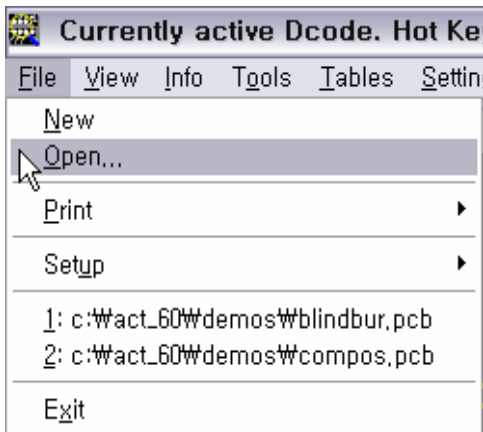
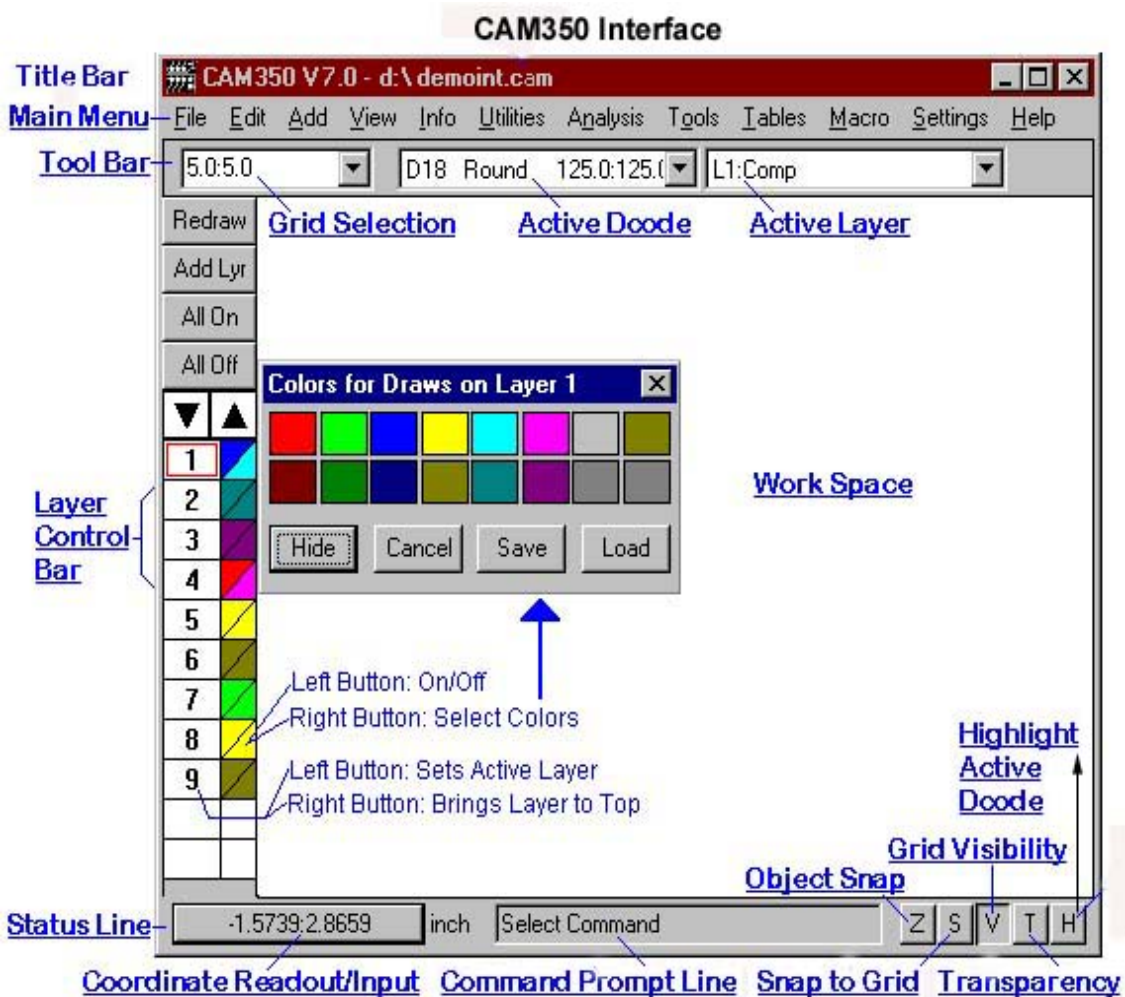


