## **Shortcuts**

Command Name	Shortcut Key	Description	Window Type	
New	ЖN	Creates a new, empty ARCHICAD project.		
New & Reset All	NZ Ж	Creates a new, empty ARCHICAD project and applies default settings.	All Types	
Open	жо	Opens an existing document.	All Types	
Open/Join Teamwork Project…	光介O	Opens or joins an existing Teamwork Project.	All Types	
Close Project	MZ/#	Closes the project.	All Types	
Save	ЖS	Saves the project.	All Types	
Save as	光介S	Saves the project with a new name.	All Types	
Place External Drawing from Teamwork Project	87公0	Imports and places external drawing file from a Teamwork project into the current project.	All Types	
Open Object	07#	Browse for an existing library part and open its script window.	All Types	
Page Setup	¶√P	Changes the page layout settings.	All Types	
Print	ЖР	Prints the current project.	All Types	
Quit	ЖQ	Quits the application; prompts to save documents.	All Types	
Undo	ЖZ	Undoes the last action.	Non-Text	
Redo	₩∖Z	Redoes the previously undone action.	Non-Text	
Repeat Drag	ЖВ	Repeats the last executed menu command.	Non-Text	
Cut	ЖX	Removes the selected items and copies them onto the Clipboard.	Non-Text	
Сору	жс	Copies the selected items to the Clipboard. Use Paste to put them in the new location.	Non-Text	
Paste	₩٧	Inserts the items you have copied or cut into the selected location.	Non-Text	
Select All	ЖA	Selects all items of the desired type.	Non-Text	
Find & Select	ЖF	Displays selection criteria for finding and selecting items.	Non-Text	
Sub-Element Selection	^2	Toggles Sub-Element Selection on and off.	Non-Text	
Group	ЖG	Creates a new group out of the selected items.	Non-Text	
Ungroup	₩∖CG	Revokes the last Group command issued on the selected items.	All Types	
Suspend Groups	ΣG	Enables editing of individual elements inside Groups.	All Types	
Bring to Front	₩℃ûUp	Brings the selected items to front.	Non-Text	
Bring Forward	ЖûUp	Brings the selected items in front of items of equal or lower class.	Non-Text	
Send Backward	光介Down	Sends the selected items behind items of equal or lower class.	Non-Text	
Send to Back	<b>米</b> で企Down	Sends the selected items to back.	Non-Text	
Drag	ЖD	Drags the selected items.		
Rotate	ЖE	Rotates the selected items.		
Mirror	жм	Mirrors the selected items.		
Elevate	<b></b> #9	Elevates the selected items.		
Drag a Copy		Drags a duplicate of the selected item.		
Rotate a Copy	#ZE	Rotates a duplicate of the selected item.		
Mirror a Copy	M7 %	Mirrors a duplicate of the selected item.		
Multiply	#U	M Mirrors a duplicate of the selected item. U Opens Multiply dialog box.		
Trim	#^C	C Trims an element beyond the endpoint or intersection point.		

Resize	жк	Resizes the selected items.	
Split	ጋ <sub>ተ</sub> ገ	Splits the selected items along a line or other temporary item.	
Adjust	₩-	Adjusts the selected items to a line or other item.	
Explode into Current View	₩=	ransforms the selected elements into independent 2D drawing lements.	
Unify	<b></b>	Unify the selected lines/arcs/polylines into a single polyline, or selected splines into a single spline.	Non-Text
Edit Selection Set	TZ#	Edits the common parameters of the selected items.	Non-Text
Tool Settings	жт	Changes the settings of the selected or newly created items of this type.	Non-Text
Pick Up Parameters	7.0	Picks up an element's parameters and sets them as the default for that tool type.	Non-Text
Inject Parameters	37 X	Injects the default parameters into an element.	Non-Text
Invert Wall Direction	V7 %	Inverts the direction of a Wall's Reference Line.	All Types
Undo(text)	ЖZ	Undoes the last action in a text window.	Text
Redo(text)	₩∖Z	Redoes the previously undone action in a text window.	Text
Repeat Last Command(text)	ЖВ	Repeats the last executed menu command in a text window.	Text
Cut(text)	жх	Removes the selected items from a text window and copies them onto the Clipboard.	
