



TRIM BREAK

- TRIM BOTH
- TRIM MODAL
- BREAK BOTH
- BREAK MODAL
- BREAK WINDOW

VIEW PORTS

- TOP
- FRONT
- RIGHT
- PERSPECTIVE
- TOP/RIGHT
- TOP/FRONT
- FOUR VIEWS

POST PROCESS

- G-CODE ONLY
- 2D ANIMATION
- TOOL CHAIN
- 3D SIMULATION

PICK METHODS

- WINDOW
- SELECT
- CHAIN
- LAST LAYER
- SELECT LAYER
- LIASSO
- FILTER MASK

CURVES

- SEGMENTS
- NORMAL CUBIC
- BEZIER
- B-SPLINE
- ARC SERIES
- ARC FIT

POINTS

- POSITION
- POLAR
- CIRCLE CENTER
- BREAK POINT

DIMENSIONING

- HORIZONTAL
- VERTICAL
- SLANTED
- ANGULAR
- RADIUS
- DIAMETER
- X ORNATE
- Y ORNATE
- NOTE
- LABEL

LINES

- END POINTS
- TAN 2 GEOMS
- ANGLE & GEOM
- CHAMFER
- HORIZONTAL
- VERTICAL
- POSITION & ANG
- PARALLEL

PATTERNS

- BOLT HOLE CIR
- HOLE GRID
- RECTANGLE
- POLYGON
- ELLIPSE
- GEAR
- CIRCULAR CAM

ARCS

- FILLET
- THRU 3 POS
- TAN 3 GEOMS

CIRCLES

- CENTER & RAD
- TAN 2 GEOMS
- TAN 3 GEOMS
- CENTER & TAN

SERIES

- CORNER BLENDS
- CORNER BREAKS
- HOLE TRAIN
- OFFSET CHAIN

Key	Description	Key	Description	Key	Description
A	Arc though 3 positions	Q	Query a geom. for information	F1	Help
B	Break two geoms at the intersection	R	Redraw or Refresh the screen	F2	Select an End Point
C	Create a Circle	↑	Speeds Posting Graphic	F3	Select a Mid or Center Point
F	Fillet on two geoms	↓	Slows Posting Graphic	F4	Select an Intersect Point
I	Invert or reverse an Arc	S	Pan or Slide the display	F7	Rotates Sprite CCW 5°
J	View Previous (Jump Back)	U	Undo Last Command	F8	Rotates Sprite CW 5°
L	Create a Line	V	View All the geometry	←	Rotates Sprite CCW 1°
M	Modify geometry properties	W	View Window	→	Rotates Sprite CW 1°
O	Set a temporary Origin	X	Trim Both		
P	Create a Point	Z	Set Z Depth		