Altium ®

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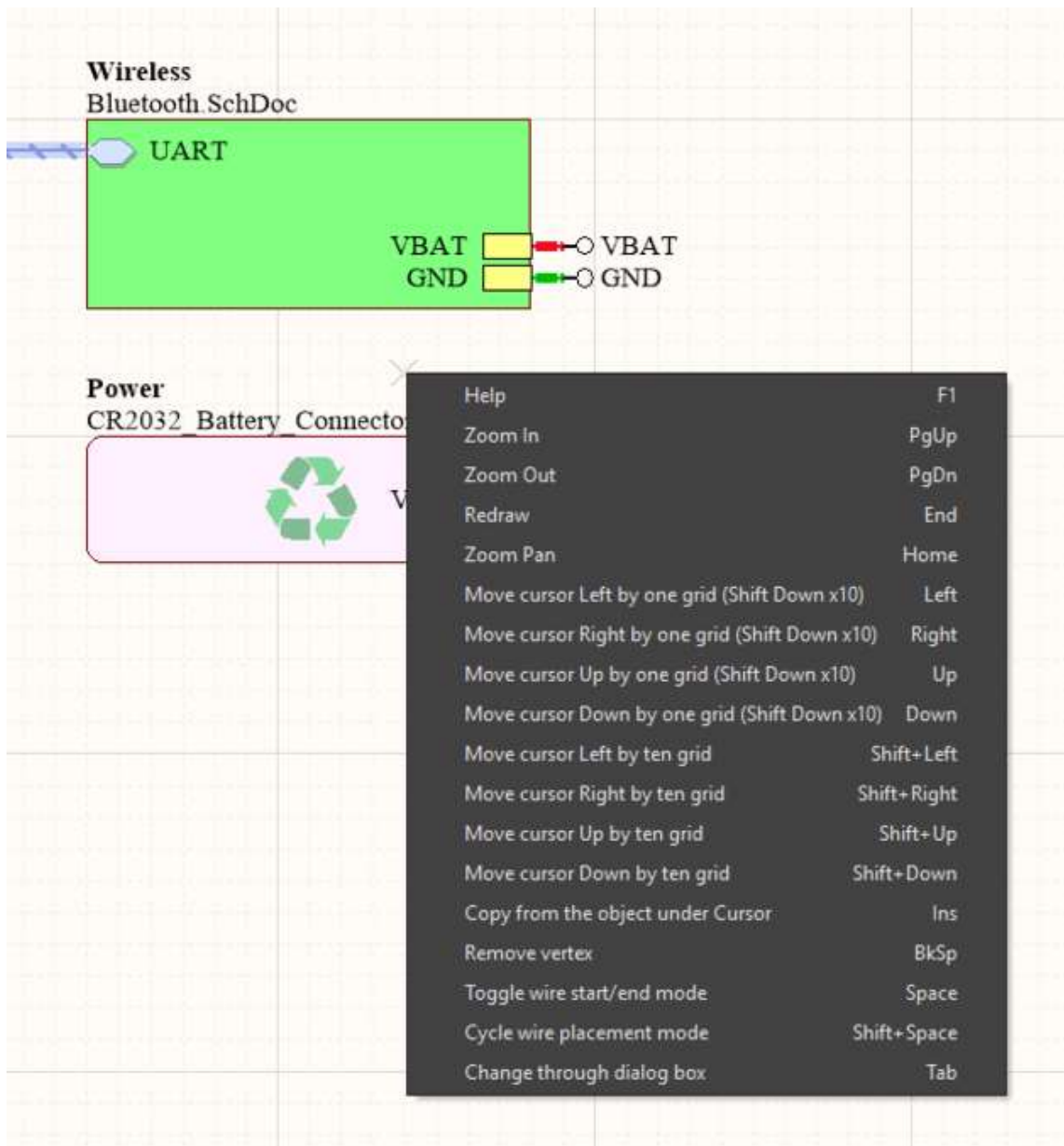
Home > Shortcut Keys

Using Altium Documentation
Modified by Susan Riege on Dec 17, 2020

Perhaps the single thing you can do to become more productive in any software environment is to learn the shortcut keys. Keystrokes are more efficient than carefully positioning a mouse over a button or drilling through menus, and once learned, they become second nature. This article gathers together the default shortcuts that are available across the various design domains.

Accessing Shortcuts

In a multi-editor environment like Altium Designer, it can be hard to remember the shortcuts, particularly those special-purpose ones that are available when you are running a command. To help with this, Altium Designer provides a shortcut menu that can be used from within all interactive Schematic and PCB commands. When an interactive command is running, for example Place » Wire in the Schematic Editor, use the **Shift+F1** keyboard shortcut to access a menu that lists all valid shortcuts for that stage of the interactive command. You can either process another command by choosing it from the menu or by pressing **Esc** to close the menu without impact on the currently running command.

Wireless
Bluetooth.SchDoc

UART

VBAT ◻— VBAT
GND ◻— GND

Power
CR2032_Battery_Connecto

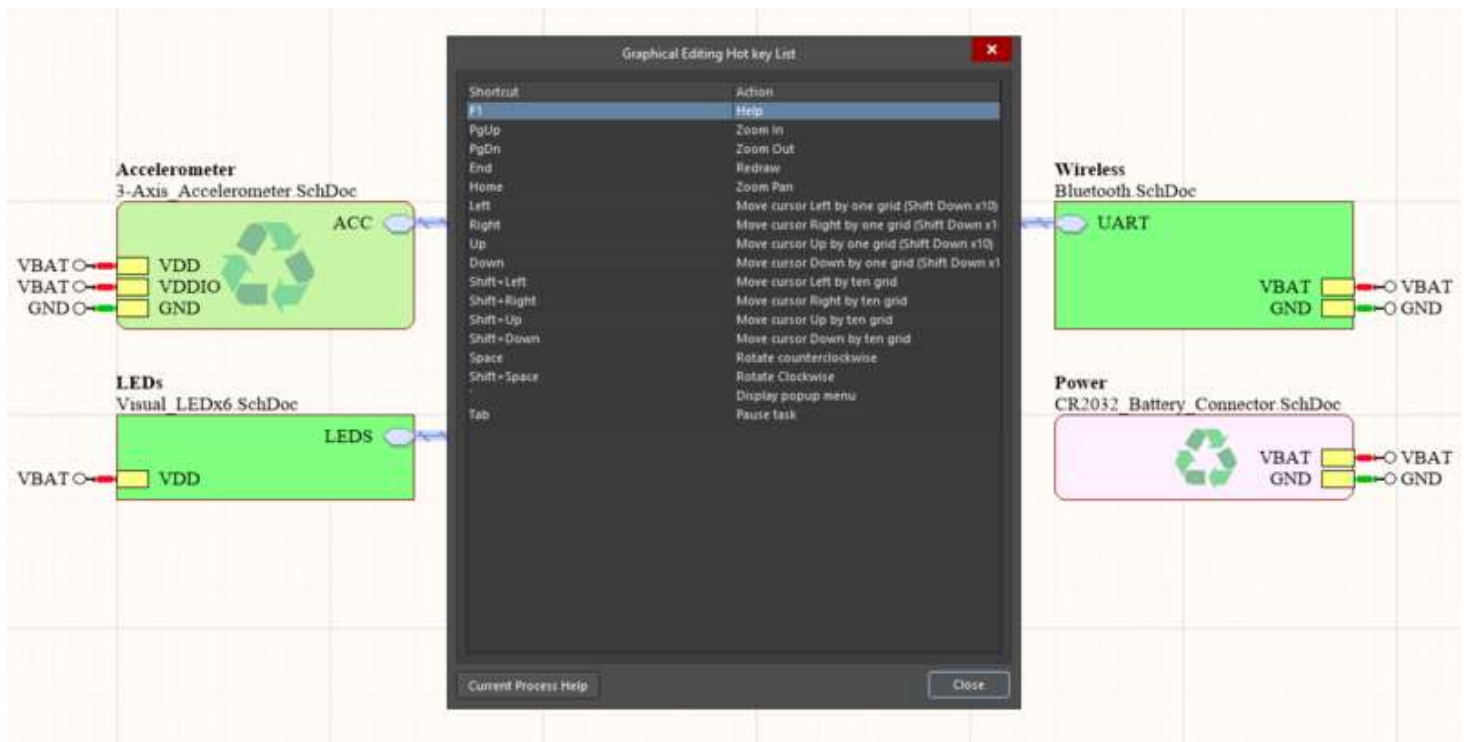| Help	F1
Zoom In	PgUp
Zoom Out	PgDn
Redraw	End
Zoom Pan	Home
Move cursor Left by one grid (Shift Down x10)	Left
Move cursor Right by one grid (Shift Down x10)	Right
Move cursor Up by one grid (Shift Down x10)	Up
Move cursor Down by one grid (Shift Down x10)	Down
Move cursor Left by ten grid	Shift+Left
Move cursor Right by ten grid	Shift+Right
Move cursor Up by ten grid	Shift+Up
Move cursor Down by ten grid	Shift+Down
Copy from the object under Cursor	Ins
Remove vertex	BkSp
Toggle wire start/end mode	Space
Cycle wire placement mode	Shift+Space
Change through dialog box	Tab

f1

Use the **Shift+F1** shortcuts menu to refresh your memory about the shortcuts available or use it in the traditional menu sense to select the required option with the mouse.

Alternatively, while the interactive command is running, use the **F1** keyboard shortcut. This gives access to the Graphical Editing Hot key List dialog that provides a listing of the shortcuts available (but that cannot be launched), as well as access to the documentation for the currently running command.
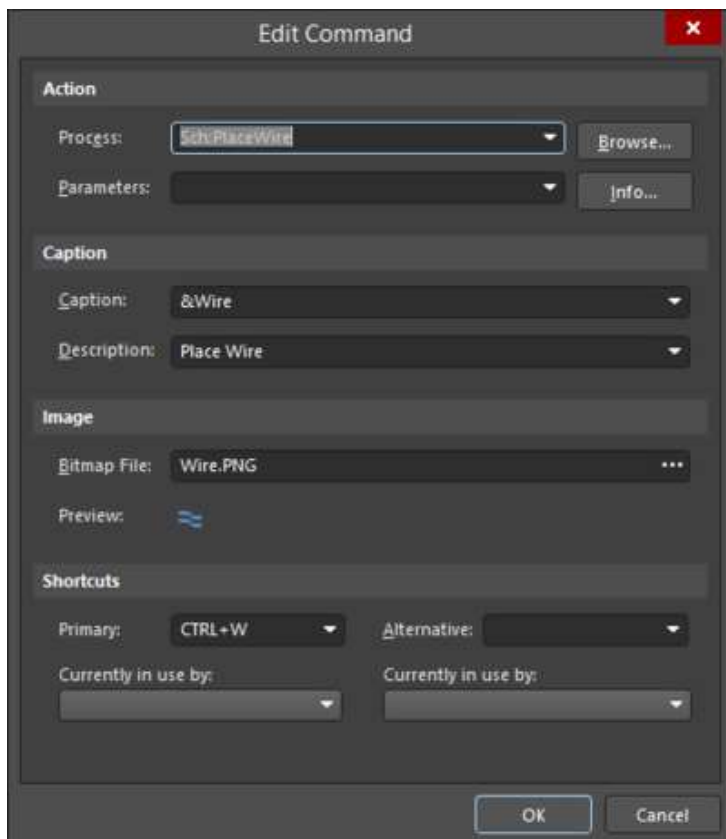
Rather than using the **Close** button to exit the dialog, which can affect the currently running command with a change to the current cursor location, press **Esc** or **Enter** instead.

Use the Graphical Editing Hot key List dialog to refresh your memory about the shortcuts available for the currently running interactive command.
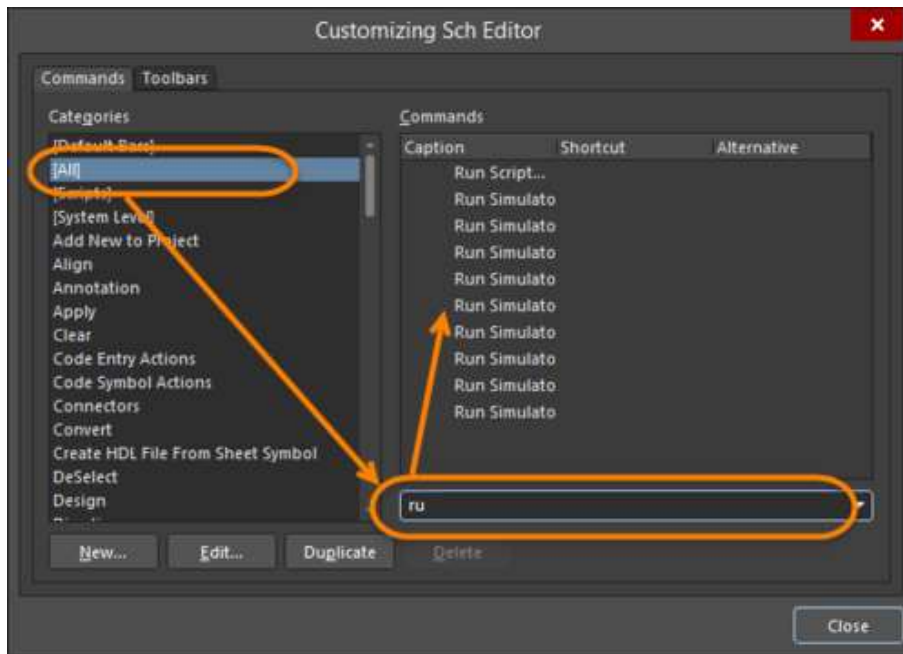
Editing Shortcut Keys

The fastest way to add or edit the shortcut keys assigned to a command is to **Ctrl+click** on the entry for that command on the relevant menu or toolbar. This will open the Edit Command dialog in which you can add a shortcut or edit the currently assigned shortcut.

