










Shortcut Key List

**File Management**

	<b>CTRL + O</b>	OPEN a New Data File
	<b>CTRL + S</b>	SAVE the Current Workspace
	<b>CTRL + W</b>	Load a WORKSPACE File
	<b>CTRL + U</b>	UNLOAD All Loaded Data Files




**Tool Selection**


	<b>ALT + D</b>	DIGITIZER/ Edit tool
	<b>ALT + G</b>	GRAB-and-Drag (Pan) tool
	<b>ALT + L</b>	PATH PROFILE tool
	<b>ALT + M</b>	MEASURE tool
	<b>ALT + P</b>	Feature INFO tool
	<b>ALT + V</b>	VIEW SHED tool
	<b>ALT + Z</b>	ZOOM tool

**Clipboard**

	<b>CTRL + C</b>	COPY (to the clipboard) features currently selected with the Digitizer
	<b>CTRL + X</b>	DELETE (& Copy to clipboard) features currently selected with Digitizer/ Edit tool
	<b>CTRL + V</b>	PASTE clipboard contents (from Ctrl + C or Ctrl + X)
	<b>CTRL+SHFT+V</b>	Paste clipboard contents BUT don't clear the clipboard

**General Shortcuts**



	<b>F1</b>	Display the USER MANUAL
	<b>ALT + X</b>	EXIT Global Mapper
	<b>ALT + C</b>	Show the CONTROL CENTER
	<b>SHFT + C</b>	CAPTURE screen contents to an image
	<b>CTRL + A</b>	SELECT ALL LAYERS in the Control Center
	<b>CTRL + M</b>	MARK a waypoint at the current GPS location

	<b>CTRL + T</b>	Start TRACKING a connected GPS device
	<b>CTRL+SHFT+D</b>	Toggle the display of features MARKED AS DELETED
	<b>CTRL+L</b>	Copy current cursor LOCATION (lat, lon) to the Windows Clipboard
	<b>CTRL+ALT+L</b>	Copy current cursor LOCATION (lat, lon) in the Currently Selected Projection to the Windows Clipboard inserting a TAB character to separate the X and Y values
	<b>CTRL+SHFT+L</b>	Copy current cursor LOCATION (lat, lon) to the Windows Clipboard, and append the ELEVATION value, if available

**General Tools**

	<b>ESC</b>	CANCEL the current draw or tool operation
	<b>CTRL + E</b>	EDIT THE DESCRIPTION of selected layers when the Control Center is active

**Display Options**

	<b>CTRL + 3</b>	Show 3D View Window
	<b>CTRL+SHFT+D</b>	Toggle Display of DELETED Features
	<b>SHFT + G</b>	Toggle GRID Line Display On and Off
	<b>SHFT + L</b>	Toggle Elevation LEGEND Display On and Off
	<b>SHFT + S</b>	Toggle Distance SCALE Display On and Off
	<b>CTRL + P</b>	PRINT the Current Map View
	<b>SHFT + V</b>	Toggle Line & Area VERTEX Display On and Off
	<b>CTRL+ALT+SHFT+V</b>	Toggle VECTOR LAYER Display On and Off

 **Zoom & Pan**

<b>HOME</b>	Zoom to the Full EXTENTS of All Loaded Data
<b>CTRL+HOME</b>	Center on a Location
<b>CTRL + RIGHT CLICK</b>	Restore the LAST ZOOMED VIEW (Zoom tool only)
<b>PAGE DOWN</b>	Zoom In
<b>CTRL + PAGE DOWN</b>	Zoom In a Tiny bit
<b>PAGE UP</b>	ZOOM OUT
<b>CTRL + PAGE UP</b>	ZOOM OUT a TINY bit
<b>ARROW KEY (ANY)</b>	PAN the Map Display 1/4 of Screen
<b>SHFT + ARROW</b>	PAN the Map Display 1/2 of Screen
<b>CTRL + ARROW</b>	PAN the Map Display an Entire Screen
<b>ALT + R</b>	SAVE the Current view
<b>CTRL + R</b>	RESTORE Last SAVED View
<b>CTRL + BACKSPACE</b>	RESTORE Last DRAWN View
<b>SHFT + Z</b>	ZOOM to SCALE
<b>CTRL + 1</b>	ZOOM (the Raster Layer at the Screen Center) to Full Detail (1:1 PIXEL SIZE)

 **Info Tool**



<b>ALT+P</b>	Select the info tool as the current tool
<b>P</b>	Toggle only selecting point features
<b>RIGHT CLICK</b>	Cycle through the features at the clicked location
<b>CTRL</b>	display feature info and ignore alternate link options

**Image Rectification**

<b>ALT + LEFT CLICK</b>	DISABLE AUTOMATIC SNAP-to-nearest-feature functionality
<b>SHIFT + LEFT CLICK</b>	<b>Reference Image:</b> ROUND the clicked location to nearest 30 seconds for arc degree units or nearest 1000 ground

	units for linear measurements (like meters and feet) <b>Zoomed View:</b> Automatically ADD CLICKED POINT to GCP list (simulate press of 'Add GCP to List' button)
<b>CTRL + S</b>	Save the current CONTROL POINT LIST to GCP file
<b>CTRL + RIGHT CLICK</b>	Zoom out to the ENTIRE EXTENTS of the data being rectified