Copy(text)	жс	Copies the selected items to the Clipboard. Use Paste to put them in a new location in a text window.	
Paste(text)	жv	Inserts the items you have copied or cut into the selected location in a text window.	
Select All(text)	ЖA	Selects all items of the desired type in a text window.	
Find & Replace	ЖF	Replaces the specified text with different text.	
Find Again	ЖG	Finds next occurrence of the specified text.	
Replace Again	жт	Repeats the last replace action.	
Replace Again Backwards	#\TT	Repeats the last replace action, moving backwards through the window.	
Go to Line	ЖL	Goes to the specified line.	Text
Comment	ЖМ	Comments the selected line.	Text
Uncomment	жu	Removes the comment sign from the selected line.	Text
Go Up a Story	∖∵F2	Goes up one story.	All Types
Go Up a Story	ЖUр	Goes up one story.	All Types
Go Down a Story	₩F2	#F2 Goes down one story.	
Go Down a Story	ℋDown	#F2 Goes down one story.  Down Goes down one story.	
Go to Story	₩\F2	Goes to the desired story.	
Go to First Layout	Ж√Left	Goes to the first Layout.	
Go to Previous Layout	₩F7	Goes to the previous Layout.	
Go to Previous Layout	∖Left	Goes to the previous Layout.	
Go to Next Layout	\F7	Goes to the next Layout.	
Go to Next Layout	∵Right	Goes to the next Layout.	
Go to Last Layout	Ж∖Right	Goes to the last Layout.	
Construction Grid Display	₹ûC	Shows or hides the Construction Grid.	
Grid Snap	ÛS	Toggles snap-to-grid input on and off.	All Types

Show/Hide Guide Lines	L	Toggles guide lines on and off.	Non-Text
Create Guide Line Segment		Creates a user-defined guide line segment, or guide arc.	
Lock/Unlock to/from Guide Line / Snap Guide	Υ§	ocks or Unlocks the cursor to/from Guide Line / Snap Guide.	
Zoom to Selection	<b></b>	Sets the view to display all selected items in the Window.	All Types
Fit in Window	∺'	Sets the view to display all items in the Window.	All Types
Rotate Orientation	₩,	Rotates the view orientation.	Non-Text
Previous Zoom	]Ж	Jumps back to the previous zoom.	All Types
Next Zoom	<b>光</b> ]	Jumps to the next zoom.	All Types
Show Selection in 3D		Opens the 3D Window to display the elements selected by the Arrow tool.	All Types
Show All in 3D (Filtered)	₩F4	Opens the 3D Window to display the entire model in 3D (limited only by the active 3D Element Filters and 3D Cut Planes if any).	All Types
Filter and Cut Elements in 3D	A7#	Selects a subset of project elements to display in the 3D window, or change cut surface display.	All Types
3D Cutaway	ЖY	Switches 3D cut planes on and off.	All Types
3D Projection Settings	₩∠E3	Changes the 3D viewpoint, camera and sun settings.	All Types
Hidden Line	℃介F6	Displays items in 3D window using hidden line mode.	All Types
Rebuild	₩∖ĸ	Rebuilds the content of the active window.	
Rebuild & Regenerate	₩℃企R	₭ ∖ ☆ Rebuilds and regenerates the content of the active window.	
Open 3D Window	F3	Opens or activates 3D window.	
Horizontal (Editing Plane Orientation)	ZE	E Changes Editing Plane orientation to Horizontal.	
Next Plane	E	Click to cycle through context-specific editing planes.	
Pick Plane	ዋ습፝፞፞፞፞ፗ፠	Defines Custom-oriented Editing Plane.	
Element Snap	ÛΕ	Toggles element snapping on and off.	
Story Settings	<b></b> #7	Creates and changes the stories.	
Crop to Single-plane Roof	₩0	Crops walls, columns, clabs, hoams and library parts to Single plane	
Set Origin	#公公#	Sets the origin of Vector fill.	Non-Text
Set Direction	873	Sets the direction of Vector fill.	Non-Text
Send Changes	87%	Sends Changes to shared project on server (Teamwork).	All Types
Reserve Elements from source	ЖJ	Opens Element Reservation dialog box (Teamwork).	Non-Text
Release All and Comment	₩ûJ	Releases all elements and data reserved by you, with a comment (Teamwork).	