To add or edit a shortcut, hold **Ctrl** as you click on the menu or toolbar entry to open the Edit Command dialog.

To define the shortcut, click in the **Primary** field (in the **Shortcuts** region of the dialog), then press the key combination you want to use on your keyboard. Alternatively, use the drop-down list then scroll to the required key(s). If that shortcut key combination is currently in use, the command using it will be displayed below in the **Currently in use by** field. If you continue with the new assignment, it will be removed from that other command.

An alternative approach to customizing shortcuts or commands is to open the Customizing Editor dialog. You can access this dialog by double-clicking in a command-free region of the main menu bar or right-click on a menu bar or a toolbar then select **Customize** from the drop-down menu. To locate the command for which you want to add/edit the shortcut, select the [All] option in the dialog's **Categories** list, then use the filter field to quickly find it. Double-click on the required command in the **Commands** list to open the *Edit Command* dialog and add/edit the shortcut key.

The Customizing Editor dialog gives access to all commands and their shortcuts. Use the filter to quickly locate a command.

Shortcut Listings

Click on any of the following collapsible sections (on the title) to access a listing of the default shortcuts available for the indicated Editor.

> When referring to shortcuts, use of the plus (+) symbol denotes holding multiple keys down on the keyboard in the indicated sequence. For example, **Shift+F1** means holding down the **Shift** key then pressing the **F1** key. Likewise, **Shift+Ctrl+PgUp** means holding down the **Shift** key then holding down the **Ctrl** key at the same time and pressing the **PgUp** key.

> Where use of the standard mouse buttons is made, **Click** refers to a single click of the left-hand mouse button, **Double-Click** refers to two clicks of the left-hand mouse button, and **Right-Click** refers to a single click of the right-hand mouse button.

General Altium Environment Shortcuts

Shortcut	Description	More Information
F1	Access technical documentation for the resource currently under the cursor in particular commands, dialogs, panels, and objects	Resource Reference
Ctrl+O	Open any existing document using the *Open* dialog	Command Page

Shortcut	Description	More Information
Ctrl+F4	Close active document	[Command Page](#)
Ctrl+S	Save active document	[Command Page](#)
Ctrl+Alt+S	Save and release the defined entity	[Command Page](#)
Ctrl+P	Print active document	[Command Page](#)
Alt+F4	Exit Altium Designer	[Command Page](#)
Ctrl+Tab	Cycle forward to the next open tabbed document, making it the active document in the design workspace	[Command Page](#)
Shift+Ctrl+Tab	Cycle backward to the previous open tabbed document, making it the active document in the design workspace	[Command Page](#)
F4	Toggle the display of all floating panels	[Command Page](#)
Shift+F4	Tile all open documents	[Command Page](#)
Shift+F5	Toggle the focus between the last active panel and the currently active design document in the main design window	[Command Page](#)
Alt+Right Arrow	Step forward to the next document in the sequence of documents that have been made active in the main design window	[Command Page](#)
Alt+Left Arrow	Step back to the previous document, in the sequence of documents that have been made active in the main design window	[Command Page](#)
F5	Refresh the active document when that document is a web-based document	[Command Page](#)
Hold **Ctrl** while moving a panel	Prevent automatic docking, grouping, or snapping	-
Drag and drop from Windows Explorer into Altium Designer	Open a document, project, or design workspace	-
Shift+Ctrl+F3	Move to the next message (down) in the [Messages panel](#) and cross-probe to the object responsible for the message in the associated document (where supported)	[Command Page](#)
Shift+Ctrl+F4	Move to the previous message (up) in the [Messages panel](#) and cross-probe to the object responsible for the message in the associated document (where supported)	[Command Page](#)

[Common Editor Shortcuts](#)

Shortcut	Description	More Information...
Ctrl+C (or **Ctrl+Insert**)	Copy selection	[Schematic Command Page](#) [PCB Command Page](#)
Ctrl+X (or **Shift+Delete**)	Cut selection	[Schematic Command Page](#) [PCB Command Page](#)
Ctrl+V (or **Shift+Insert**)	Paste selection	[Schematic Command Page](#) [PCB Command Page](#)

Shortcut	Description	More Information...
Delete	Delete selection	Schematic Command Page PCB Command Page
Ctrl+Z (or **Alt+Backspace**)	Undo	Schematic Command Page PCB Command Page
Ctrl+Y (or **Ctrl+Backspace**)	Redo	Schematic Command Page PCB Command Page

SCH and SCHLIB Editor Shortcuts

Standard Shortcuts

Shortcut	Description	More Information...
Shift+Ctrl+V	Access the Smart Paste dialog	Command Page
Ctrl+F	Find text	Command Page
Ctrl+H	Find and replace text	Command Page
F3	Find next occurrence of searched text	Command Page
Ctrl+A	Select all	Command Page
Ctrl+R	Copy selected object(s) and paste repeatedly where needed in the workspace (rubber stamping)	Command Page
Spacebar	Rotate selection counterclockwise by 90°	Command Page
Shift+Spacebar	Rotate selection clockwise by 90°	Command Page
Shift+Ctrl+L	Align selected objects by their left edges	Command Page
Shift+Ctrl+R	Align selected objects by their right edges	Command Page
Shift+Ctrl+H	Make the horizontal spacing of selected objects equal	Command Page
Shift+Ctrl+T	Align selected objects by their top edges	Command Page
Shift+Ctrl+B	Align selected objects by their bottom edges	Command Page
Shift+Ctrl+D	Move selected objects to the nearest point on the current snap grid	Command Page
Ctrl+Home	Move the cursor to the absolute origin coordinate (0,0) for the current document	Command Page
Ctrl+Q	Access the Selection Memory dialog in which you can control all aspects of the selection memory feature	Command Page
Ctrl+n (**n** = 1 to 8)	Store the current selection in memory location **n**	Command Page

Shortcut	Description	More Information...
Alt+n (**n** = 1 to 8)	Recall the selection from memory location **n**	<u>Command Page</u>
Shift+n (**n** = 1 to 8)	Add the current selection to the selection already stored in memory location **n**	<u>Command Page</u>
Alt+Shift+n (**n** = 1 to 8)	Recall selection from memory location **n** and add it to the current selection in the workspace	<u>Command Page</u>
Shift+Ctrl+n (**n** = 1 to 8)	Apply filtering based on the selection set in memory location **n**	<u>Command Page</u>
Shift+F	Access the Find Similar Objects feature (click on an object to use as the base template)	<u>Command Page</u>
Ctrl+PgDn	Display all design objects on the current document	<u>Command Page</u>
PgUp	Zoom-in, relative to the current cursor location. You can also use the mouse to zoom in to a region of the document by one of the following methods (where applicable and depending on how the buttons of your mouse might be assigned): • Hold the **Ctrl** key and roll the mouse wheel upward. Use of the **Ctrl** key is a default setting that can be changed from the <u>System - Mouse Wheel Configuration page</u> of the <u>Preferences dialog</u>. • Hold both the **Ctrl** key and the right-mouse button, then move the mouse forward. • Hold the right (first) and left (second) mouse buttons, then move the mouse forward. • Click and hold the mouse wheel, then move the mouse forward.	<u>Command Page</u>
PgDn	Zoom-out, relative to the current cursor location. You can use the mouse to zoom out from a region of the document by one of the following methods (where applicable and depending on how the buttons of your mouse might be assigned): • Hold the **Ctrl** key and roll the mouse wheel downward. Use of the **Ctrl** key is a default setting that can be changed from the <u>System - Mouse Wheel Configuration page</u> of the <u>Preferences dialog</u>. • Hold both the **Ctrl** key and the right-mouse button, then move the mouse backward. • Hold the right (first) and left (second) mouse buttons, then move the mouse backward. • Click and hold the mouse wheel, then move the mouse backward.	<u>Command Page</u>
Mouse Wheel	Scroll vertically within the design workspace. This is a default setting that can be changed from the <u>System - Mouse Wheel Configuration page</u> of the <u>Preferences dialog</u>	-
Shift+Mouse Wheel	Scroll horizontally within the design workspace. This is a default setting that can be changed from the <u>System - Mouse Wheel Configuration page</u> of the <u>Preferences dialog</u>	-
Home	Redraw the view in the main design window, placing the location marked by the cursor - prior to launching the command - at the center of the window	<u>Command Page</u>

Shortcut	Description	More Information...
End	Refresh the screen, in effect performing a redraw of the current document, to remove any undesirable drawing update effects	Command Page
Alt+F5	Toggle the display of the current document's editor between maximized and not maximized	Command Page
G	Cycle forward through your predefined snap grid settings	Command Page
Shift+G	Cycle backward through your predefined snap grid settings	Command Page
Shift+Ctrl+G	Turn the visible grid on or off in the current document	Command Page
Ctrl+Shift	Temporarily disables the grid	-
Shift+E	Turn the cursor electrical grid on or off	Command Page
Ctrl+L	Perform *Board Level Annotation* through use of the Board Level Annotate dialog	Command Page
Ctrl+M	Measure the distance between two points on the active schematic document	Command Page
Left Arrow	Move the cursor to the left in the current document workspace in increments of one snap grid unit	Command Page
Shift+Left Arrow	Move the cursor to the left in the current document workspace in increments of ten snap grid units	Command Page
Right Arrow	Move the cursor to the right in the current document workspace in increments of one snap grid unit	Command Page
Shift+Right Arrow	Move the cursor to the right in the current document workspace in increments of ten snap grid units	Command Page
Up Arrow	Move the cursor upwards in the current document workspace in increments of one snap grid unit	Command Page
Shift+Up Arrow	Move the cursor upwards in the current document workspace in increments of ten snap grid units	Command Page
Down Arrow	Move the cursor downwards in the current document workspace in increments of one snap grid unit	Command Page
Shift+Down Arrow	Move the cursor downwards in the current document workspace in increments of ten snap grid units	Command Page
Ctrl+Left Arrow	Move the current selection (one or more selected design objects) to the left in the current document workspace in increments of one snap grid unit	Command Page
Shift+Ctrl+Left Arrow	Move the current selection (one or more selected design objects) to the left in the current document workspace in increments of 10 snap grid units	Command Page
Ctrl+Right Arrow	Move the current selection (one or more selected design objects) to the right in the current document workspace in increments of one snap grid unit	Command Page

Shortcut	Description	More Information...
Shift+Ctrl+Right Arrow	Move the current selection (one or more selected design objects) to the right in the current document workspace in increments of 10 snap grid units	Command Page
Ctrl+Up Arrow	Move the current selection (one or more selected design objects) upwards in the current document workspace in increments of one snap grid unit	Command Page
Shift+Ctrl+Up Arrow	Move the current selection (one or more selected design objects) upwards in the current document workspace in increments of 10 snap grid units	Command Page
Ctrl+Down Arrow	Move the current selection (one or more selected design objects) downwards in the current document workspace in increments of one snap grid unit	Command Page
Shift+Ctrl+Down Arrow	Move the current selection (one or more selected design objects) downwards in the current document workspace in increments of 10 snap grid units	Command Page
Shift+Ctrl+Click, Hold&Drag	Move the object currently under the cursor	Command Page
Ctrl+Click, Hold&Drag	Drag the electrical object currently under the cursor while maintaining connectivity with other electrical objects	Command Page
Shift+Click	Change the selection status of the object currently under the cursor without affecting the status of other objects	Command Page
Click	Select/deselect the object currently under the cursor	Command Page
Double-Click	Modify the properties of the object currently under the cursor	Command Page
Click (on an object), **Hold&Drag**	Move the single object currently under the cursor (or group of selected objects if the object is part of that selection)	Command Page
Click (away from objects), **Hold&Drag** (left-to-right)	Select all objects that fall completely within the bounds of the selection area	Command Page
Click (away from objects), **Hold&Drag** (right-to-left)	Select all objects that fall completely inside the selection area or are touched by its boundary	Command Page
Right-Click, Hold&Drag	Display the slider (panning) hand cursor then drag to move your view of the workspace	Command Page
Right-Click	Access context menu for workspace or object currently under the cursor. If currently within an interactive command, will escape from the current operation	-
F12	Toggle the display of the SCH Filter panel or the SCHLIB Filter panel accordingly	-
Shift+F12	Toggle the display of the SCH List panel or the SCHLIB List panel accordingly	-

Shortcut	Description	More Information...
Shift+C	Clear the filter that is currently being applied to the active document	Command Page
Shift+Ctrl+C	Clear *all* underlining highlighting from connections across all open (and open and hidden) schematic documents	Command Page
F2	Edit selected text object in-place (direct editing)	Command Page
Alt+Ctrl+A	Add a new comment thread to a defined area of the active document. Before you can start using the comment feature, ensure that you have opened (checked out) a Managed Project and are working on one of its source schematic documents	Command Page
Alt+Ctrl+P	Add a new comment thread to a specified point in the active document. Before you can start using the comment feature, ensure that you have opened (checked out) a Managed Project and are working on one of its source schematic documents	Command Page
Alt+Ctrl+C	Add a new comment thread to a selected component in the active document. Before you can start using the comment feature, ensure that you have opened (checked out) a Managed Project and are working on one of its source schematic documents	Command Page
Alt+Ctrl+R	Add a new comment review to a selected comment in the active document	Command Page
F5	Visually toggle the *Net Color Override* feature on or off	Command Page
F11	Toggle the display of the Properties panel accordingly	Command Page
PP	Use to open the Components panel from within a Schematic document	-

Interactive Shortcuts

> Note that the shortcuts available will depend on the interactive command and the specific design object that is the focus of that command.

