VCarve Pro 10 cheat sheet

General Shortcut Keys

Ctrl + A	Select All vectors
Esc	Deselect all vectors
Select right to left: Selects all vectors inside and touching selection rectangle	
Select left to right: Only selects vectors fully inside selection rectangle	
N	Toggles between Selection and Node Editing modes
Esc	Switches to Selection Mode (exits Node editing or Transform mode)
T	Opens the Scale form for Transforming the vectors.
M	Opens the Move form
R	Opens the Rotate form
J	Opens the Join Vectors form
9	Rotates selected object 45° counterclockwise
0	Rotates selected object 45° clockwise
Esc or Right click	Exits vector drawing and editing tools and closes the data entry form
Space	Re-opens the last vector creation form you used. This is very useful when using other forms in between each shape / text / dimension you create.
Z	Zoom - click top left and bottom right corners to zoom
Esc	Exits zoom mode returning to Selection mode
Ctrl + F	Zoom to fit Job
F or F6	Zoom to fit Material
F1	Opens the Help File
F2	Opens the 2D Drawing window
F3	Opens the 3D Preview window
F4	Opens the Snap Settings form
F5	Refreshes the 2D window
F6	Scales 2D view to fit material
F9	Center selected object in view

F10	Opens the Alignment Tools form
Right click	Opens context sensitive menus
Ctrl + Z	Edit Undo
Ctrl + Y	Edit Redo
Ctrl + C	Copy the selected vectors
Ctrl + V	Paste the selected vectors
Ctrl + Left click + Move the mouse	Pastes a copy of the selected vectors each time the left mouse button is released.
Ctrl + X	Cut the selected vectors
Alt + Left click + Move the mouse	Moves the object either horizontally or vertically aligned with its original position
Ctrl + Alt + Left click + Move the mouse	Creates a copy of the original object horizontally or vertically aligned to its original position
Ctrl + N	Create New file
Ctrl + O	Open an Existing file
Ctrl + S	Save file
Ctrl + I	Import file
Page Up	Vertically tiles the 2D View and the 3D View window so you can see them both simultaneously. Currently Selected window is on the left - typically best to select the 2D View first when doing this.
Page Down	Horizontally tiles the 2D View and the 3D View window so you can see them both simultaneously. Currently Selected window is at the top - typically best to select the 2D View first when doing this.
Ctrl + M	Opens Measure tool form

Tab Navigation

F11	Toggle Drawing Tab on
F12	Toggle Toolpath Tab on
Ctrl + L	Opens the Layers Tab
Ctrl + D	Opens the Drawing Tab
F8	Toggles between the Drawing and Modeling Tab

Double Sided Job Setup

1	Toggle Top Side on
2	Toggle Bottom Side on
=	Toggle Multi-Sided View on

Mirror

H	Mirror Horizontally
Ctrl + H	Create Mirror Copy Horizontally
Shift + H	Mirror Horizontally, around center of material
Ctrl + Shift + H	Create Mirror Copy Horizontally, around center of material
V	Mirror Vertically
Shift + V	Mirror Vertically, around center of material
Ctrl + Shift + V	Create Mirror Copy Vertically, around center of material

Alignment

F9	Moves selected object to the center of the material
F10	Opens the Alignment Tools form

Groups

G	Group the selected objects
U	Ungroup the selected objects to their original layers, sub-groups remain grouped.
Ctrl + U	Ungroup the selected objects to the group's layer, sub-groups remain grouped.
Shift + U	Deep' ungroup the selected objects to their original layers. Sub-groups are also ungrouped.
Ctrl + Shift + U	Deep' ungroup the selected objects to the group's layer. Sub-groups are also ungrouped.

Arrow Keys

Ctrl + Arrow keys	(hold) Reduce the nudge distance
Shift + Arrow keys	(hold) Increase the nudge distance
Ctrl + Shift + Arrow keys	(hold) Nudge by the Fixed Nudge Distance which is specified in the Snap Settings (F4)

Node Editing

I	Insert a Point
D	Delete Point / Span
S	Smooth / Unsmooth Point
C	Cut Vector opens the vector
B	Convert span to Bezier
A	Convert span to Arc
L	Convert span to Line
P	Makes the selected node the Start Point for machining
X	"Displays a single node's X and Y location properties
Y	Changes the Y co-ordinate position of selected nodes to match the position of the first one (when more than one selected)
H	Enter horizontal mirror mode (press again to exit)
V	Enter vertical mirror mode (press again to exit)
K	Toggle Keep Bezier Tangency mode, which will fix the start and end directions of Bezier curves when they are being dragged directly
J	Join two selected open vectors (at two end nodes if also selected)
Right click	Opens context sensitive menus

Source: VCarve Pro documentation

Last modification: 9/7/2023 6:06:04 PM

More information: defkey.com/vcarve-pro-10-shortcuts

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