Layers	ЖL	Creates and changes the layers and layer combinations.	
Show/Hide PhotoRendering Settings	₩ûR	Shows or hides PhotoRendering Settings palette.	
Show/Hide Surface Painter	名分の第	Shows or hides the Surface Painter Palette.	
PhotoRender Projection	ЖR	Creates a photorealistic image of the 3D window.	
Render Marquee Region	₩\.1	Creates a photorealistic image of a part of the 3D window.	
Save View and Place on Layout	<b></b>	Saves a new view and places it on the active Layout.	

Enter/Exit Full Screen	^Escape	Toggles Full Screen mode on and off.	
Show/Hide Palettes and Toolbars	^1	Toggles visibility of palettes & toolbars on and off.	
Close Tab DP DIRECTORS PLAN	₩W	Closes Tab DP DIRECTORS PLAN.	All Types
Show Next Tab	^Tab	hows the next tab in Tab Bar.	
Show Previous Tab		Shows the previous tab in Tab Bar.	
Floor Plan	F2	Activates Floor Plan window.	All Types
Last Section	F6	Activates the window of the last section.	All Types
Last Layout	F7	Activates the window of the last layout.	All Types
Pop-up Navigator	₩ûN	Shows or hides the Pop-up Navigator.	All Types
Switch Geometry Methods	G	Switches among the Geometry Methods in the Info Box.	All Types
Switch Construction Methods	С	Switches among the Wall Reference Line, Slab Reference Plane and Construction Methods in the Info Box.	All Types
Top Elevation		Activates the top elevation value in the Info Box.	All Types
Top Elevation		Activates the top elevation value in the Info Box.	All Types
Bottom Elevation	В	Activates the bottom elevation value in the Info Box.	All Types
Bottom Elevation	ûВ	Activates the bottom elevation value in the Info Box.	All Types
Cursor Snap Variants	ûQ	Switches among Cursor Snap Variants.	All Types
Previous Tool in Toolbox	PageUp	Activates the Tool located above the currently active tool in the Classic Toolbox.	All Types
Next Tool in Toolbox	PageDown	Activates the Tool located below the currently active tool in the Classic Toolbox.	
Arrow Tool/Last Tool Toggle	W	Toggles between the Arrow tool and the last used Tool.	
Open Favorite Popup for Tool in Toolbox	Home	Opens the Favorite Popup for the currently active tool in the Classic Toolbox.	
Change Grid Snap States	75	Switches among cursor snap grid options: none, snap grid and construction grid.	
Scroll Up	Up	Scrolls the window up.	All Types
Scroll Down	Down	Scrolls the window down.	All Types
Scroll Left	Left	Scrolls the window left.	All Types
Scroll Right	Right	Scrolls the window right.	All Types
Zoom In (scrollbar)	+	Zooms in on the screen.	All Types
Zoom Out (scrollbar)	-	Zooms out from the screen.	
Force Snap Reference	Q	Displays the next Guide Line Group (Main-direction or Relative-direction) or the Edge/Arc Extension Guide Line without waiting for the user-set lag time to expire.	
Switch to the Next Pet Palette Item	F	Switches to the next item of the Pet Palette.	
Switch to the Previous Pet Palette Item	ΝF	Switches to the previous item of the Pet Palette.	
Switch to the Previous Pet Palette Item	Ů₽	Switches to the previous item of the Pet Palette.	
Nudge Up (Larger)	T企Up	Nudges the selected element(s) up (Construction Grid increment).	
Nudge Down (Larger)	℃☆Down	Nudges the selected element(s) down (Construction Grid increment).	
Nudge Left (Larger)	℃ûLeft	Nudges the selected element(s) left (Construction Grid increment).	
Nudge Right (Larger)	℃☆Right	Nudges the selected element(s) right (Construction Grid increment).	
Nudge Up	企Up	Nudges the selected element(s) up (Snap Grid increment).	