Shortcut	Description
F1	Access the Graphical Editing Hot key List dialog, which provides a listing of the shortcuts available (but that cannot be launched), as well as access to the documentation for the currently running command
Shift+F1	Access a menu that lists all valid shortcuts for the present stage of the currently running interactive command
Enter	Acts like a **Click** of the mouse when placing/moving an object
PgUp	Zoom in
PgDn	Zoom out
End	Refresh the screen
Home	Change display to have the cursor (with the attached object being placed/moved) at the center of the design window
Left Arrow	Move the cursor (with the attached object being placed/moved) to the left in the current document workspace, in increments of one snap grid unit

Shortcut	Description
Shift+Left Arrow	Move the cursor (with the attached object being placed/moved) to the left in the current document workspace, in increments of 10 snap grid units
Right Arrow	Move the cursor (with the attached object being placed/moved) to the right in the current document workspace, in increments of one snap grid unit
Shift+Right Arrow	Move the cursor (with the attached object being placed/moved) to the right in the current document workspace, in increments of 10 snap grid units
Up Arrow	Move the cursor (with the attached object being placed/moved) upwards in the current document workspace, in increments of one snap grid unit
Shift+Up Arrow	Move the cursor (with the attached object being placed/moved) upwards in the current document workspace, in increments of 10 snap grid units
Down Arrow	Move the cursor (with the attached object being placed/moved) downwards in the current document workspace, in increments of one snap grid unit
Shift+Down Arrow	Move the cursor (with the attached object being placed/moved) downwards in the current document workspace, in increments of 10 snap grid units
Tab	Access an associated *Properties* panel mode from where properties for the object being placed/moved can be changed on-the-fly
X	Mirror the object being placed/moved along the X-axis
Y	Mirror the object being placed/moved along the Y-axis
Alt	Constrain the direction of movement to the horizontal or vertical axis depending on the initial direction of movement
Shift	When auto-panning while placing/moving an object to pan at higher speed
Esc	Escape from the current process - either a stage of the currently running interactive command, or the command itself
Spacebar	- Rotates the object being placed/moved counterclockwise. Rotation is in increments of 90° - Toggles start and end sub-modes when placing a <u>Wire</u>/<u>Bus</u>/<u>Signal Harness</u> in `90 Degree` or `45 Degree` placement modes - Cycles through placement modes when placing a <u>Line</u> - Changes the wiring mode for any connected wires, buses, or signal harnesses when dragging an electrical object
Shift+Spacebar	- Rotates the object being placed/moved clockwise. Rotation is in increments of 90° - Cycles through placement modes when placing a <u>Wire</u>/<u>Bus</u>/<u>Signal Harness</u> - Changes the wiring mode for any connected wires, buses, or signal harnesses when dragging an electrical object
Shift+Ctrl+Spacebar	Rotates the object being dragged clockwise. Rotation is in increments of 90°
Insert	- Copies attributes of the object currently under the cursor while placing an object of the same type - Adds a vertex while placing a <u>Wire</u>, <u>Line</u>, <u>Bus</u>, <u>Signal Harness</u>, or <u>Polygon</u>
Click&Hold+Insert	On a selected segment of a placed <u>Wire</u>, <u>Line</u>, <u>Bus</u>, or <u>Signal Harness</u> or an edge of a placed <u>Polygon</u> to add a vertex at that point

Shortcut	Description
Click&Hold+Delete	On a vertex of a placed <u>Wire</u>, <u>Line</u>, <u>Bus</u>, <u>Signal Harness</u> or <u>Polygon</u> to remove that vertex
Spacebar	Cycle trhough the available vertex action modes (Deform, Scale, and Smooth) during sliding
Backspace or **Delete**	Remove the last placed segment, while placing a <u>Wire</u>, <u>Line</u>, <u>Bus</u>, <u>Signal Harness</u>, or <u>Polygon</u>
+ (on the numeric keypad)	Enlarges the size of the <u>IEEE Symbol</u> currently being placed/moved
- (on the numeric keypad)	Reduces the size of the <u>IEEE Symbol</u> currently being placed/moved
Alt+Click	On a net object, to highlight all objects associated to that net across all sheets of the active design project
Ctrl+Double-Click	- On a <u>Sheet Entry</u> to jump to the corresponding port on the sub-sheet referenced by that entry's parent <u>Sheet Symbol</u> - On a <u>Port</u> to jump to the corresponding sheet entry in the parent sheet symbol that references the sub-sheet on which the port resides - On a port to jump to another port with the same name, on the indicated target schematic document (only available when the **Net Identifier Scope** - set on the <u>Options tab</u> of the *Project Options dialog* - is set to `Flat`, or `Global`) - On a sheet symbol to descend the design hierarchy to open the child sheet referenced by that symbol
S	Relocate the currently selected <u>Sheet Entry</u> (or entries) that are being moved, to the directly opposite side of the parent <u>Sheet Symbol</u>
V	Reverse order while moving two or more selected <u>Sheet Entries</u>
T	- Toggle IO Type while moving one or more selected <u>Sheet Entries</u> - Toggle IO Type for all Sheet Entries while graphically resizing the parent <u>Sheet Symbol</u>
🔶, **Click**	Cross-probe from a chosen object on the current schematic document to its corresponding counterpart on the PCB document remaining in the source document (*Continuous Mode*)
🔶, **Ctrl+Click**	Cross-probe from a chosen object on the current schematic document to its corresponding counterpart on the PCB document making the target document the active document (*Jump To Mode*)

Sub-Menu Shortcuts

Shortcut	Gives Access To...
A	the **Align** sub-menu
B	the **Toolbars** sub-menu
J	the **Jump** sub-menu
K	the **Panels** sub-menu
M	the **Move** sub-menu
O	the right-click **Options** sub-menu

Shortcut	Gives Access To...
S	the **Select** sub-menu
X	the **DeSelect** sub-menu
Y	the right-click **Filter** sub-menu
Z	a pop-up menu with zoom commands

PCB and PCBLIB Editor Shortcuts

Standard Shortcuts

Shortcut	Description	More Information...
Tab	With an initial object selected in the design, extend the selection to include the next higher-level object (or objects), based on logical hierarchy. In addition, the feature caters for selection extension across multiple objects selected across different nets in the design.	Command Page
Shift+Tab	Single select the next design object in a set of co-located (overlapping) objects without utilizing a selection pop-up window To use this command, ensure that the **Display popup selection dialog** option is disabled on the PCB Editor - General page of the *Preferences* dialog.	Command Page
Shift+Ctrl+X	Enable Cross Select Mode	Command Page
Ctrl+A	Select all objects on the current document	Command Page
Ctrl+B	Select all objects that reside within the boundary of the defined board shape	Command Page
Ctrl+H	Select all electrical objects that are connected to the same piece of copper	Command Page
Ctrl+R	Copy selected object(s) and paste repeatedly where needed in the workspace (rubber stamping)	Command Page
Alt+Insert	Paste objects onto the current layer regardless of their original layer assignments	Command Page
Shift+Ctrl+L	Align selected objects by their left edges	Command Page
Shift+Ctrl+R	Align selected objects by their right edges	Command Page
Alt+Shift+L	Align selected design objects by their left edges while maintaining adequate spacing in observance with applicable design rules	Command Page

Shortcut	Description	More Information...
Alt+Shift+R	Align selected design objects by their right edges while maintaining adequate spacing in observance with applicable design rules	Command Page
Shift+Ctrl+H	Make the horizontal spacing of selected objects equal	Command Page
Shift+Ctrl+T	Align selected objects by their top edges	Command Page
Shift+Ctrl+B	Align selected objects by their bottom edges	Command Page
Shift+Alt+I	Align selected design objects by their top edges while maintaining adequate spacing in observance with applicable design rules	Command Page
Shift+Alt+N	Align selected design objects by their bottom edges while maintaining adequate spacing in observance with applicable design rules	Command Page
Shift+Ctrl+V	Make the vertical spacing of selected objects equal	Command Page
Shift+Ctrl+D	Move selected components to the nearest point on the required component placement grid	Command Page
Ctrl+Home	Move the cursor to the absolute origin at the lower-left corner of the workspace	Command Page
Ctrl+End	Move the cursor to the relative origin of the current document (PCB document), or the location of the component reference point (PCB Library document)	Command Page
Ctrl+Q	- In the workspace to access the Selection Memory dialog, from where you can control all aspects of the selection memory feature - In a dialog or panel to toggle the measurement units (in the dialog or panel only), between metric (mm) and imperial (mil)	Command Page
Ctrl+n (**n** = 1 to 8)	Store the current selection in memory location **n**	Command Page
Alt+n (**n** = 1 to 8)	Recall the selection from memory location **n**	Command Page
Shift+n (**n** = 1 to 8)	Add the current selection to the selection already stored in memory location **n**	Command Page
Alt+Shift+n (**n** = 1 to 8)	Recall selection from memory location **n** and add it to the current selection in the workspace	Command Page
Shift+Ctrl+n (**n** = 1 to 8)	Apply filtering based on the selection set in memory location **n**	Command Page
Shift+A	ActiveRoute selected connections	Command Page
Shift+F	Access the Find Similar Objects feature (click on an object to use as the base template)	Command Page

Shortcut	Description	More Information...
1	Switch the display of the PCB workspace to *Board Planning Mode*	[Command Page](#)
2	Switch the display of the PCB workspace to *2D Layout Mode*	[Command Page](#)
3	Switch the display of the PCB workspace to *3D Layout Mode*	[Command Page](#)
Ctrl+Alt+2	Switch the display of the PCB workspace to *2D Layout Mode* and see the same location and orientation of the board as you switch.	[Command Page](#)
Ctrl+Alt+3	Switch the display of the PCB workspace to *3D Layout Mode* and see the same location and orientation of the board as you switch.	[Command Page](#)
Ctrl+PgDn	Display all design objects on the current document	[Command Page](#)
PgUp	Zoom-in, relative to the current cursor location. You can also use the mouse to zoom in to a region of the document by one of the following methods (where applicable and depending on how the buttons of your mouse might be assigned): • Hold the **Ctrl** key and roll the mouse wheel upward. Use of the **Ctrl** key is a default setting that can be changed from the System - Mouse Wheel Configuration page of the Preferences dialog. • Hold both the **Ctrl** key and the right mouse button, then move the mouse forward. • Hold the right (first) and left (second) mouse buttons, then move the mouse forward. • Click and hold the mouse wheel, then move the mouse forward.	[Command Page](#)
PgDn	Zoom-out, relative to the current cursor location. You can use the mouse to zoom out from a region of the document by one of the following methods (where applicable and depending on how the buttons of your mouse might be assigned): • Hold the **Ctrl** key and roll the mouse wheel downward. Use of the **Ctrl** key is a default setting that can be changed from the System - Mouse Wheel Configuration page of the Preferences dialog. • Hold both the **Ctrl** key and the right-mouse button, then move the mouse backward. • Hold the right (first) and left (second) mouse buttons, then move the mouse backward. • Click and hold the mouse wheel, then move the mouse backward.	[Command Page](#)
Shift+PgUp	Zoom-in, relative to the current cursor location and in progressively smaller steps	[Command Page](#)

Shortcut	Description	More Information...
Shift+PgDn	Zoom-out, relative to the current cursor location and in progressively larger steps	Command Page
Ctrl+PgUp	Set the magnification of the current document to 400%	Command Page
Mouse Wheel	Scroll vertically within the design workspace. This is a default setting that can be changed from the System - Mouse Wheel Configuration page of the Preferences dialog	-
Shift+Mouse Wheel	Scroll horizontally within the design workspace. This is a default setting that can be changed from the System - Mouse Wheel Configuration page of the Preferences dialog	-
Home	Redraw the view in the main design window, placing the location marked by the cursor - prior to launching the command - at the center of the window	Command Page
End	Refresh the screen, in effect performing a redraw of the current document, to remove any undesirable drawing update effects	Command Page
Alt+Left Arrow	Jump to, and make active, the previous component in the current library document After reaching the first component in the list, the command will not cycle to the last component again.	Command Page
Alt+Right Arrow	Jump to, and make active, the next component in the current library document After reaching the last component in the list, the command will not cycle to the first component again.	Command Page
Alt+End	Redraw the current layer of the current document, to remove any undesirable drawing update effects	Command Page
Alt+F5	Toggle the display of the current document's editor between maximized and not maximized	Command Page
F5	Visually toggle the *Net Color Override* feature on or off	Command Page
Shift+H	Toggle the Heads Up Display on or off	Command Page
Shift+G	Toggle Heads Up Display tracking on or off	Command Page
Insert	Resets the Delta Origin point for the Heads Up Display feature to `0,0`	Command Page
Shift+Z	Toggle the 3D model visibility in the current PCB document	Command Page
Shift+D	Toggle the display of the *Delta* coordinates within the Heads Up Display	Command Page

Shortcut	Description	More Information...
Shift+E	Cycle to the next mode of object *Hotspot Snapping*	Command Page
Ctrl+G	Access the dedicated grid editor dialog for the snap grid currently under the cursor	Command Page
Shift+Ctrl+G	Set the X (horizontal) and Y (vertical) step values - for the default `Global Board Snap Grid` - simultaneously to a chosen value	Command Page
Ctrl+Shift	Temporarily disables the grid	-
Shift+H	Toggle on/off whether the cursor on a grid will snap to the active workspace grid. Once enabled, the cursor will pull or snap to the nearest snap group location	-
Q	Toggle the measurement units for the current document between metric (mm) and imperial (mil)	Command Page
Shift+O	Toggle the display of the Difference Map Overlay in the main design workspace On or Off This command is available only provided a comparison has been performed from the Collaborate, Compare and Merge panel.	Command Page
F6	Toggle the state of the current cell containing detected differences between checked and unchecked when using Altium Designer's Collaborative PCB Design functionality	Command Page
F7	Navigate to the previous cell containing one or more detected differences when using Altium Designer's Collaborative PCB Design functionality	Command Page
F8	Navigate to the next cell containing one or more detected differences when using Altium Designer's Collaborative PCB Design functionality	Command Page
L	Access the **Layers And Colors** tab of the View Configuration panel in which you can configure the display of layers for the board and the colors assigned to those layers	Command Page
Ctrl+D	Access the **View Options** tab of the View Configuration panel in which you can configure the mode used to display each of the various design items within the workspace	Command Page
Shift+V	Access the *Board Insight* pop-up, listing all violations (of defined Design Rules) currently under the cursor	Command Page
Shift+X	Access the *Board Insight* pop-up, listing all components and/or net objects currently under the cursor	Command Page
Ctrl+M	Measure and display the distance between any two points in the current document	Command Page
Left Arrow	Move the cursor to the left in the current document workspace in increments of one snap grid unit	Command Page
Shift+Left Arrow	Move the cursor to the left in the current document workspace in increments of 10 snap grid units	Command Page