1. File Open



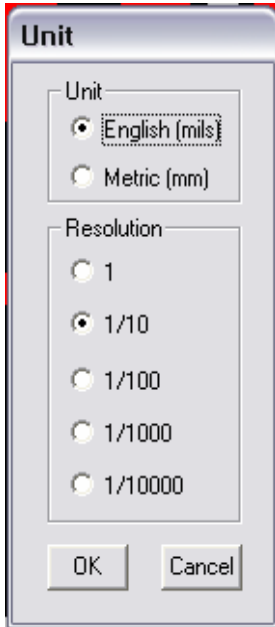
2. Layer Color Change / Active Layer Change



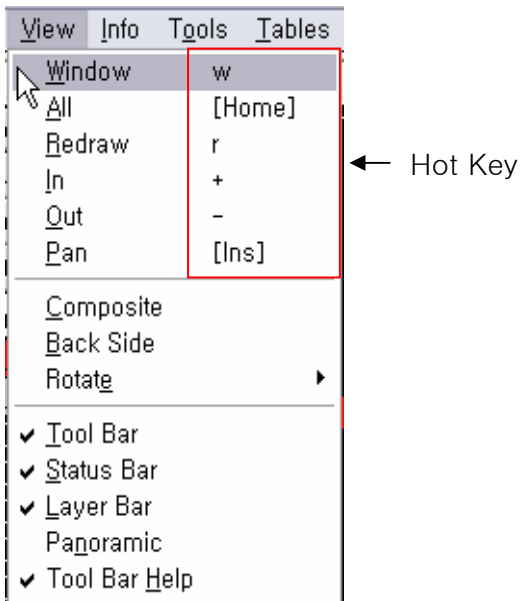
3. Snap(Grid) 변경 - 필요시

- S Snap-to-grid on/off
- V Grid visibility on/off
- * Hot Key 또는 Menu Click!

4. Unit Change - 필요시

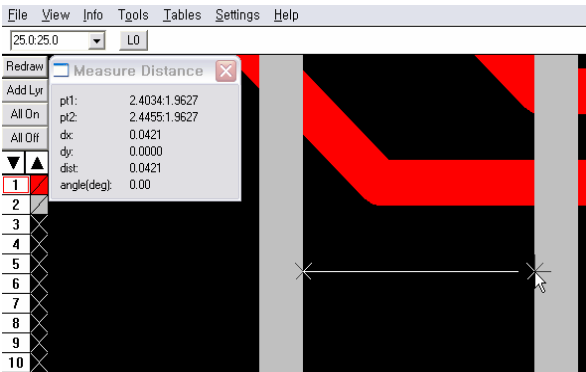
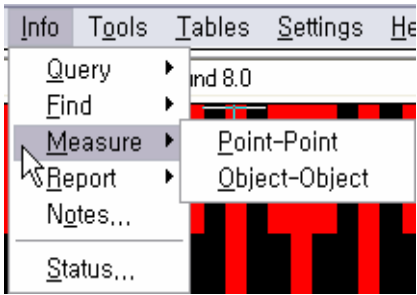


5. Design View



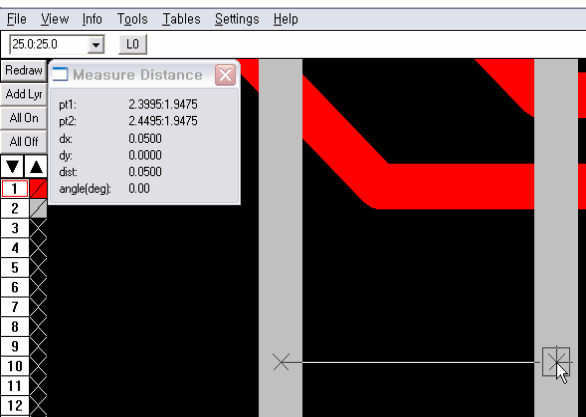
- ① +, - ; Zoom In, Out
- ② Home ; 전체이미지 보기
- ③ W ; Window영역 보기(W -> 마우스좌측키한번 -> 영역표시 후 마우스좌측키 한번)