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Nudge Down	☆Down	Nudges the selected element(s) down (Snap Grid increment).	
Nudge Left	ûLeft	Nudges the selected element(s) left (Snap Grid increment).	All Types
Nudge Right	☆Right	Nudges the selected element(s) right (Snap Grid increment).	
Change Flip Status	Р	Changes the Flip Status of the Wall or Shell.	
Change Flip Status	₩∖F	Changes the Flip Status of the Wall or Shell.	
Switch Geometry Methods Backward	ûG	witches among the Geometry Methods in the Info Box backward.	
Explore Model	₩ûE	Explore Model	Non-Text
Orbit	0	Switches Orbit Mode on and off.	All Types
Perspective	∵F3	Perspective	All Types
Axonometry	₩F3	Axonometry	All Types
Edit value in Tracker	N	Brings up the Tracker for numeric input.	All Types
Prefer polar coordinates in Tracker	/	During straight vector editing, Tracker shows Radius and Angle instead of X - Y coordinates.	All Types
Gravity	ÛⅤ	Automatically places new element on top of an existing element.	All Types
Gravity	VZ	Switches among gravity modes: none, Slab, Roof, or Mesh.	All Types
Set User Origin	S	Resets the zero point to a user defined location.	Non-Text
Measure	М	Show distances/angles of cursor from reference point or Guide Line. During input/editing, this measurement will appear in the Tracker.	All Types
Measure	ĴM	Show distances/angles of cursor from reference point or Guide Line.  During input/editing, this measurement will appear in the Tracker.	
X Coordinate	X	Activates the X Coordinate value.	Non-Text
Y Coordinate	Y	Activates the Y Coordinate value.	
Z Coordinate	Z	Activates the Z Coordinate value.	
Radius/Distance	R	Activates the Radius or the Distance value.	
Radius/Distance	ûR	Activates the Radius or the Distance value.	
Radius/Distance	ûD	Activates the Radius or the Distance value.	
Radius/Distance	D	Activates the Radius or the Distance value.	
Angle	А	Activates the Angle value.	
Angle	ÛΑ	Activates the Angle value.	All Types
Home Story	Н	Activates the Home Story value.	All Types
Home Story	ÛH	Activates the Home Story value.	All Types
Lock X Coordinate	XZ	Locks the X Coordinate value.	All Types
Lock X Coordinate	ΥΔΥ	Locks the X Coordinate value.	All Types
Lock Y Coordinate	Υ	Locks the Y Coordinate value.	All Types
Lock Y Coordinate	Y位Y	Locks the Y Coordinate value.	All Types
Lock Z Coordinate	ΛZ	Locks the Z Coordinate value.	
Lock Z Coordinate	∵ûZ	Locks the Z Coordinate value.  Locks the Z Coordinate value.	
Lock Radius/Distance	∖∵R	Locks the Radius or the Distance value.	
Lock Radius/Distance	∵ûR	Locks the Radius or the Distance value.  Locks the Radius or the Distance value.	
Lock Radius/Distance		Locks the Radius or the Distance value.	
Lock Radius/Distance		Locks the Radius or the Distance value.	
Lock Angle		Locks the Angle value.	
Lock Angle		Locks the Angle value.	
Activate Next Tracker Value		Brings up the Tracker for numeric input; switches to the next Value in the Tracker.	