Shortcut	Description	More Information...
Right Arrow	Move the cursor to the right in the current document workspace in increments of one snap grid unit	Command Page
Shift+Right Arrow	Move the cursor to the right in the current document workspace, in increments of 10 snap grid units	Command Page
Up Arrow	Move the cursor upwards in the current document workspace, in increments of one snap grid unit	Command Page
Shift+Up Arrow	Move the cursor upwards in the current document workspace, in increments of 10 snap grid units	Command Page
Down Arrow	Move the cursor downwards in the current document workspace, in increments of one snap grid unit	Command Page
Shift+Down Arrow	Move the cursor downwards in the current document workspace, in increments of 10 snap grid units	Command Page
Ctrl+Left Arrow	Move the current selection (one or more selected design objects) to the left in the current document workspace in increments of one snap grid unit	Command Page
Shift+Ctrl+Left Arrow	Move the current selection (one or more selected design objects) to the left in the current document workspace, in increments of 10 snap grid units	Command Page
Ctrl+Right Arrow	Move the current selection (one or more selected design objects) to the right in the current document workspace, in increments of one snap grid unit	Command Page
Shift+Ctrl+Right Arrow	Move the current selection (one or more selected design objects) to the right in the current document workspace, in increments of 10 snap grid units	Command Page
Ctrl+Up Arrow	Move the current selection (one or more selected design objects) upwards in the current document workspace, in increments of one snap grid unit	Command Page
Shift+Ctrl+Up Arrow	Move the current selection (one or more selected design objects) upwards in the current document workspace, in increments of 10 snap grid units	Command Page
Ctrl+Down Arrow	Move the current selection (one or more selected design objects) downwards in the current document workspace, in increments of one snap grid unit	Command Page
Shift+Ctrl+Down Arrow	Move the current selection (one or more selected design objects) downwards in the current document workspace, in increments of 10 snap grid units	Command Page
Shift+Click	Change the selection status of the object currently under the cursor without affecting the status of other objects	Command Page
Click	Select/deselect the object currently under the cursor	Command Page
Ctrl+Click	- On a net object to highlight the entire routed net - On a layer tab to highlight all content on that layer - In free space to clear current highlighting	-

| Shortcut	Description	More Information...
Shift+Ctrl+Click	• On a net object to highlight the entire routed net in addition to the routed nets already highlighted (cumulative routed net highlighting) • On a layer tab to highlight all content on that layer in addition to the content already highlighted on other layers (cumulative layer highlighting)	-
Alt+Click	On a connection to select that connection	-
Alt+Shift+Click	On a connection to select that connection in addition to the connections already selected (cumulative connection selection)	-
Alt+Click&Drag (from right-to-left)	To select all connections touched by the dragged rectangle	-
Alt+Ctrl	While hovering the cursor over a layer tab to highlight the content of that layer only	-
Shift+Ctrl+Click&Hold	Create a vertex (or break) in a track segment at the current cursor position	Command Page
Double-Click	Modify the properties of the object currently under the cursor	Command Page
Click (on an object), **Hold&Drag**	Move the single object currently under the cursor (or group of selected objects if the object is part of that selection)	Command Page
Click (away from objects), **Hold&Drag** (left-to-right)	Select all objects that fall completely within the bounds of the selection area	Command Page
Click (away from objects), **Hold&Drag** (right-to-left)	Select all objects that fall completely inside the selection area or are touched by its boundary	Command Page
Right-Click, Hold&Drag	Display the slider (panning) hand cursor then drag to move your view of the workspace	Command Page
Right-Click	Access context menu for workspace or object currently under the cursor. If currently within an interactive command, will escape from the current operation	-
F11	Toggle the display of the Properties panel accordingly	-
F12	Toggle the display of the PCB Filter panel or the PCBLIB Filter panel accordingly	-
Shift+F12	Toggle the display of the PCB List panel or the PCBLIB List panel accordingly	-
Shift+C	Clear the filter that is currently being applied to the active document	Command Page
Shift+S	Cycle through the available single layer viewing modes The available modes are determined by enabling the corresponding options in the **Available Single Layer Modes** region on the PCB Editor - Board Insight Display page of the Preferences dialog.	Command Page

Shortcut	Description	More Information...
+ (on the numeric keypad)	Switch to the next enabled layer	Command Page
- (on the numeric keypad)	Switch to the previous enabled layer	Command Page
***** (on numeric keypad)	Switch to the next enabled signal layer	Command Page
Shift+* (on numeric keypad)	Switch to the previous enabled signal layer	Command Page
Backspace	Delete a single, selected end-of-route object (component-free track, arc, via, or pad). The singular routing object connected to the deleted object will be automatically selected and ready for subsequent deletion. By using the command repeatedly, you are able to incrementally unwind the routed path in the same way as using the **Backspace** shortcut while interactively routing.	Command Page
Ctrl+Delete	Delete one or more selected routing objects (component-free tracks, arcs, vias, and pads) on the current document. All routing objects connected to those deleted will be automatically selected and ready for subsequent deletion By using the command repeatedly, you are able to incrementally unwind the routed path in both directions.	Command Page
Alt+Ctrl+A	Add a new comment thread to a defined area of the active document. Before you can start using the comment feature, ensure that you have opened (checked out) a Managed Project and are working on its PCB document	Command Page
Alt+Ctrl+P	Add a new comment thread to a specified point in the active document. Before you can start using the comment feature, ensure that you have opened (checked out) a Managed Project and are working on its PCB document	Command Page
Alt+Ctrl+C	Add a new comment thread to a selected component in the active document. Before you can start using the comment feature, ensure that you have opened (checked out) a Managed Project and are working on its PCB document	Command Page

General Interactive Shortcuts

Note that the shortcuts available will depend on the interactive command and the specific design object that is the focus of that command.

Shortcut	Description

Shortcut	Description
F1	Access the <u>Graphical Editing Hot key List dialog</u> that provides a listing of the shortcuts available (but that cannot be launched) as well as access to the documentation for the currently running command
Shift+F1	Access a menu that lists all valid shortcuts for the present stage of the currently running interactive command
Enter	Acts like a **Click** of the mouse when placing/moving an object
PgUp	Zoom in
PgDn	Zoom out
End	Refresh the screen
Home	Change display to have the cursor (with the attached object being placed/moved) at the center of the design window
Left Arrow	Move the cursor (with the attached object being placed/moved) to the left in the current document workspace in increments of one snap grid unit
Shift+Left Arrow	Move the cursor (with the attached object being placed/moved) to the left in the current document workspace in increments of 10 snap grid units
Right Arrow	Move the cursor (with the attached object being placed/moved) to the right in the current document workspace in increments of one snap grid unit
Shift+Right Arrow	Move the cursor (with the attached object being placed/moved) to the right in the current document workspace in increments of 10 snap grid units
Up Arrow	Move the cursor (with the attached object being placed/moved) upwards in the current document workspace in increments of one snap grid unit
Shift+Up Arrow	Move the cursor (with the attached object being placed/moved) upwards in the current document workspace in increments of 10 snap grid units
Down Arrow	Move the cursor (with the attached object being placed/moved) downwards in the current document workspace in increments of one snap grid unit
Shift+Down Arrow	Move the cursor (with the attached object being placed/moved) downwards in the current document workspace in increments of 10 snap grid units
Tab	Access the associated mode of the *Properties* panel in which properties for the object being placed/moved can be changed on-the-fly
X	Mirror the object being placed/moved along the X-axis
Y	Mirror the object being placed/moved along the Y-axis
L	Flip the object being placed/moved to the other side of the board
Alt	Constrain the direction of movement to the horizontal or vertical axis depending on the initial direction of movement
Shift	When auto-panning while placing/moving an object, use to pan at higher speed
+ (on the numeric keypad)	Switch to the next enabled layer
- (on the numeric keypad)	Switch to the previous enabled layer
* (on numeric keypad)	Switch to the next enabled signal layer
Shift+* (on numeric keypad)	Switch to the previous enabled signal layer

Shortcut	Description
Esc	Escape from the current process - either a stage of the currently running interactive command or the command itself
Spacebar	Rotates the object being placed/moved counterclockwise. Rotation is in accordance with the value for the **Rotation Step** defined on the <u>PCB Editor – General page</u> of the <u>Preferences dialog</u>
Shift+Spacebar	Rotates the object being placed/moved clockwise. Rotation is in accordance with the value for the **Rotation Step** defined on the <u>PCB Editor – General page</u> of the <u>Preferences dialog</u>
N	Toggle the display of the connection lines (ratsnest) while moving a component
🔩, **Click**	Cross-probe from a chosen object on the current PCB document to its corresponding counterpart on the relevant schematic source document while remaining in the PCB document (*Continuous Mode*)
🔩, **Ctrl+Click**	Cross-probe from a chosen object on the current PCB document to its corresponding counterpart on the relevant schematic document, making the target schematic document the active document (*Jump To Mode*)
Hold **Ctrl** key down	When moving a component to view dynamic alignment guides (green indicator lines) in relation to the boundaries of this and nearby components
Hold **Shift** key down	When moving a component to view dynamic alignment guides (green indicator lines) in relation to the pads of this and nearby components
R	When moving a component to cycle through component conflict resolution modes (`Ignore Obstacles`, `Push Obstacles`, `Avoid Obstacles`)
Click&Drag	On a via in a stack of vias, use to move the entire stack to a new location
M+V	On a selected object, opens the *Get X-Y Offsets* dialog to move one or more currently selected objects by a specified distance in the horizontal (X) and/or vertical (Y) planes.
Ctrl+Click&Drag	On a via in a stack of vias, use to move just that via to a new location (and not the entire stack)

Interactive Polygonal Object Shortcuts

The following additional shortcuts relate to placing/editing polygonal-shaped objects - <u>Polygon Pour</u>, <u>Region</u>, <u>Coverlay Polygon</u>, <u>Polygonal Room</u>, <u>Extruded 3D Body</u>, <u>Board Shape</u>.

Shortcut	Description
Shift+Spacebar	Cycle through the five available corner modes (45 degree, 45 degree with arc, 90 degree, 90 degree with arc, and Any Angle) when placing a polygonal-based object
Spacebar	Toggle between corner direction sub-modes (for the relevant corner modes) when placing a polygonal-based object
,	Reduce the radius of the arc (by 1mil/0.025mm increments) when in arc cornering placement mode
Shift+,	Reduce the radius of the arc (by 10mil/0.254mm increments) when in arc cornering placement mode
.	Increase the radius of the arc (by 1mil/0.025mm increments) when in arc cornering placement mode
Shift+.	Increase the radius of the arc (by 10mil/0.254mm increments) when in arc cornering placement mode
Ctrl+Click&Hold	Anywhere along an edge of a selected polygonal-based object away from editing handles to insert a new end vertex

Shortcut	Description
Click&Hold+Delete	On an end vertex of a selected polygonal-based object, use to remove that vertex
Backspace	Remove the last placed vertex

Interactive Routing Shortcuts

Shortcut	Description
Tab	Access the Interactive Routing mode of the *Properties* panel in which you can change routing preferences on-the-fly, as well as modify properties of the track being placed
Shift+Spacebar	Cycle through the five available corner modes (45 degree, 45 degree with arc, 90 degree, 90 degree with arc, and Any Angle)
	If the **Restrict To 90/45** option is enabled on the PCB Editor - Interactive Routing page of the Preferences dialog, the arc cornering modes and the Any Angle mode will not be available.
Spacebar	Toggle between corner direction sub-modes (for the relevant corner modes)
,	Reduce the radius of the arc (by 1mil/0.025mm increments) when in arc cornering placement mode
Shift+,	Reduce the radius of the arc (by 10mil/0.254mm increments) when in arc cornering placement mode
.	Increase the radius of the arc (by 1mil/0.025mm increments) when in arc cornering placement mode
Shift+.	Increase the radius of the arc (by 10mil/0.254mm increments) when in arc cornering placement mode
Click or **Enter**	Commits the routing up to the current cursor position and places the tracks
Backspace	Unwinds the last committed route back to its starting point. If any objects had been *pushed* through placing the last segment, they are moved back to their original positions
Esc	Terminates the current route. Any routing that has been committed before calling the termination is retained
Ctrl+Click	Auto-complete segments to target
1	Toggle Look-Ahead placement mode on/off
Shift+R	Cycle through the currently enabled routing conflict resolution modes. The modes available (including `Walkaround Obstacles`, `Push Obstacles`, `Ignore Obstacles`, `Hug and Push Obstacles`, `AutoRoute Current Layer`, `AutoRoute MultiLayer`, and `Stop at First Obstacle`) can be defined on the PCB Editor - Interactive Routing page of the Preferences dialog and modified on-the-fly (press **Tab** to access the Interactive Routing mode of the *Properties* panel)
5	Toggle Follow Mouse Trail mode
Shift+D	Toggle automatic loop removal feature on/off
Ctrl+W	Toggle the display of clearance boundaries
Ctrl+Alt+G	Use to improve the quality of the selected routes by reducing the overall length and number of corners
Shift+W	Choose the required track width from available predefined favorite routing widths in the Track mode of the *Properties* panel
Shift+V	Choose the required via size from available predefined via sizes, sourced from one or more associated via templates using the Choose Via Sizes dialog