6.Measurement



Pont-Point

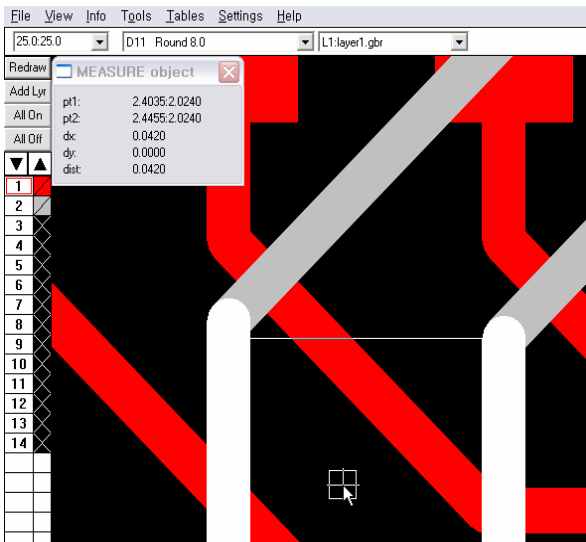
Mouse(Left Button)를 누르는 점과 점 사이의 거리를 측정



Pont-Point

Mouse(Left Button)를 누르는 점과 점 사이의 거리를 측정

이때 Z(hot key) Key를 눌러 Object Snap을 On 시키면 Cursor에 네모박스가 나타납니다. 이영역 안에 Data가 들어오면 외각 또는 Center를 자동으로 잡아줍니다.



Object-Object

Mouse(Left Button)를 눌러 선택된 Object간의 최단거리를 측정

HOT KEYS

7.Hot Keys



Key Function

A	Aperture table
C	Zoom close
D	Set active Dcode
F	Toggle fill mode (filled/outline/centerline)
G	Turn graphics on/off (speeds up edit selections)
H	Highlight active Dcode
K	Turn layer(s) off (inactive)
L	Turn layer(s) on (active)
M	Toggle command line (memory used/command prompt/macro command)
N	Toggle active layer negative/positive (display only)
O	Toggle orthosnap (0/45/90 degrees)
P	Zoom previous
Q	Query all data
R	Redraw
S	Snap-to-grid on/off
T	Transparency on/off
U	Undo
Ctrl U	Redo
V	Grid visibility on/off
W	Zoom window (must select 2 points).
X	Toggle cursor (target/cross-hair)
Y	Layer table
Z	Object snap on/off
F1	Context-Sensitive Help
F2-F9,	
F11,F12	User-Definable keys that can have macros or menu commands assigned to them.
Home	View all
0-9	Number keys 1 to 9 turn ON layer sets 1 to 9, respectively. 0 turns on layer set 10. The first layer of the layer set is made active. (If no layer set exists, nothing happens.)
Ins	Pan to cursor location
+	Zoom in
-	Zoom out
PgUp	Increase snap box size
PgDn	Decrease snap box size

Hotkeys that change during edits:

A	Select All
B	Toggle group display box mode/ghost mode
C	Toggle window mode crossing/non-crossing
I	Toggle windowed selection inside/outside
M	Mirror a part during Add Part and Quick Part, or Mirror the Reference Designator or Device Name during Build Part or in the Part Editor.
T	Rotate a part during Add Part and Quick Part, or rotate the Reference Designator or Device Name during Build Part or in the Part Editor
W	Enable group Window mode

Keyboard/Mouse Equivalents

Spacebar	Left mouse button
,	Center mouse button (re-execute last command)
Esc	Right mouse button