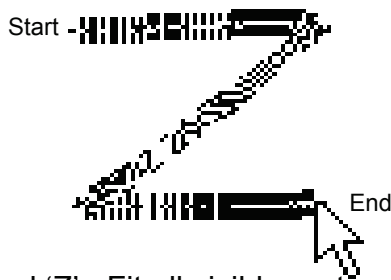# Cursor Strokes Quick Reference

A stroke is made by pressing and holding the left mouse button then moving the mouse.   This will leave behind a trail of mouse tracks. When you release the left mouse button, the trail is erased and the command associated with the "shape" of the stroke is executed.
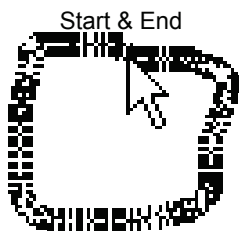
Common View Strokes

Forward 'Z' - Fit all visible part geometry and cutter path(s) to the graphics area.

Backwards 'Z' - Previous view. Return the 3D view to the previous orientation and zoom factor.

'O' - Circle the area of interest with an 'O' shape. The view will change to zoom into that area with the center of the view coincident with the center of the 'O'.
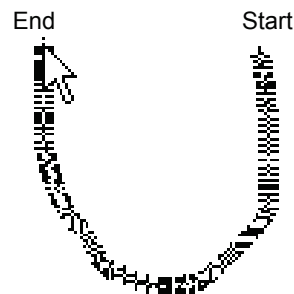
Select & Unselect

Selection is a characteristic of an entity - geometry or cutter path. An entity is either selected or not selected. Selected entities are drawn in a different color. When unselected, the original color of the entity is restored. Certain commands work only on selected entities. These strokes help you quickly select and unselect entities.
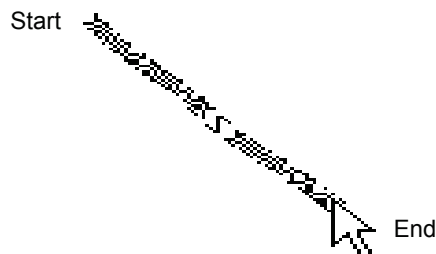
Forward Diagonal - Select all entities inside an imaginary box around the extent of the stroke. The entities inside the box are added to the collection of any other entities that are already selected.
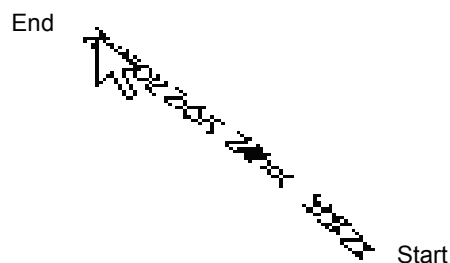
Backward Diagonal - Unselect all entities inside an imaginary box around the extent of the stroke. The entities inside the box are removed from the collection of any other entities that are selected.
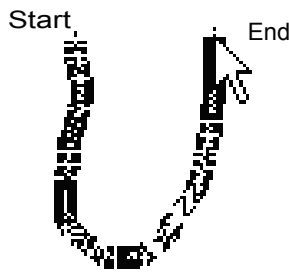
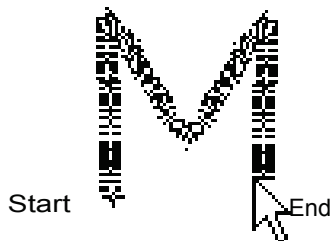Backward 'U' - Unselect all entities that are currently selected.

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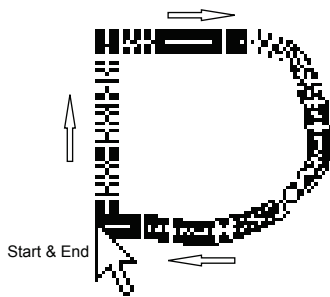support@amt-software.com
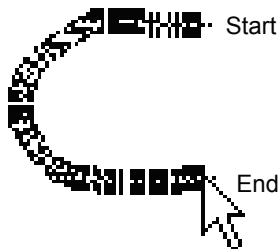
Handy Quick Command Strokes

Forward 'U' - Undo. Undoes the effect of the last command that changed the state of the project.

Forward 'M' - Move selected. Move all selected geometry or cutter path an incremental distance.

**'D'** - Delete. Delete all selected geometry. If a cutter path is selected, it is stored.

'C' - Current. Activate a cutter path currently loaded. If there is a segment of the path sufficiently close to the start of the stroke, it is activated and the tool placed at that segment.

Point Select & Unselect

Point selection allows you to indicate an interior portion of geometry or cutter path that you wish to modify. Selecting points allows you to move them an incremental distance or remove the points by deleting them. Selected points are drawn with an 'X' at each selected point. These strokes offer a quick way to select and unselect points.
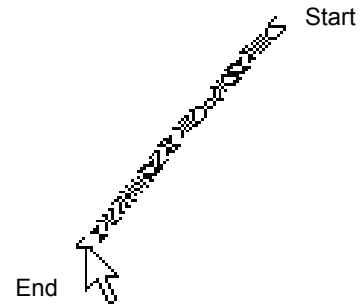
To-to-bottom Diagonal - Select points within an entity inside an imaginary box around the extent of the stroke. The point selection inside the box are added to the collection of points that are already point selected.
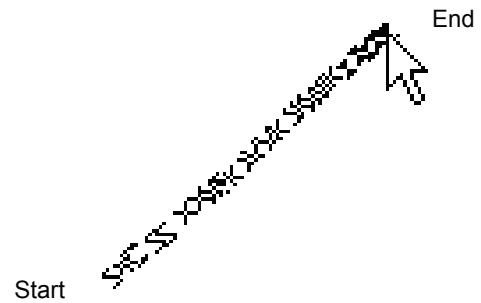
Bottom-to-top Diagonal - Unselect points in entities inside an imaginary box around the extent of the stroke.

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