Shortcut	Description
3	Cycle through routing width sources (`User Choice` --> `Rule Minimum` --> `Rule Preferred` --> `Rule Maximum`) With `User Choice`, routing widths are defined and managed in the <u>Favorite Interactive Routing Widths dialog</u>.
4	Cycle through via size sources (`User Choice` --> `Rule Minimum` --> `Rule Preferred` --> `Rule Maximum`) With `User Choice`, via sizes are defined through via templates - locally to the active PCB document or through associated Pad Via libraries (`*.PvLib`).
+ (on the numeric keypad)	Switch to the next enabled (and rule-permitted) layer, dropping a via
- (on the numeric keypad)	Switch to the previous enabled (and rule-permitted) layer, dropping a via
* (on numeric keypad)	Switch to the next enabled (and rule-permitted) signal layer, dropping a via
1-9 (on numeric keypad)	Switch to routing on the corresponding routing (signal) layer (dropping a via to do so). The number can be obtained from the prefix to the layer name (`[n]`), on the layer tab at the bottom of the main workspace. Alternatively, the number can be acquired from the pop-up window accessed through the **Ctrl+L** shortcut.
Ctrl+L	Access a pop-up window of available routing layers. Click an entry to switch to that layer (dropping a via to do so). The number to the right of each entry (`[n]`) can be used to switch to that layer directly, without popping this window.
L	When routing from a multi-layer pad or via, switches the layer for the current connection to the next signal layer defined for that pad/via This feature works only when the routing is started from the pad/via and before the first segment is committed.
/	Add fanout via; tool immediately waits for next fanout to route and via to place
2	Add a via without changing layer
6	Change routing via start/end layers
7	Cycles through the connections available for routing if the current pad has multiple connections
9	Switches the cursor position from the currently selected pad or track to the target pad or track. If the location of the object being switched to is not in the current window, the view jumps and centers around the new cursor position

Shortcut	Description
Shift+C	Enable subnet swapping If no swappable target subnets are available, a message to this effect will be presented in the <u>Messages panel</u>.
Shift+T	Swap target subnet - cycles through all swappable target subnets
While interactively routing, you can enter *LEGACY* length tuning mode by using the **Shift+A** shortcut. The following additional shortcuts are available within that mode:	
Shift+A	End the accordion
Shift+G	Toggle display of the length tuning gauge on/off
Click or **Enter**	Commits the routing up to the current cursor position and places the tracks
Backspace	Remove last segment or accordion
Esc	Terminate current route. Any routing that has been committed before calling the termination is retained
Shift+R	Cycle through the currently enabled routing conflict resolution modes. The modes available (including `Walkaround Obstacles`, `Push Obstacles`, `Hug and Push Obstacles`, `Ignore obstacles`, and `Stop at First Obstacle`) can be defined on the <u>PCB Editor - Interactive Routing page</u> of the <u>Preferences dialog</u>.
Shift+W	Choose the required track width from available predefined favorite routing widths in the <u>Favorite Interactive Routing Widths</u> dialog
Tab	Access the <u>Ineractive Routing mode</u> of the *Properties* panel in which you can define the approach used for defining the target length and to modify properties of the interactive routing on-the-fly
,	Decrease the amplitude of the accordion pattern by the amount defined for the **Amplitude Increment** in the <u>Accordion mode</u> of the *Properties* panel
.	Increase the amplitude of the accordion pattern by the amount defined for the **Amplitude Increment** in the <u>Accordion mode</u> of the *Properties* panel
1	Decrease the corner (miter) radius (when using the `Mitered with Lines` or `Mitered with Arcs` accordion patterns)
2	Increase the corner (miter) radius (when using the `Mitered with Lines` or `Mitered with Arcs` accordion patterns)
3	Decrease the gap (pitch) for the accordion pattern by the amount defined for the **Gap Increment** in the <u>Accordion mode</u> of the *Properties* panel
4	Increase the gap (pitch) for the accordion pattern by the amount defined for the **Gap Increment** in the <u>Accordion mode</u> of the *Properties* panel
P	Cycle forward through the supported tuning patterns. Available patterns are: `Mitered with Lines`, `Mitered with Arcs`, and `Rounded`
Shift+P	Cycle backward through the supported tuning patterns. Available patterns are: `Mitered with Lines`, `Mitered with Arcs`, and `Rounded`
Y	Toggle Amplitude Direction (starting direction) for the accordion pattern
Shift+Spacebar	Cycle through the routing corner styles
Shift+B	Enter the desired bus routing

Interactive Differential Pair Routing Shortcuts

Shortcut	Description
Tab	Access the <u>Differential Pair Routing mode</u> of the *Properties* panel from where you can change routing preferences on-the-fly, as well as modify properties of the track being placed
Shift+Spacebar	Cycle through the four available corner modes (45 degree, 45 degree with arc, 90 degree, 90 degree with arc) If the **Restrict To 90/45** option is enabled, on the <u>PCB Editor - Interactive Routing page</u> of the <u>Preferences dialog</u>, the arc cornering modes will not be available.
Spacebar	Toggle between corner direction sub-modes (for the relevant corner modes)
,	Reduce the radius of the arc (by 1mil/0.025mm increments) when in arc cornering placement mode
Shift+,	Reduce the radius of the arc (by 10mil/0.254mm increments) when in arc cornering placement mode
.	Increase the radius of the arc (by 1mil/0.025mm increments) when in arc cornering placement mode
Shift+.	Increase the radius of the arc (by 10mil/0.254mm increments) when in arc cornering placement mode
Click or **Enter**	Commits the routing up to the current cursor position and places the tracks
Backspace	Remove last segment
Esc	Terminate current route. Any routing that has been committed before calling the termination is retained
Shift+R	Cycle through the currently enabled routing conflict resolution modes. The modes available (including `Walkaround Obstacles`, `Push Obstacles`, `Hug and Push Obstacles`, `Ignore obstacles`, and `Stop at First Obstacle`) can be defined on the <u>PCB Editor - Interactive Routing page</u> of the <u>Preferences dialog</u>, and modified on-the-fly (press **Tab** to access the <u>Differential Pair Routing mode</u> of the *Properties* panel) When interactively routing differential pairs, the `AutoRoute On Current Layer` and `AutoRoute On Multiple Layers` modes are not available.
Shift+Spacebar	During sliding, use to cycle through the three modes (45 Degree, Mixed, and Rounded).
Shift+D	Toggle automatic loop removal feature on/off
Ctrl+W	Toggle the display of clearance boundaries
Shift+W	Choose the required track width from available predefined favorite routing widths in the <u>Track mode</u> of the *Properties* panel
Shift+V	Choose the required via size from available predefined via sizes, sourced from one or more associated via templates. The <u>Choose Via Sizes dialog</u> will appear with which to do so

Shortcut	Description
3	Cycle through routing width sources (`User Choice --> Rule Minimum --> Rule Preferred --> Rule Maximum`) With `User Choice`, routing widths are defined and managed in the <u>Favorite Interactive Routing Widths dialog</u>. The rule-based values come from the applicable <u>Differential Pairs Routing rule</u>.
4	Cycle through via size sources (`User Choice --> Rule Minimum --> Rule Preferred --> Rule Maximum`) With `User Choice`, via sizes are defined through via templates - locally to the active PCB document, or through associated Pad Via libraries (`*.PvLib`).
5	Cycle through available via patterns (aligned or staggered)
6	Cycle through the defined Gap values available for the differential pair being routed, through the applicable <u>Differential Pairs Routing rule</u> (`Min Gap --> Preferred Gap --> Max Gap`)
Shift+B	Cycle through the defined Width-Gap value pairings available for the differential pair being routed, through the applicable <u>Differential Pairs Routing rule</u> (`Min Width-Min Gap --> Preferred Width-Preferred Gap --> Max Width-Max Gap`)
+ (on the numeric keypad)	Switch to the next enabled (and rule-permitted) layer, dropping a via
- (on the numeric keypad)	Switch to the previous enabled (and rule-permitted) layer, dropping a via
* (on numeric keypad)	Switch to the next enabled (and rule-permitted) signal layer, dropping a via
1-9 (on numeric keypad)	Switch to routing on the corresponding routing (signal) layer (dropping a via to do so). The number can be obtained from the prefix to the layer name (`[n]`), on the layer tab at the bottom of the main workspace. Alternatively, the number can be acquired from the pop-up window accessed through the **Ctrl+L** shortcut.
Ctrl+L	Access a pop-up window of available routing layers. Click an entry to switch to that layer (dropping a via to do so). The number to the right of each entry (`[n]`) can be used to switch to that layer directly, without popping this window.
L	When routing from a multi-layer pad or via, switches the layer for the current connection to the next signal layer defined for that pad/via This feature works only when the routing is started from the pads/vias and before the first segments are committed.
/	Add fanout via, tool immediately waits for next fanout to route and via to place
2	Add a via without changing layer

Shortcut	Description
Shift+C	Enable subnet swapping If no swappable target subnets are available, a message to this effect will be presented in the <u>Messages panel</u>.
Shift+T	Swap target subnet - cycles through all swappable target subnets

Component Dragging Shortcuts

Shortcut	Description
Shift+R	Cycle through the enabled modes as you route
Shift+Tab	Cycle through the four different component selection modes
N	Display or hide connection lines
Shift+Ctrl+G	Cycle Glossing Effort mode (Weak --> Strong --> Off)
Ctrl+Shift	Temporarily disables gloss cycling
Ctrl+Shift+G	Cycle through the three glossing settings (Off, Weak, and Strong) during routing or sliding.

Interactive Multi-Routing Shortcuts

Shortcut	Description
Tab	Access the <u>Interactive Routing mode</u> of the *Properties* panel in which you can change routing preferences on-the-fly, as well as modify properties of the bus routing being placed
Shift+Spacebar	Cycle through the four available corner modes (45 degree, 45 degree with arc, 90 degree, 90 degree with arc) If the **Restrict To 90/45** option is enabled on the <u>PCB Editor - Interactive Routing page</u> of the <u>Preferences dialog</u>, the arc cornering modes will not be available.
Spacebar	Toggle between corner direction sub-modes (for the relevant corner modes)
,	Reduce the radius of the arc (by 1mil/0.025mm increments) when in arc cornering placement mode
Shift+,	Reduce the radius of the arc (by 10mil/0.254mm increments) when in arc cornering placement mode
.	Increase the radius of the arc (by 1mil/0.025mm increments) when in arc cornering placement mode
Shift+.	Increase the radius of the arc (by 10mil/0.254mm increments) when in arc cornering placement mode
Click or **Enter**	Commits the routing up to the current cursor position and places the tracks

Shortcut	Description
Backspace	Remove last segments
Esc	Terminate current route. Any routing that has been committed before calling the termination is retained
Ctrl+Click	Auto-complete segments to target
Shift+R	Cycle through the currently enabled routing conflict resolution modes. The modes available (including `Walkaround Obstacles`, `Push Obstacles`, `Hug and Push Obstacles`, `Ignore obstacles`, and `Stop at First Obstacle`) can be defined on the <u>PCB Editor - Interactive Routing page</u> of the <u>Preferences dialog</u>, and modified on-the-fly (press Tab to access the <u>Interactive Routing mode</u> of the *Properties* panel) When interactively routing multiple traces, the `AutoRoute On Current Layer` and `AutoRoute On Multiple Layers` modes are not available.
Shift+D	Toggle automatic loop removal feature on/off
Ctrl+W	Toggle the display of clearance boundaries
Shift+W	Choose the required track width from available predefined favorite routing widths in the <u>Track mode</u> of the *Properties* panel
Shift+V	Choose the required via size from available predefined via sizes, sourced from one or more associated via templates. The <u>Choose Via Sizes dialog</u> will appear with which to do so
3	Cycle through routing width sources (`User Choice --> Rule Minimum --> Rule Preferred --> Rule Maximum`) With `User Choice`, routing widths are defined and managed in the <u>Favorite Interactive Routing Widths dialog</u>.
4	Cycle through via size sources (`User Choice --> Rule Minimum --> Rule Preferred --> Rule Maximum`) With `User Choice`, via sizes are defined through via templates - locally to the active PCB document, or through associated Pad Via libraries (`*.PvLib`).
5	Cycle through available via patterns (aligned or staggered)
+ (on the numeric keypad)	Switch to the next enabled (and rule-permitted) layer, dropping a via
- (on the numeric keypad)	Switch to the previous enabled (and rule-permitted) layer, dropping a via
* (on numeric keypad)	Switch to the next enabled (and rule-permitted) signal layer, dropping a via
1-9 (on numeric keypad)	Switch to routing on the corresponding routing (signal) layer (dropping a via to do so). The number can be obtained from the prefix to the layer name (`[n]`), on the layer tab at the bottom of the main workspace. Alternatively, the number can be acquired from the pop-up window accessed through the **Ctrl+L** shortcut.

