Ctrl + F or R then P	Find / Replace
F then F	Substitute fonts
M then G	Scale text heights
C then U	Convert drawing unit
Esc	Escape
Q then Q	Reset / Idle

Ctrl + I	Drawing preferences
Ctrl + ,	Application preferences

Edit: Quick modify

Arrow keys	Move
F5	Rotate counter-clockwise
F6	Rotate clockwise

Draw: Point

P then O	Single point
P then N	N points on line
P then M	MxN points

Draw: Line

L then I	Line from 2 points
L then A	Line from angle
L then H	Horizontal line
L then V	Vertical line
L then B	Angle bisector
L then P or P then A	Parallel (with distance)
L then G	Parallel (through point)
L then T then 1	Tangent (point, circle)
L then T then 2	Tangent (two circles)
L then N	Orthogonal / Tangent
L then R	Relative angle
L then O	Orthogonal
L then F	Freehand line

Draw: Spline

S then P	Spline (control points)
S then L	Spline (fit points)
N then I	Insert fit point
N then R	Remove fit point
N then P	Simplify

Draw: Misc

X then H	Horizontal construction line
X then V	Vertical construction line
C then S	Centerline cross
C then 1 then 2	Counter
T then G	Text along entity
L then J	Box joint from 2 points

Draw: Arc

A then R	Center, point, angles
A then D	2 points and radius
A then 2	2 points and angle
A then L	2 points and length
A then H	2 point and height
A then 3	3 points
A then C	Concentric (with distance)
A then G	Concentric (through point)
A then N	Tangentially connected
A then T	Tangent, point, radius

Draw: Circle

C then I	Center, point
C then R	Center, radius
C then A	Center, diameter
C then D	2 points and radius
C then 2	2 points
C then 3	3 points
C then C	Concentric (with distance)
C then G	Concentric (through point)
C then T then 1	Tangent and 2 points
C then T then P	Tangent, point, radius
C then T then 2	2 tangents and point
C then T then R	2 tangents and radius
C then T then 3	3 tangents

Draw: Ellipse

E then P	Ellipse (center, point, ratio)
E then A	Ellipse arc
E then I	Ellipse with radii
E then D	Ellipse with diameters
E then C	Parallel curve (with distance)
E then G	Parallel curve (through point)

E then Q	Inscribed in quadrilateral

Draw: Polyline

P then L	Draw polyline
O then G	Polyline segments
O then C	Polyline from selection
O then L	Partial polyline along selection
O then A or O then I	Insert node
O then P	Append nodes
O then D	Delete nodes
O then B	Delete segments between two nodes
O then T	Trim segments
O then R	Relocate start point
O then X	Change segment type
O then Q	Offset
O then M	Morph
O then S	Simplify
O then N	Normalize polylines
O then E	Logically close polylines
O then J	Logically open polylines

Modify

M then V	Move / copy
R then O	Rotate
S then Z	Scale
M then I	Mirror
F then H	Filp horizontal
F then V	Flip vertical
M then R	Move and rotate
R then 2	Rotate two
A then E	Align reference points
M then A	Align
O then F	Offset (with distance)
O then H	Offset (with point)
R then M or X then T	Trim
T then M	Trim both
L then E	Lengthen / shorten
S then S	Stretch
C then L,R	Clip to rectangle
C then H	Chamfer / bevel
R then N	Round
D then I	Divide
M then S	Split entities
D then 2	Break out segment
B then 2	Break out manual
A then X	Auto trim
D then 3	Break out gap
R then V	Reverse
M then T	Edit text
M then H	Edit hatch
X then P	Explode

Modify: Draw order

M then F	Bring to front
M then B	Send to back
R then D	Reorder

Modify: Detection

M then D	Detect duplicates
M then Z	Detect zero-length entities

Modify: Projection

P then R	Orthographic projection (cylindirical)
P then J	Isometric projection
P then C	Isometric projection (cylindirical)
M then X	Matrix transformation

Block

X then P	Explode
B then V	Toggle visibility
B then S	Show all blocks
B then H	Hide all blocks
B then A	Add empty block
B then C	Create block from selection
B then L	Add layout block

B then R	Remove block
B then P	Purge unused blocks
B then N	Rename block
B then E	Edit block
B then D	Edit block from reference
B then Y	Copy block
E then M	Return to main drawing
B then +	Select block references
B then -	Deselect block references
B then I	Insert block
B then T	Create library item

Block: Attributes

U then A	Define block attribute
U then Y	Synchronize attributes

Layer

Y then V	Toggle visibility
Y then F	Toggle frozen status
Y then L	Toggle lock status
Y then O	Show only active
Y then S	Show all layers
Y then H	Hide all layers
Y then W	Thaw all layers
Y then Z	Freeze all layers
Y then K	Lock all layers
Y then N	Unlock all layers
Y then A	Add layer
Y then U	Add sublayer
Y then T	Create layer from selection
Y then R	Delete layer
Y then P	Purge unused layers
Y then E	Edit layer
Y then + or Y then C	Select layer
Y then - or Y then D	Deselect layer

Window

Ctrl + Shift + W	Close all
Ctrl + Right or Ctrl + Page Up	Next
Ctrl + Left or Ctrl + Page Down	Previous
Ctrl + Shift + F	Full screen

Misc: Development

G then E	Script shell
X then C	Run script

Snap

S then F	Free
S then G	Grid
S then E	End
S then T	On entity
S then U	Perpendicular
S then B	Tangential
S then C	Center
S then R	Reference
S then M	Middle
S then N	Middle manual
S then D	Distance
S then H	Distance manual
S then I	Intersection
S then Y	Intersection manual
S then A	Auto
S then X	Coordinate
S then O	Polar coordinate
. then X	X/Y from points
. then Y	Y/X from points
S then K	Center of selection
E then N	Restrictions off
E then O	Restrict orthogonally
E then H	Restrict horizontally
E then V	Restrict vertically
E then L	Restrict angle or length
R then Z	Set relative zero
R then L	Lock relative zero
S then Q	Lock snap

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More information: *defkey.com/qcad-shortcuts*

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