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Activate Previous Tracker Value		Brings up the Tracker for numeric input; switches to the previous Value in the Tracker.	All Types
Trace On/Off	ûF2	Turns Trace Reference feature On/Off.	Non-Text
Marquee	₩^M	Marquee Tool	Non-Text
Fill	₩ûF	Fill Tool	Non-Text
Line	<b></b> #^L	Line Tool	Non-Text
Polyline	ZL	Polyline Tool	All Types
IFC Project Manager (IFC)	#71	IFC Project Manager	Non-Text

## **Non-customizable shortcuts**

Quick Selection Toggle         Spacebar surfaces.         Temporarily Enables/Disables selection of elements by their surfaces.           Magic Wand         Spacebar Activate the Magic Wand tool on the fly with other Tools.           Element Snap Toggle         Spacebar Snappable points.           Suspend Cursor snap during Element snap         When element snap is on: toggles among moving element's snappable points.           Suspend Cursor snap during Element snap         Spacebar Spacebar Suspends cursor snap when moving an element while Element snap is on.           Mouse Constrain Angles / Guide Lines.         Constrain to Horizontal, Vertical, Fixed or Custom Angle pairs. Constrain to instant or Lasting Guide Lines.           Instant Arrow tool          Toggles to arrow tool temporarily while another tool is active.           Element Highlight          Highlights detected Element.           Select/Deselect Element          TAB Toggles among overlapping elements with Highlight (selection.)           Highlight Toggle         TAB Toggles among overlapping elements with Highlight (selection.)           Trim          # + Click Interestion: Trims the clicked part of an element beyond the element input).           Trim          # + Click Interestion: Trims the clicked part of an element beyond the elicked non-parallel edge.           If arrow tool is active: nothing happens.         Adjusts selected short elements and splits long ones along the clicked non-parallel edge.           If arrow tool is active: nothing happens.	Command Name	Shortcut Key	Description
Selected item(s): delete.	Cancel operations	Esc	Selected item(s): deselect. Selected item(s) with Marquee: remove Marquee.
Inject Parameters  ## Time		Backspace	
Quick Selection Toggle         Spacebar surfaces.         Temporarily Enables/Disables selection of elements by their surfaces.           Magic Wand         Spacebar Activate the Magic Wand tool on the fly with other Tools.           Element Snap Toggle         Spacebar Snappable points.           Suspend Cursor snap during Element snap         When element snap is on: toggles among moving element's snappable points.           Suspend Cursor snap during Element snap         Spacebar Suspends cursor snap when moving an element while Element snap is on.           Mouse Constrain Angles / Guide Lines         Constrain to Horizontal, Vertical, Fixed or Custom Angle pairs. Constrain to instant or Lasting Guide Lines.           Instant Arrow tool         Toggles to arrow tool temporarily while another tool is active.           Element Highlight         Tighlights detected Element.           Select/Deselect Element         TA Highlight Toggle           TAB         Toggles among overlapping elements with Highlight (selection or element input).           Trim         # + Click           When element and splits long ones along the clicked non-parallel edge.           If tool other than that of the selected element(s) is active: hotspots will be generated. If arrow tool is active: nothing happens.           Divide Element         # + Click           We to live than that of the selected element(s) is active: hotspots will be generated. If arrow tool is active: The clicked intersecting element will be trimmed by the selected one	Pick Up Parameters	Z	Pick an element parameters to be the default.
Spacebar   Spacebar   Spacebar   Spacebar   Activate the Magic Wand tool on the fly with other Tools.	Inject Parameters	# <i>Z</i>	Inject the default parameters into an element.
Spacebar   When element snap is on: toggles among moving element's snappable points.	Quick Selection Toggle	Spacebar	
Suspend Cursor snap during Element snap  Spacebar   Suspends cursor snap when moving an element while Element snap   Spacebar   Suspends cursor snap when moving an element while Element snap is on.  Mouse Constrain Angles /	Magic Wand	Spacebar	Activate the Magic Wand tool on the fly with other Tools.
Spacebal   Snap is on.	Element Snap Toggle	Spacebar	
Constrain to instant or Lasting Guide Lines.		Spacebar	
Element Highlight  ☐ Highlights detected Element.  ☐ Highlight Toggle ☐ TAB ☐ Toggles among overlapping elements with Highlight (selection or element input).  ☐ Trim ☐ 第 + Click ☐ For selection: Trims the clicked part of an element beyond the endpoint or intersection point.  ☐ Adjusts selected short elements and splits long ones along the clicked non-parallel edge. ☐ If tool other than that of the selected element(s) is active: hotspots will be generated. ☐ If arrow tool is active: nothing happens.  ☐ Adjusts selected short elements and splits long ones along the clicked non-parallel edge. ☐ If tool other than that of the selected element(s) is active: hotspots will be generated. ☐ If arrow tool is active: The clicked intersecting element will be trimmed by the selected one.  ☐ Roof Elevations ☐ ※ + Click ☐ Roof is selected: Opens the Roof Elevations dialog box. ☐ Move the User Origin ☐ Move the User Origin to a node of an existing element.	Mouse Constrain Angles / Guide Lines	仓	
Select/Deselect Element	Instant Arrow tool	む	Toggles to arrow tool temporarily while another tool is active.