Shortcut	Description
Ctrl+L	Access a pop-up window of available routing layers. Click an entry to switch to that layer (dropping a via to do so). The number to the right of each entry (`[n]`) can be used to switch to that layer directly, without popping this window.
L	When routing from multi-layer pads or vias, switches the layer to the next signal layer defined for those pads/vias This feature works only when the routing is started from the pads/vias and before the first segments are committed.
/	Add fanout via; tool immediately waits for next fanout to route and via to place
2	Add a via without changing layer
C	Change the spacing between neighboring routes to use the Track-Track clearance value defined in the applicable <u>Clearance rule</u>
B	Decrease the spacing between neighboring routes
Shift+B	Increase the spacing between neighboring routes
Shift+Ctrl+G	Cycle Glossing Effort mode (`Weak --> Strong --> Off`)

Interactive Length Tuning Shortcuts

Shortcut	Description
Spacebar	Cycle forward through the supported tuning patterns. Available patterns are: `Mitered with Lines`, `Mitered with Arcs`, and `Rounded`
Shift+Spacebar	Cycle backward through the supported tuning patterns. Available patterns are: `Mitered with Lines`, `Mitered with Arcs`, and `Rounded`
Shift+G	Toggle display of the length tuning gauge on/off
Tab	Access the <u>Accordion mode </u>of the *Properties* panel in which you can define the approach used for defining the target length, and to modify properties of the accordion pattern used in the tuning on-the-fly
,	Decrease the amplitude of the accordion pattern by the amount defined for the **Amplitude Increment** in the <u>Accordion mode </u>of the *Properties* panel
.	Increase the amplitude of the accordion pattern by the amount defined for the **Amplitude Increment** in the <u>Accordion mode </u>of the *Properties* panel
1	Decrease the corner (miter) radius (when using the `Mitered with Lines`, or `Mitered with Arcs` accordion patterns)
2	Increase the corner (miter) radius (when using the `Mitered with Lines`, or `Mitered with Arcs` accordion patterns)
3	Decrease the gap (pitch) for the accordion pattern by the amount defined for the **Gap Increment** in the <u>Accordion mode </u>of the *Properties* panel
4	Increase the gap (pitch) for the accordion pattern by the amount defined for the **Gap Increment** in the <u>Accordion mode </u>of the *Properties* panel
Y	Toggle Amplitude Direction (starting direction) for the accordion pattern

3D Body Placement Shortcuts

The shortcuts actually available depend on the type of 3D Model being placed or moved - *Extruded*, *Cylinder*, *Sphere*, or *Generic 3D Model*. Generic model support includes STEP (`*.Stp` and `*.Step`), Parasolid (`*.x_t` and `*.x_b` (up to V27)), and SolidWorks formatted models. Support for SolidWorks and Parasolid format models, and the Parasolid format export, is enabled by installing the `SOLIDWORKS PCB Connector` extension. You will also require an `MCAD Co-Designer - SOLIDWORKS (R)` license, which is enabled along with your regular Altium Designer license.

Shortcut	Description
Tab	Access the 3D Body mode of the *Properties* panel properties for the 3D body object being placed/moved can be changed on-the-fly
L	Flip the 3D body object being placed/moved to the other side of the board
N	Toggle the display of the connection lines (ratsnest) while moving the 3D body for a component
X	Mirror the 3D body object being placed/moved along the X-axis
Y	Mirror the 3D body object being placed/moved along the Y-axis
8 (on numeric keypad)	Rotate the 3D body object being placed/moved counterclockwise around the model's X-axis by 90° This shortcut applies to *Generic 3D Model* and *Cylinder* model types only.
2 (on numeric keypad)	Rotate the 3D body object being placed/moved clockwise around the model's X-axis by 90° This shortcut applies to *Generic 3D Model* and *Cylinder* model types only.
4 (on numeric keypad)	Rotate the 3D body object being placed/moved counterclockwise around the model's Y-axis by 90° This shortcut applies to *Generic 3D Model* and *Cylinder* model types only.
6 (on numeric keypad)	Rotate the 3D body object being placed/moved clockwise around the model's Y-axis by 90° This shortcut applies to *Generic 3D Model* and *Cylinder* model types only.
Spacebar	Rotate the 3D body object being placed/moved counterclockwise around the model's Z-axis by 90° This shortcut only applies to the *Extruded* model type when it is being moved.
Shift+Spacebar	Rotate the 3D body object being placed/moved clockwise around the model's Z-axis by 90° This shortcut only applies to the *Extruded* model type when it is being moved.

Shortcut	Description
9 (on numeric keypad)	Increase the **Standoff Height** for the 3D body object being placed/moved by one Snap Grid unit This shortcut only applies to the *Extruded* model type when it is being moved.
3 (on numeric keypad)	Decrease the **Standoff Height** for the 3D body object being placed/moved by one Snap Grid unit This shortcut only applies to the *Extruded* model type when it is being moved.

3D Visualization Shortcuts

The following additional shortcuts are available when viewing the board in 3D in the PCB Editor (or, where applicable, a component in 3D in the PCB Library Editor):

Shortcut	Description	More Information...
0	Change the view of the board (or component) in 3D so that you are looking straight down from above (perpendicular) with zero rotation In addition, you can use the applicable drop-down field on the PCB Standard toolbar (PCB Editor), or the PCB Lib Standard toolbar (PCB Library Editor) to quickly choose from a set of predefined 3D views when viewing your board (or library components) in 3D.	Command Page
9	Change the view of the board (or component) in 3D so that you are looking straight down from above (perpendicular) with 90 Degree (clockwise) rotation in the X-plane In addition, you can use the applicable drop-down field on the PCB Standard toolbar (PCB Editor), or the PCB Lib Standard toolbar (PCB Library Editor) to quickly choose from a set of predefined 3D views when viewing your board (or library components) in 3D.	Command Page
8	Change the view of the board (or component) in 3D so that you are looking at the board from an orthogonal perspective In addition, you can use the applicable drop-down field on the PCB Standard toolbar (PCB Editor) or the PCB Lib Standard toolbar (PCB Library Editor) to quickly choose from a set of predefined 3D views when viewing your board (or library components) in 3D.	Command Page
5	Toggle a board that has flexible areas between its flattened state (no Bending Line settings applied) and its folded state (all Bending Line settings applied)	Command Page
Shift	Access the 3D rotational sphere. With the sphere displayed, **Right-Click** and drag to change the orientation of the view	-

Shortcut	Description	More Information...
Ctrl+C	Copies the current view in the main design workspace to the clipboard in bitmap format (*.bmp). You have control over the resolution of the copied image via the 3D Snapshot Resolution dialog	Command Page
1 (on the number pad)	Change the view of the board (or component) in 3D so that you are looking at the board from the top side	Command Page
Ctrl+1 (on the number pad)	Change the view of the board (or component) in 3D so that you are looking at the board from the bottom side	Command Page
7 (on the number pad)	Change the view of the board (or component) in 3D so that you are looking at the board from the front side	Command Page
Ctrl+7 (on the number pad)	Change the view of the board (or component) in 3D so that you are looking at the board from the back side	Command Page
3 (on the number pad)	Change the view of the board (or component) in 3D so that you are looking at the board from the left edge	Command Page
Ctrl+3 (on the number pad)	Change the view of the board (or component) in 3D so that you are looking at the board from the right edge	Command Page
4 (on the number pad)	Rotate the view of the board (or component) in 3D 30 degrees left	Command Page
6 (on the number pad)	Rotate the view of the board (or component) in 3D 30 degrees right	Command Page
8 (on the number pad)	Rotate the view of the board (or component) in 3D 30 degrees up	Command Page
2 (on the number pad)	Rotate the view of the board (or component) in 3D 30 degrees down	Command Page
Ctrl+4 (on the number pad)	Move the view of the board (or component) in 3D 500mil left	Command Page
Ctrl+6 (on the number pad)	Move the view of the board (or component) in 3D 500mil right	Command Page
Ctrl+8 (on the number pad)	Move the view of the board (or component) in 3D 500mil up	Command Page

Shortcut	Description	More Information...
Ctrl+2 (on the number pad)	Move the view of the board (or component) in 3D 500mil down	Command Page
1 (on the number pad)	Change the view of the board (or component) in 3D so that you are looking at the board from an orthogonal perspective	-
L	Access the View Configuration panel in which you can configure how the board is rendered in 3D	-

3D Measurements Shortcuts

The following additional shortcuts are available when viewing the board in 3D in the PCB Editor and taking measurements using the Reports » Measure 3D Objects command:

Shortcut	Description
Q	Toggle measurement units between metric and imperial - the displayed measurement values will update accordingly
Hold **Ctrl** key down	As you move the cursor over a 3D object, use to select a specific face of that object
Shift+C	Clear all currently displayed measurements in the 3D workspace

Sub-Menu Shortcuts

Shortcut	Gives Access To...
A	the **Align** sub-menu
B	the **Toolbars** sub-menu
G	a pop-up menu with Snap Grid commands
I	the **Component Placement** sub-menu
J	the **Jump** sub-menu
K	the **Panels** sub-menu
M	the **Move** sub-menu
N	a pop-up menu of Connection/Jumper display commands
O	the right-click **Options** sub-menu
S	the **Select** sub-menu
U	the **Route** sub-menu
X	the **DeSelect** sub-menu
Y	the right-click **Filter** sub-menu
Z	a pop-up menu with zoom commands

Managed Component Editor Shortcuts

Batch Component Editing Mode Shortcuts

Shortcut	Description	More Information...
Ctrl+X	Clear the content of the currently selected editable cells and copy that content to the clipboard	Command Page
Ctrl+C	Copy the content of the currently selected editable cells to the clipboard	Command Page
Ctrl+V	Paste content from the clipboard into the currently selected editable cells within the component definitions region of the document	Command Page
Delete	Clear the content of the currently selected (and editable) cells in the component definitions region of the document	Command Page
Ctrl+Delete	Remove the currently selected component definitions from the document	Command Page
Shift+Ctrl+X	Cut the selected component definition(s) from the document and add them to the clipboard	Command Page
Shift+Ctrl+C	Copy the selected component definition(s) to the clipboard	Command Page
Ctrl+D	Clone the selected component definition	Command Page
Shift+Ctrl+V	Paste one (or more) component definitions from the clipboard into the component definitions region of the document	Command Page
Shift+Ctrl+M	Access the Manufacturer Part Search dialog in which you can browse for required components across enabled supplier's online part databases. Selected components will be used to create one or more new component definitions in the active Managed Component document	Command Page
F5	Refresh the document This is useful if, for any reason, you have lost connection with the target server. It ensures model links are refreshed and also, if the CmpLib is referencing a Component Template, it allows the data defined in that template to be brought in again, which is very helpful if you have inadvertently cleared content from read-only cells!	Command Page
Ctrl+Z	Restore the current document to its state previous to the last operation. Multiple levels of undo are supported	Command Page
Ctrl+Y	Restore changes made by the Undo feature in the current document. Multiple levels of Redo are supported	Command Page

Single Component Editing Mode Shortcuts

Shortcut	Description	More Information...
Shift+Ctrl+M	Opens the Manufacturer Part Search dialog in order to search for components and add supplier information to a component.	
F5	Refresh the component editor	
Ctrl+X	Clear the contents of the **Name** or **Description** field	

Shortcut	Description	More Information...
Ctrl+C	Copy the content of the **Name** or **Description** field onto the clipboard	
Ctrl+V	Paste content from the clipboard into the **Name** or **Description** field	

Output Job Editor Shortcuts

Shortcut	Description	More Information...
Ctrl+X	• Clear the selected output(s) from the current Output Job Configuration file and copy them to the OutputJob Editor's clipboard • Clear the selected output container, or print job, from the current Output Job Configuration file and copy it to the OutputJob Editor's clipboard	• Command Page • Command Page
Ctrl+C	• Copy the selected output(s) from the current Output Job Configuration file to the OutputJob Editor's clipboard • Copy the selected output container, or print job, from the current Output Job Configuration file to the OutputJob Editor's clipboard	• Command Page • Command Page
Ctrl+V	• Place the contents of the OutputJob Editor's clipboard into the active Output Job Configuration file • Place the output container/print job from the OutputJob Editor's clipboard, into the relevant output media section of the active Output Job Configuration file	• Command Page • Command Page
Ctrl+D	Make an identical copy (duplicate) of the selected output	Command Page
Delete	• Remove the selected output(s) • Remove the selected output container or print job	• Command Page • Command Page
Drag and Drop	• One or more selected applicable (printable) outputs into the **Hard Copy** region to create a new Print Job. The output(s) will automatically be linked • One or more selected applicable outputs into the **Output Containers** region to create a new PDF output container. The output(s) will automatically be linked • One or more selected PCB3D Video outputs into the **Output Containers** region to create a new Video output container. The output(s) will automatically be linked • One or more selected applicable outputs into the **Output Containers** region to create a new Folder Structure output container. The output(s) will automatically be linked	• Command Page • Command Page • Command Page • Command Page
Alt+Enter	Launch the associated dialog (where available) for the selected output in which you can define exactly how, and what, you wish to be generated	Command Page
Ctrl++ (on numeric keypad)	Enable all selected outputs connecting them to the currently selected output container or print job	Command Page

Shortcut	Description	More Information...
Ctrl+- (on numeric keypad)	Disable all selected outputs disconnecting them from the currently selected output container or print job	Command Page
Shift+Ctrl+O	Configure the properties of the currently selected output container or print job	Command Page
F9	• Generate the outputs that are enabled and linked to the selected print job • Generate the outputs that are enabled and linked to the selected PDF output container • Generate the outputs that are enabled and linked to the selected Video output container • Generate the outputs that are enabled and linked to the selected Folder Structure output container	• Command Page • Command Page • Command Page • Command Page

Draftsman Editor Shortcuts

Shortcut	Description	More Information...
Ctrl+P	Print the currently active Draftsman document	Command Page
Ctrl+Z	Restore the active Draftsman document to its state previous to the last operation. Multiple levels of undo are supported	Command Page
Ctrl+Y	Restore changes made by the Undo feature in the active Draftsman document. Multiple levels of redo are supported	Command Page
Ctrl+X	Clear the selected object(s) from the active Draftsman document and copy them to the Draftsman Editor's clipboard	Command Page
Ctrl+C	Copy the selected object(s) from the active Draftsman document to the Draftsman Editor's clipboard	Command Page
Ctrl+V	Place the last content cut/copied to the Draftsman Editor's clipboard into any open Draftsman document	Command Page
Delete	Remove the selected object(s) from the active Draftsman document	Command Page
Ctrl+A	Select all objects on the active Draftsman document	Command Page
Ctrl+PgDn	Change the view in the main design window so that the active Draftsman document is made completely visible (where possible) If the document contains multiple sheets, fitting the entire document into view especially if there are a great many sheets, may not be possible. In this case, the software will attempt to fit what it can with the center of the document at the center of the main design window.	Command Page
Q	Toggle between the use of Imperial and Metric measurement units for the active Draftsman document	Command Page
Shift+E	Toggle the snapping functionality on or off for the active Draftsman document	Command Page
F11	Toggle the display of the Properties panel accordingly	Command Page

