




## Moving Objects M

Drag Object 	Description
<b>Value</b> Enter	Moves object the L Value from original position in direction of cursor. <b>Equivalent to:</b> <b>Value</b> L.
<b>Value</b> , <b>Value</b> Enter	Moves object relative to its position by X and Y. <b>Equivalent to:</b> <b>Value</b> D <b>Value</b> W.
<b>Value</b> X <b>Value</b> Y	Moves object to the absolute position X and Y


## Rotating Objects R

Drag Rotation Handles 	Description
<b>Value</b> Enter	Rotate the selection by R degrees counterclockwise. <b>Equivalent to:</b> <b>Value</b> L.

## Scaling Objects T


Drag Scaling Handles 	Description
<b>Value</b> Enter	<b>Default when dragging edge scale nodes only.</b> Set the width or height of the object to 'L' (depending on which handle is being dragged). <b>Equivalent to:</b> <b>Value</b> L.
<b>Value</b> , <b>Value</b> Enter	<b>Default when dragging corner scale nodes only.</b> Set the width and height of the object to the given values. <b>Equivalent to:</b> <b>Value</b> D <b>Value</b> W.
<b>Value</b> S	Scale the object by a factor.

# Node Editing N


Drag Node 	Description
<b>Value</b> Enter	Moves node from original position by that amount in direction of cursor. <b>Equivalent to:</b> <b>Value</b> L.
<b>Value</b> , <b>Value</b> Enter	Move the node by that amount relative to its current position. <b>Equivalent to:</b> <b>Value</b> D <b>Value</b> W.
<b>Value</b> X <b>Value</b> Y	Moves node to the absolute position X and Y

# Polyline Tool


**Note:** Once the first point is entered the Quick Keys can be used without having to depress the left mouse key. Entering values defines the next end-point.

Value after adding first point 	Description
<b>Value</b> Enter	Places next point L away from the last point in the direction of cursor. <b>Equivalent to:</b> <b>Value</b> L.
<b>Value</b> , <b>Value</b> Enter	Place the next point offset by that amount relative to the last point's position. <b>Equivalent to:</b> <b>Value</b> D <b>Value</b> W.
<b>Value</b> X <b>Value</b> Y	Places the next point at position X and Y
<b>Value</b> A <b>Value</b> L	Creates a line with an angle of A° and a length L


# Draw Circle

Value(s) while Dragging	Description
Mouse 	
<b>Value</b> Enter	Create a circle with the given <b>radius</b> . <b>Equivalent to:</b> <b>Value</b> R.
<b>Value</b> D	Create a circle of Diameter D

# Draw Ellipse

Value(s) while Dragging	Description
Mouse 	
<b>Value</b> Enter	Create a circle with the given <b>diameter</b> . <b>Equivalent to:</b> <b>Value</b> L.
<b>Value</b> , <b>Value</b> Enter	Create an ellipse with width and height. <b>Equivalent to:</b> <b>Value</b> W <b>Value</b> H.
<b>Value</b> X	Create an ellipse with width X and use the current height
<b>Value</b> Y	Create an ellipse with height Y and use the current height

# Draw Rectangle

Value(s) while Dragging	Description
Mouse 	
<b>Value</b> Enter	Create a square with the given <b>side length</b> . <b>Equivalent to:</b> <b>Value</b> L.
<b>Value</b> , <b>Value</b> Enter	Create a rectangle with given width and height. <b>Equivalent to:</b> <b>Value</b> W <b>Value</b> H.
<b>Value</b> X	Create a rectangle with width X and use the current height
<b>Value</b> Y	Create a rectangle with height Y and use the current height
<b>Value</b> R <b>Value</b> X	Create a rectangle with a radius R and width X, using current height
<b>Value</b> R <b>Value</b> Y	Create a rectangle with a radius R and height Y, using current width
<b>Value</b> W <b>Value</b> H	Create a rectangle with width W and height H
<b>Value</b> , <b>Value</b> Enter	Create a rectangle with width and height

# Draw Polygon

Value(s) while Creating	Description
Mouse Mouse	
<b>Value</b> Enter	Create a circle with the given <b>radius</b> . <b>Equivalent to:</b> <b>Value</b> R.
<b>Value</b> D	Creates a Polygon with diameter D
<b>Value</b> S <b>Value</b> R	Create a polygon with number of sides S and radius R
<b>Value</b> S <b>Value</b> D	Create a polygon with number of sides S and diameter D

# Draw Star

Value(s) while Dragging Mouse	Description
Mouse	
<b>Value</b> Enter	Create a star with the given <b>radius</b> . <b>Equivalent to:</b> <b>Value</b> R.
<b>Value</b> D	Create a star with diameter D
<b>Value</b> P <b>Value</b> R	Create a star with number of points P and radius R
<b>Value</b> P <b>Value</b> D	Create a star with number of points P and diameter D
<b>Value</b> P <b>Value</b> I <b>Value</b> R	Create a star with number of points P , Internal Radius % I and radius R
<b>Value</b> P <b>Value</b> I <b>Value</b> D	Create a star with number of points P , Internal Radius % I and diameter D