

Autodesk Inventor 2010

Keystroke References

KEY	NAME	FUNCTION	CATEGORY
F1	Help	Help for the active command or dialog box.	Global
F2	Pan	Pans the graphics window.	Global
F3	Zoom	Zooms in or out in the graphics window.	Global
F4	Rotate	Rotates objects in the graphics window.	Global
F5	Previous View	Returns to the previous view.	Global
F6	Isometric View	Display the isometric view of the model.	Global
F7	Slice Graphics	Partially slice away the model to reveal the sketch plane.	Sketch
F8	Show All Constraints	Display all constraints.	Sketch
F9	Hide All Constraints	Hide All Constraints.	Sketch
Esc	Quit	Quits a command.	Global
Delete	Delete	Deletes selected objects.	Global
Alt + drag mouse		In assemblies, applies a mate constraint. In a sketch, moves spline shape points.	Assembly
Ctrl + Y	Redo	Activates Redo (revokes the last Undo).	Global
Ctrl + Z	Undo	In the active Line command, removes the last sketched segment.	Global
Shift + right mouse click		Activates the Select command menu.	Global
Shift + Rotate		Automatically rotates model in graphics window. Click to quit.	Global
B	Balloon	Activates the Balloon command.	Drawing
BDA	Baseline Dimension Set	Activates the Baseline Dimension Set command.	Drawing
C	Center point circle	To draw a circle.	Sketch
C	Constraint	Activates the Constraint command.	Assembly
CH	Chamfer	Create a chamfer	Part /Assembly
CP	Circular Pattern	Creates circular pattern of sketch geometry.	2D Sketch
D	General Dimension	Activates the General Dimension command.	Sketch / Drawing
D	Face Draft	Creates a face draft / taper.	Part

E	Extrude	Activates the Extrude command.	Part
F	Fillet	Creates a fillet.	Part /Assembly
FC	Feature Control Frame	Activates the Feature Control Frame command.	Drawing
H	Hole	Activates the Hole command.	Part /Assembly
L	Line	Activates the Line command	Sketch
LE	Leader Text	Creates a leader text	Drawing
LO	Loft	Creates a loft feature.	Part
M	Move Component	Activates the Move Component command.	Assembly
MI	Mirror	Creates a mirror feature.	Part /Assembly
N	Create Component	Activates the Create Component command.	Assembly
ODS	Ordinate Dimension Set	Activates the Ordinate Dimension Set command.	Sketch
P	Place Component	Activates the Place Component command.	Assembly
Q	Create iMate	Activates the Create iMate command.	Assembly
R	Revolve	Activates the Revolve command.	Part /Assembly
RO	Rotate Component	Activates the Rotate Component command.	Assembly
RP	Rectangular Pattern	Creates rectangular pattern of feature or sketch geometry.	Part /2D Sketch
S	2D Sketch	Activates the 2D Sketch command.	2D Sketch/Part/Assembly
S3	3D Sketch	Activates the 3D Sketch command.	Part
SW	Sweep	Creates a sweep feature.	Part /Assembly
T	Text	Activates the Text command.	Sketch/Drawing
T	Tweak Components	Activates the Tweak Components command.	Presentation
TR	Trim	Activates the Trim command.	Sketch
]	Work Plane	Creates a work plane.	Global
/	Work Axis	Creates a work axis.	Global
.	Work Point	Creates a work point.	Global
;	Grounded Work Point	Creates a grounded work point.	Global