Multi-board Editor Shortcuts

Shortcut	Description	More Information...
Ctrl+P	Print the currently active multi-board schematic document	Command Page
Ctrl+Z (or **Alt+Backspace**)	Restore the active Multi-board document to its state previous to the last operation. Multiple levels of undo are supported	Command Page
Ctrl+Y (or **Ctrl+Backspace**)	Restore changes made by the Undo feature in the active Multi-board document. Multiple levels of redo are supported	Command Page
Ctrl+X	Clear the selected object(s) from the active Multi-board document and copy them to the Multi-board Editor's clipboard	Command Page
Ctrl+C	Copy the selected object(s) from the active Multi-board document to the Multi-board Editor's clipboard	Command Page
Ctrl+V	Place the last content cut/copied to the Multi-board Editor's clipboard into any open Multi-board document	Command Page
Ctrl+E	Enter editing mode for the currently selected part (PCB) in the active Multi-board Assembly document	Command Page
Ctrl+K	Check for collisions between the various constituent entities of the multi-board assembly	Command Page
Ctrl+M	Measure distances between 3D bodies in the active Multi-board Assembly document	Command Page
Delete	Remove the selected object(s) from the active Multi-board document	Command Page
Q	Toggle between the use of Imperial and Metric measurement units for the active Multi-board document	Command Page
Shift+E	Toggle the snapping functionality on or off for the active Multi-board document	Command Page
F11	Toggle the display of the Properties panel accordingly	Command Page

CAM Editor Shortcuts

Shortcut	Description	More Information...
Ctrl+Z (or **Alt+Backspace**)	Restore the current document to its state previous to the last operation. Multiple levels of undo are supported	Command Page
Ctrl+Y (or **Ctrl+Backspace**)	Restore changes made by the Undo feature in the current document. Multiple levels of Redo are supported	Command Page
Ctrl+X	Clear the selected object(s) from the current document and copy them to the CAMtastic Editor's clipboard	Command Page
Ctrl+C (or **Ctrl+Insert**)	Copy the selected object(s) from the current document to the CAMtastic Editor's clipboard	Command Page
Ctrl+V (or **Shift+Insert**)	Paste the contents of the CAMtastic Editor's internal clipboard into a CAM document	Command Page
Ctrl+M	Mirror selected objects about a defined mirror line on the current document	Command Page
Ctrl+R	Rotate selected objects about a specified rotation 'base' point in the current document	Command Page

Shortcut	Description	More Information...
Ctrl+L	Align layers in the current document based on chosen layer objects	Command Page
L	Create a new layer by merging existing layers in the current document	Command Page
Alt+C	Select design objects within a user-defined area. The objects do not have to be wholly inside the defined boundaries of the area	Command Page
Alt+P	Reselect the objects that were part of the previous selection	Command Page
Alt+O	Select objects in the workspace one at a time	Command Page
Ctrl+F	Toggle the Flash/Point selection mode On or OFF	Command Page
Ctrl+T	Toggle the Draws selection mode On or OFF	Command Page
Ctrl+A	Copy selected objects and place them in a defined array within the current document	Command Page
Ctrl+D	Change the shape and/or layer for selected objects in the current document	Command Page
Ctrl+I	Set a new origin point for the current document	Command Page
Ctrl+U	Scale selected objects in the current document based on a specified base point and scale factor	Command Page
Home	Display all objects on all enabled layers in the current document	Command Page
Shift+P	Redefine the display area about a specified point in the current document	Command Page
PgUp	Bring the design closer to you relative to the cursor position in the current document	Command Page
PgDn	Move the design away from you relative to the cursor position in the current document	Command Page
Shift+V	Return the display to the previous view of the screen in the current document	Command Page
End	Refresh the workspace, in effect performing a redraw of the current document to remove any undesired drawing update effects	Command Page
D	Control the panning action in the current document dynamically using the mouse	Command Page
Alt+Home	View and highlight all objects drawn with the current Dcode	Command Page
Shift+E	Toggle the display of the Extents Box. This box is used to display the drawing extents within the main design workspace	Command Page
Shift+F	Toggle the view of the current document between active fill and outline sketch modes	Command Page

Shortcut	Description	More Information...
Shift+H	Toggle the highlighting of objects based on the current Dcode. In this way, you can interrogate exactly wit which objects a particular Dcode is associated	Command Page
N	Toggle the display of the current document between Negative and Standard views	Command Page
Shift+T	Toggle translucent display mode ON or OFF. This mode displays objects in the current document with a transparent effect, allowing you to see objects partially or entirely overlapped by other objects	Command Page
Shift+B	Toggle the display of the current film box	Command Page
Shift+G	Access the **CAM Editor - Drawing Modes** page of the <u>Preferences dialog</u>	-
Shift+Y	Converts a closed polyline to a solid polygon	-
Shift+Z	Converts a closed polyline to a CutOut polygon	-
Shift+X	Converts a closed polyline to a solid polygon region	-
Q	Obtain information with respect to a single selected object in the current document	Command Page
Shift+N	Obtain information with respect to a single selected net in the current document	Command Page
Shift+M	Measure and display the distance between any two points in the current document	Command Page
Shift+A	Access the *Edit Apertures* dialog in which you can create new aperture shapes and edit, or delete, existing ones	Command Page
K	Access the *Set Layers OFF* dialog in which you can specify which layers you wish to turn OFF	Command Page
Alt+K	Access the *Set Layers ON* dialog in which you can specify which layers you wish to turn ON	Command Page
Shift+S	Toggle between the `off` snap mode and the previously selected snap mode (other than `off`)	Command Page
Esc	Cancel the current command If the current command uses a dialog at any stage, this feature will only cancel out of the dialog. You will need to use the feature again to completely abort the command.	Command Page
Ctrl+Home	Change the display of the main design window to show the current film box and its contents	Command Page
Ctrl+Delete (or **Ctrl+E**)	Delete selected objects from the current document	Command Page
+ (on numeric keypad)	Change the current layer for the design to the next layer in the Layers list	Command Page
- (on numeric keypad)	Change the current layer for the design to the previous layer in the Layers list	Command Page

Shortcut	Description	More Information...
* (on numeric keypad)	Change the current layer for the design to the next signal layer in the Layers list	Command Page
Shift+F9	Execute the current function after all required objects involved in the function have been selected	Command Page
Shift+F4	Presents all open design documents in their own individually-tiled regions within the main application design window	-
Shift+Ctrl+R	Repeat the previous placement/editing command	Command Page
Ctrl+G	Set the X (horizontal) and Y (vertical) step values - for the Snap Grid - simultaneously to a chosen value	Command Page

Sub-Menu Shortcuts

Shortcut	Gives Access To...
C	the **Circle** sub-menu
B	the **Toolbars** sub-menu
G	a pop-up menu with snap grid commands
I	the **Import** sub-menu
O	the **Objects** sub-menu
S	the **Selection** sub-menu
X	the **Export** sub-menu
Z	a pop-up menu with zoom commands

SimData Editor Shortcuts

Shortcut	Description	More Information...
Ctrl+X (or **Shift+Delete**)	Clear the selected waveform from the Waveform Analysis window and copy it to the SimData Editor's internal clipboard	Command Page
Ctrl+C	Copy the selected waveform from the Waveform Analysis window to the SimData Editor's internal clipboard	Command Page
Ctrl+Z	Used to restore the active SimData Editor to its state previous to the last operation	-
Ctrl+Y	Used to restore changes made by the Undo feature, in the active SimData Editor	-
Ctrl+V (or **Shift+Insert**)	Place the current contents of the SimData Editor's internal clipboard into a new or existing wave plot of the current chart in the Waveform Analysis window	Command Page
Shift+Ctrl+C	Used to clear any filtering that is currently applied to the active document	-
Ctrl+A	Use to select all contents in the SimData Editor	
Ctrl+H	Use to quickly find specific or partial text in accordance with defined search options	-
F3	Use to find the next occurrence of the last text search that was specified	-
Delete	Clear all waveforms from the active wave plot in the Waveform Analysis window	Command Page

Shortcut	Description	More Information...
Ctrl+PgDn	Fit all waveforms in the current chart, in their entirety within the Waveform Analysis window	Command Page
End	Refresh the screen, in effect performing a redraw of the active simulation analysis chart to remove any undesired drawing update effects	Command Page
Esc (or **Shift+C**)	Clear the existing waveform filter that is currently being applied in the active analysis chart	Command Page
Up Arrow	Scroll vertically-upwards through the data in the active simulation analysis chart one wave plot at a time	Command Page
Down Arrow	Scroll vertically-downwards through the data in the active simulation analysis chart one wave plot at a time	Command Page
Left Arrow	Scroll horizontally-left through the data in the active simulation analysis chart one major X-axis division at a time	Command Page
Right Arrow	Scroll horizontally-right through the data in the active simulation analysis chart one major X-axis division at a time	Command Page
Shift+Up Arrow	Scroll vertically-upwards through the data in the active simulation analysis chart one page at a time	Command Page
Shift+Down Arrow	Scroll vertically-downwards through the data in the active simulation analysis chart one page at a time	Command Page
Shift+Left Arrow	Scroll horizontally-left through the data in the active simulation analysis chart one page at a time	Command Page
Shift+Right Arrow	Scroll horizontally-right through the data in the active simulation analysis chart one page at a time	Command Page
Ctrl+Up Arrow (or Ctrl+Home)	Scroll to the top of the active simulation analysis chart	Command Page
Ctrl+Down Arrow (or Ctrl+End)	Scroll to the bottom of the active simulation analysis chart	Command Page
Ctrl+Left Arrow	Scroll to the start of the X-axis in the active simulation analysis chart	Command Page
Ctrl+Right Arrow	Scroll to the end of the X-axis in the active simulation analysis chart	Command Page
+ (on numeric keypad)	Make the next available analysis chart the current chart in the Waveform Analysis window	Command Page
- (on numeric keypad)	Make the previous available analysis chart the current chart in the Waveform Analysis window	Command Page
PgUp	Bring the waveform(s) closer to you relative to the cursor position in the active simulation analysis chart	Command Page
PgDn	Move the waveform(s) away from you relative to the cursor position in the active simulation analysis chart	Command Page

Text-based Document Editor Shortcuts

Common Shortcuts

Shortcut	Description	More Information...

Shortcut	Description	More Information...
Ctrl+Z	Restore a document to its state previous to the last operation. Multiple levels of undo are supported	Command Page
Ctrl+Y	Restore changes made by the Undo feature. Multiple levels of redo are supported	Command Page
Ctrl+X	Remove all selected text from the current document. A copy of the selection is placed on the standard Windows clipboard	Command Page
Ctrl+C	Copy all selected text from the current document to the standard Windows clipboard	Command Page
Ctrl+V	Place the current contents of the standard Windows clipboard into the active text-based document	Command Page
Shift+Ctrl+C	Clear any filtering that is currently applied to the active document	Command Page
Ctrl+F	Access the Find Text dialog in which you can configure a search for specific text located in the current document, all text-based documents in the active project, all open text-based documents, or all text-based documents in a specified directory	Command Page
Ctrl+H	Access the Replace Text dialog in which you can configure a search to locate and replace specific text - located in the current document, all text-based documents in the active project, all open text-based documents, or all text-based documents in a specified directory	Command Page
F3	Find the next occurrence of the last text search that was specified using the Find Text dialog	Command Page
Shift+Ctrl+F	Find the next occurrence of the currently selected text in the active document	Command Page
Ctrl+A	Select all of the text in the current document	Command Page
Delete	Delete a single character to the right of the cursor If one or more characters in the document are selected, the command will delete the selection.	Command Page
Backspace	Delete a single character to the left of the cursor If one or more characters in the document are selected, the command will delete the selection.	Command Page
Ctrl+Backspace	Delete all characters back to the beginning of the first word immediately to the left of the current cursor position	Command Page
Ctrl+Q+Y	Delete all characters from the current cursor position to the end of the current line	Command Page
Ctrl+T	Delete all characters up to the beginning of the first word immediately to the right of the current cursor position	Command Page
Alt+Shift+PgDn	Extend a column selection by one page down from the current cursor position	Command Page

