

XFEM4U - Keyboard Shortcuts

General	
KS	Shows this overview of K eyboard S hortcuts
Ctrl+Z	Undo
Ctrl+Y	Redo
Return- / Enter- / Spacebar- / F4-key	Repeats the last command
Escape-key	Interrupt

File	
Ctrl+N	N ew file
Ctrl+O	O pen file
Ctrl+S	S ave file
Ctrl+P	P rint file
PV	P re V iew

Geometry	
BE	B Eam / Adds a beam to the model
NO	N Ode / Adds a node to the model
PL	P Late / Adds a plate to the model
LI	L ine / Adds a line to the model
PA	P Anel / Adds a panel to the model
GR	G Rid / Changes grid lines in the model
HI	H inge / Adds a hinge to a beam
SP	S upport P inned / Adds a pinned support to the model
SF	S upport F ixed / Adds a fully fixed support to the model
SX	S upport Roller- X / Adds a roller x-support to the model
SY	S upport Roller- Y / Adds a roller y-support to the model
SS	S upport S pring- Z / Adds a z-spring support to the model
TG	T ables G eometry / toggles between Show and Hide of geometry tables

Loads	
LG	L oad G enerator / Starts the load generator
LQ	L oad Q / Adds a distributed load on a beam
LP	L oad P oint / Adds a point load on a beam
LM	L oad M oment / Adds a moment load on a beam
LN	L oad N ode / Adds loads on a node
LS	L oad S urface / Adds a surface load to the model
GL	G enerate Plate L oad / Generates surface load on a plate
TL	T ables L oads / Toggles between Show and Hide of load tables
TC	T ables C ases/ C ombinations / Toggles between Show and Hide of tables

XFEM4U - Keyboard Shortcuts

Edit / Modify	
Ctrl+M / MV	MoVe / Moves selected element(s)
Ctrl+C / CO / CC	COpy / Copies selected element(s)
RO	ROtate / Rotates selected element(s) around an axis
MC / AR	Multi COpy / ARrays / Creates a linear or radial array of selected element(s)
MR / MM	MiRror / Reverses the position of selected element(s) using a selected mirror surface
DE / Del-key	DElete / Deletes selected element(s)
MA	MAtch / Matches all beam properties to another beam
PP / P	ProPerties / Opens the property dialog of selected element(s)
SL	SpLit / Divides selected beam(s) at selected node(s)
EX	EXtend / Extends selected beam(s) and line(s)
DV	DiVide / Generates nodes on selected beam(s), divided along beam axis
IS	InterSections / Generates nodes on intersections of selected beam(s) and line(s)
BO	Beam Orientation / Swaps start and end node of selected beam(s)

View	
Ctrl+A	Select All
S	Select Previous – Repeats previous selection
SR / FR	Search – Opens search dialog
VV	Visibility – Toggles between Highlight Selection and Show All
MD	Measure Distance – Measures distances using a tape measure
VS	Visual Style – Toggles between Render and Wireframe (Solid and Line mode)
DL / DI	Dimension Line – Adds dimension line to the model
SD	Snap Distance – Sets the snap distance
PS	Print Screen – Makes a screenshot
ZE	Zoom Extend – Zooms to fit all elements fit in view
ZS	Zoom Selection – Zooms to fit all selected element(s) in view

Calculate	
CA	CA lculate – starts analysis
CS	Calculation Settings – Shows all calculation settings