Table Toggles among overlapping elements with Highlight (selection or element input).  Trim ## + Click If no selection: Trims the clicked part of an element beyond the endpoint or intersection point.  Adjusts selected short elements and splits long ones along the clicked non-parallel edge. If tool other than that of the selected element(s) is active: hotspots will be generated. If arrow tool is active: nothing happens.  Adjusts selected short elements and splits long ones along the clicked non-parallel edge. If tool other than that of the selected element(s) is active: hotspots will be generated. If arrow tool is active: The clicked intersecting element will be trimmed by the selected one.  Roof Elevations # + Click If Roof is selected: Opens the Roof Elevations dialog box.  Move the User Origin Move the User Origin to a node of an existing element.	Element Highlight	仓	Highlights detected Element.
Find   Selement input .   Selement input .   Selement input .   If no selection: Trims the clicked part of an element beyond the endpoint or intersection point.	Select/Deselect Element	☆ + Click	If Arrow tool is active: Adds/removes elements to/from selection.
endpoint or intersection point.  Adjusts selected short elements and splits long ones along the clicked non-parallel edge.  If tool other than that of the selected element(s) is active: hotspots will be generated.  If arrow tool is active: nothing happens.  Adjusts selected short elements and splits long ones along the clicked non-parallel edge.  If tool other than that of the selected element(s) is active: hotspots will be generated.  If tool other than that of the selected element(s) is active: hotspots will be generated.  If arrow tool is active: The clicked intersecting element will be trimmed by the selected one.  Roof Elevations  # + Click  Move the User Origin  Move the User Origin to a node of an existing element.	Highlight Toggle	TAB	
Split and Adjust  # + Click Clicked non-parallel edge.  If tool other than that of the selected element(s) is active: hotspots will be generated.  If arrow tool is active: nothing happens.  Adjusts selected short elements and splits long ones along the clicked non-parallel edge.  If tool other than that of the selected element(s) is active: hotspots will be generated.  If arrow tool is active: The clicked intersecting element will be trimmed by the selected one.  Roof Elevations  # + Click Roof is selected: Opens the Roof Elevations dialog box.  Move the User Origin  Move the User Origin to a node of an existing element.	Trim	∺ + Click	
Clicked non-parallel edge.  If tool other than that of the selected element(s) is active: hotspots will be generated.  If arrow tool is active: The clicked intersecting element will be trimmed by the selected one.  Roof Elevations  # + Click    If Roof is selected: Opens the Roof Elevations dialog box.    Move the User Origin   Move the User Origin to a node of an existing element.	Split and Adjust	光 + Click	clicked non-parallel edge.  If tool other than that of the selected element(s) is active: hotspots will be generated.
Move the User Origin	Divide Element	₩ + Click	clicked non-parallel edge.  If tool other than that of the selected element(s) is active: hotspots will be generated.  If arrow tool is active: The clicked intersecting element will be
	Roof Elevations	∺ + Click	If Roof is selected: Opens the Roof Elevations dialog box.
Undo last node Backspace Remove last node while polygon input.	Move the User Origin	心了	Move the User Origin to a node of an existing element.
	Undo last node	Backspace	Remove last node while polygon input.

Delete Elements	Delete	Delete selected elements.
Help	₩+?	Opens ARCHICAD Help.
Suspend Selection Highlight	∵ + Spacebar	Suspends highlight of selected elements.
Fit in Window	Double-click Mouse wheel	Resizes the view to accommodate all the visible elements.
Temporary Orbit Mode		In 3D: temporarily simulates Orbit mode.
Previous Zoom		
Next Zoom	Click right side button (5 button mouse)	Jumps to the next zoom.
Next Tab	^ Tab Ж☆ Right	THIMNS IN THE NEXT 13D
Previous Tab	^ 介 Tab 第 介 Left	Jumps to the previous tab.