Shortcut	Description	More Information...
Alt+Shift+PgUp	Extend a column selection by one page up from the current cursor position	Command Page
Alt+Shift+Ctrl+Left Arrow	Extend a column selection by one word to the left of the current cursor position	Command Page
Alt+Shift+Ctrl+Right Arrow	Extend a column selection by one word to the right of the current cursor position	Command Page
Alt+Shift+Ctrl+PgDn	Extend a column selection to the bottom of the current document window from the current cursor position	Command Page
Alt+Shift+Ctrl+Home	Extend a column selection to the beginning of the current document from the current cursor position	Command Page
Alt+Shift+Ctrl+End	Extend a column selection to the end of the current document from the current cursor position	Command Page
Alt+Shift+Home	Extend a column selection to the beginning of the current line from the current cursor position	Command Page
Alt+Shift+End	Extend a column selection to the end of the current line from the current cursor position	Command Page
Alt+Shift+Ctrl+PgUp	Extend a column selection to the top of the current document window from the current cursor position	Command Page
Shift+Left Arrow	Extend a selection by one character to the left of the current cursor position	Command Page
Shift+Ctrl+Left Arrow	Extend a selection by one word to the left of the current cursor position	Command Page
Alt+Shift+Down Arrow	Extend a column selection by one line down from the current cursor position	Command Page
Alt+Shift+Left Arrow	Extend a selection column by one column to the left of the current cursor position	Command Page
Alt+Shift+Right Arrow	Extend a selection column by one column to the right of the current cursor position	Command Page
Alt+Shift+Up Arrow	Extend a column selection by one line up from the current cursor position	Command Page
Shift+PgDn	Extend a selection by one page down from the current cursor position	Command Page
Shift+Right Arrow	Extend a selection by one character to the right of the current cursor position	Command Page
Shift+Ctrl+Right Arrow	Extend a selection by one word to the right of the current cursor position	Command Page
Shift+Ctrl+Home	Extend a selection to the beginning of the current document from the current cursor position	Command Page
Shift+Home	Extend a selection to the beginning of the current line from the current cursor position	Command Page
Shift+Ctrl+PgDn	Extend a selection to the bottom of the current document window from the current cursor position	Command Page
Shift+Ctrl+End	Extend a selection to the end of the current document from the current cursor position	Command Page

Shortcut	Description	More Information...
Shift+End	Extend a selection to the end of the current line from the current cursor position	Command Page
Shift+PgUp	Extend a selection by one page up from the current cursor position	Command Page
Shift+Down Arrow	Extend a selection by one line down from the current cursor position	Command Page
Shift+Up Arrow	Extend a selection by one line up from the current cursor position	Command Page
Shift+Ctrl+PgUp	Extend a selection to the top of the current document window from the current cursor position	Command Page
Alt+Click&Drag	Full control of column selection	-
Click&Drag	Full control of text selection	-
Ctrl+N	Insert a new line at the current cursor position	Command Page
Enter	Insert a carriage return at the current cursor position	Command Page
Tab	Insert a tab at the current cursor position	Command Page
Shift+Tab	Tab backwards from the current cursor position	Command Page
Down Arrow	Move the text cursor downwards one line at a time	Command Page
Left Arrow	Move the text cursor to the left in the current line and by one character at a time	Command Page
Ctrl+Left Arrow	Move the text cursor to the left one word at a time	Command Page
Right Arrow	Move the text cursor to the right one character at a time	Command Page
Ctrl+Right Arrow	Move the text cursor to the right one word at a time	Command Page
Home	Move the text cursor to the beginning of the current line	Command Page
Ctrl+End	Move the text cursor to the end of the file	Command Page
Ctrl+PgDn	Move the text cursor to the bottom of the document window	Command Page
End	Move the text cursor to the end of the current line	Command Page
Ctrl+Home	Move the text cursor to the beginning of the file	Command Page
Ctrl+PgUp	Move the text cursor to the top of the document window	Command Page

Shortcut	Description	More Information...
Up Arrow	Move the text cursor upwards one line at a time	Command Page
Ctrl+Enter	Automatically open a document that the cursor is currently over The feature will only open documents that are stored in the same location on the hard disk as the text document making the call. The feature will only open documents that have no spaces in their filenames. For example, `Example_Design_File.SchDoc` and `ExampleDesignFile.SchDoc` will both open using this feature, but `Example Design File.SchDoc` will not.	Command Page
PgDn	Scroll down one page	Command Page
PgUp	Scroll up one page	Command Page
Ctrl+Down Arrow	Scroll down one line	Command Page
Ctrl+Up Arrow	Scroll up one line	Command Page
Insert	Toggle the text mode between *Insert* and *Overwrite*	Command Page
Shift+Ctrl+n (**n**=1-9)	Store the current location of the text cursor on the current document into location marker **n** A new location assigned to the location marker will overwrite a previously defined location.	Command Page
Ctrl+n (**n**=1-9)	Move the text cursor to a predefined location on the current document, as stored in location marker **n** If the applicable location marker has not been set, the text cursor will remain at its current location.	Command Page

Scripting Document Shortcuts

The following additional shortcuts are available when working with scripting text-based documents:

Shortcut	Description	More Information...
F9	Run the current script. If a run script is not defined, nominate a startup script procedure to execute in the the *Select Item to Run* dialog	-
Ctrl+F9	Run the current script up to the line where the text cursor is currently positioned, then pause	-

Shortcut	Description	More Information...
F5	Toggle an enabled breakpoint for the current line *Clicking in the gutter will also toggle the breakpoint for the current line.*	-
Ctrl+F7	Open the script *Evaluate* dialog to see the current value (result) of the expression located at the cursor This command is only available while the script is running or being debugged (stepped through).	-
F7	Step into and execute the next line of code. Use to execute the current script one line at a time	-
F8	Step over (execute without stopping) a called procedure. If the line statement is not a called procedure, step into and execute the line as normal	-
Ctrl+F3	Halt (stop) a currently running script procedure	-
Ctrl+F5	Access the *Add New Watch* dialog in which you can define a new watch expression for the current script	-
Ctrl+Click on variable/method	Jump the cursor to the respective variable/method declaration point	-
Ctrl+J	Pop-up the *Statement Templates* list window	-
Shift+Ctrl+Space	Activate the *Method Parameters* pop-up window	-
Alt+Ctrl+B	Open the *Breakpoints* panel	-
Alt+Ctrl+E	Open the *Code Explorer* panel	-
Alt+Ctrl+I	Open the *Object Inspector* panel	-
Alt+Ctrl+P	Open the *Tool Palette* panel	-
Alt+Ctrl+S	Open the *Call Stack* panel	-
Alt+Ctrl+W	Open the *Watch List* panel	-
F12	Toggle between the **Code** and **Form** view for the active script document	-

Accelerator Keys

In addition to standard shortcut keys, Altium Designer also employs the use of *Accelerator Keys*. These are used as part of the main menu system (not right-click context menus) to be able to access commands through the sequential use of one or more such keys.
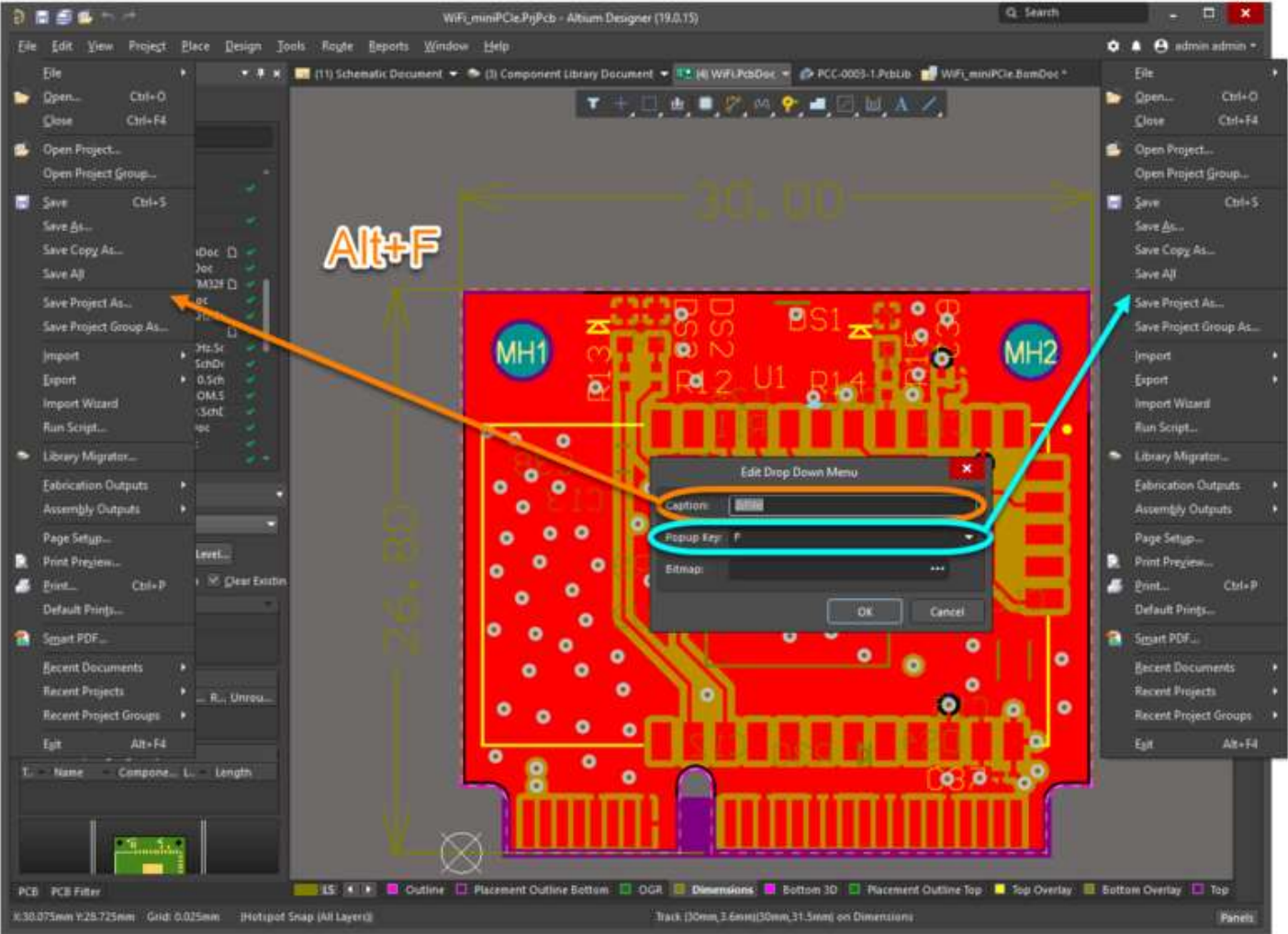
Specifying an Accelerator Key

An accelerator key is specified as part of a menu or command's caption by adding the ampersand (&) character immediately before the letter that you want to use as the accelerator. Within a menu, the current accelerator key is distinguished by the use of underlining.

> **Ctrl+Click** on a menu entry that opens a sub-menu, to access the <u>Edit Drop Down Menu dialog</u>.
> **Ctrl+Click** on a command entry to access the <u>Edit Command dialog</u>. Add the **&** character at the
> required position within the defined **Caption**.

> Within any given menu or sub-menu a particular letter can be used only once as an accelerator key.

Strictly speaking, access to a root main menu through its accelerator key requires holding down the **Alt** key.
This is because the same key also may be assigned to a pop-up menu. For example, access to the **Route**
menu in the PCB Editor is made by using **Shift+A**.

In many cases, a main menu also will have a pop-up key assigned. Where this is the case, using that key will
access the menu in pop-up form. For example, the **File** menu can strictly be accessed using **Alt+F**, but also in
pop-up form using **F**. This functionality is defined for a menu in the <u>Edit Drop Down Menu dialog</u>, by using the
Popup Key field.

A menu can be accessed as a pop-up by specifying a popup key.

> For obvious reasons, pop-up keys are not assigned to menus in text-based editors and main menus
> can only be accessed through use of the **Alt** key.

The following table summarizes the accelerator and pop-up keys assigned to various main menus available
across editors:

Menu	Accelerator Key	Popup Key

Menu	Accelerator Key	Popup Key
File	F	F
Edit	E	E
View	V	V
Project	C	C
Place	P	P
Design	D	D
Tools	T	T
Route	U	U
Reports	R	R
Window	W	W
Help	H	H

Accelerator Key Sequence Examples

Click on one of the following collapsible sections (on the title) to access a listing of example accelerator key sequences available for the indicated Editor. With hundreds of permutations available, you will soon build your own list of favorite keyboard sequences that you will want to keep in mind and use as you design.

When referring to accelerator key sequences, use of the comma (,) symbol denotes pressing each key in the sequence in succession. For example, **T, V, U** means pressing the **T** key, then press the **V** key, and then press the **U** key.

In some of the examples, accelerator keys are used in combination with key sequences within dialogs, ultimately arriving at a quick sequence of keystrokes to achieve a dialog setting and apply it.

Schematic Keyboard Sequences

Use the Accelerator Key Sequence...	To...
V, D	Fit document
V, F	Fit all objects
X, A	Deselect all objects on the current sheet
V, G, S	Access the Choose a snap grid size dialog in which you can set the snap grid to a user-specified value
E, W	Break wire
T, A	Access the Annotate dialog
T, A, E	Reset schematic designators
T, A, I	Reset duplicate schematic designators
T, V, R	Reset Component Unique IDs
P, W	Start wiring
P, V, K	Place Compile Mask Directive
P, V, N	Place Generic No ERC directive

Use the Accelerator Key Sequence...	To...
M, M	Move object
R, I	Access the <u>Report Manager dialog</u> presenting a Bill of Materials for the active design project
T, P	Access the <u>Schematic - General page</u> of the <u>Preferences dialog</u>

<u>PCB Keyboard Sequences</u>

Use the Accelerator Key Sequence...	To...
V, D	Fit document
V, F	Fit board
S, Y	Select all on current layer
X, A	Deselect all
O, D	Access the **View Options** tab of the <u>View Configuration panel</u>
G, G, 5, Enter	Set default `Global Board Snap Grid` to 5mil (both **Step X** and **Step Y**) when the board measurement units are Imperial. **G, G** accesses the <u>Snap Grid (1..1000) dialog</u>. Depending on the grid size required and the current measurement units, change the sequence after this and before the final **Enter** as needed.
T, M	Reset error markers
D, R	Access the <u>PCB Rules and Constraints Editor dialog</u>
T, G, M	Access the <u>Polygon Pour Manager dialog</u>
T, D, R	Run Batch Design Rule Check
P, S	Place string
P, T	Start interactive routing
M, M	Move object
T, P	Access the <u>PCB Editor - General page</u> of the <u>Preferences dialog</u>

Source URL: https://www.altium.com/documentation/altium-designer-shortcut-keys-version-21-0?version=21.0