 **Digitizer/ Edit Tool**

<b>CTRL + Z</b>	UNDO the last operation, if possible (example: when digitizing new features)
<b>DELETE</b>	MARK the selected features AS DELETED
<b>CTRL + DELETE</b>	DELETE the selected vertices
<b>SHFT + DELETE</b>	UNDELETE the selected features
<b>LEFT DOUBLE-CLICK</b>	EDIT FEATURE under cursor
 <b>CTRL+ALT+M</b>	MEASURE the cut-and-fill VOLUME of the currently selected line or area feature
<b>CTRL + N</b>	Cycle through non-connected line endpoints (end-NODES)
 <b>SHFT + T</b>	Create new line (TRACE mode)



## Digitizer Modifiers

Combine these modifier keys with **LEFT CLICK** to change digitizer behavior

### Selection

<b>CTRL</b>	ADD/ APPEND selected features to cached selection
<b>SHFT</b>	REMOVE selected features from cached selection
<b>CTRL+SHFT</b>	Toggle the SELECTION STATE of selected features
<b>P</b>	Select only POINT feature at the clicked location
<b>A</b>	Select only AREA feature at the clicked location
<b>L</b>	Select only LINE feature at the clicked location
<b>M</b>	Select only MESH feature at the clicked location
<b>ALT</b>	Automatically enter MOVE mode for selected features after selection
<b>I</b>	Only select FEATURES that are completely CONTAINED WITHIN the drag box
<b>S</b>	Only select VERTICES from line or area features that are ALREADY SELECTED

### Snapping

<b>ALT</b>	DISABLE automatic SNAPPING behavior
<b>V</b>	ONLY snap to EXISTING VERTICES/ FEATURES

### Draw Shapes

<b>SHFT</b>	Causes the shape to be ELLIPTICAL or RECTANGULAR rather than the default of circular or square
<b>T</b>	Causes shapes to be ANCHORED at the CENTER OF SHAPE rather than the top left of shape

### Insert Vertices

<b>SHFT</b>	New vertex will be inserted at NEAREST LOCATION to clicked location on selected feature rather than at click location
<b>I</b>	STAY IN VERTEX INSERT MODE after inserting vertex. Useful if needing to insert multiple vertices

### Move Features & Vertices

<b>X or SHFT</b>	Clamp (restrict) movement of features/ vertices to the HORIZONTAL axis
<b>Y or CTRL</b>	Clamp (restrict) movement of features/ vertices to the VERTICAL axis
<b>CTRL + SHFT</b>	Clamp (restrict) movement of features/ vertices to the DIAGONAL axis
<b>R</b>	Toggles clamped movement to RIGHT-ANGLES from direction of last drawn segment
<b>CTRL+SHFT+M</b>	MOVE the selected features
<b>ALT</b>	Automatically enter MOVE MODE for selected features after selection
<b>J</b>	Automatically enter JOIN MODE if more than one vertex is selected

 **3D Display and Navigation**

<b>CTRL + 3</b>	Open or refresh the 3D view
<b>F5</b>	Refresh the 3D view
<b>Arrow Keys</b>	Pan 3D view left, right, forward, and back or move in.
<b>Page Up/Down</b>	Zoom out and in*
<b>Home/ Number 5 / CTRL+SHIFT+D</b>	Return to default view
<b>CTRL + Home</b>	Center the 2D view on the current selection
<b>Numbers 8 / 2</b>	Control tilt forward and back *
<b>Numbers 4 / 6</b>	Control rotation right and left*
<b>Numbers 7 / 9</b>	Move up*
<b>Numbers 1 / 3</b>	Move down*
<b>Mouse Wheel</b>	Roll to zoom in and out or raise and lower the walk mode height. Click and drag to pan
<b>Left Mouse Button</b>	Navigate the view. Forward / back movements tilt the scene up or down; left/right movements rotate the view. *
<b>Right Mouse Button</b>	Forward / back movements zoom in or out. *

**Note:** \*SHIFT and CTRL Keys are modifiers that increase or decrease the operation

 **Walk Mode**








<b>Left Mouse Button</b>	Forward / back movements move forwards or back in the scene. Left / right movements rotate the view.
<b>Right Mouse Button</b>	Raise and lower walk mode height.
<b>Mouse Wheel</b>	Click and drag to change the pitch. Roll to raise and lower the walk mode height
<b>Arrow Up / Down</b>	Move into or away from the scene. *

<b>Arrow Left / Right</b>	Rotate the view around the current location. *
<b>Page Up / Down</b>	Raise and lowers walk mode height *

**Advanced 3D Display and Navigation**

<b>V</b>	Locks movement to the vertical plane
<b>H</b>	Locks movement to the horizontal plane
<b>F11</b>	Decreases the field of view by 5 degrees*
<b>F12</b>	Increases the field of view by 5 degrees*
<b>Home / CTRL+SHIFT+D / 5 key</b>	Default View. This is the standard view that you get when you open the 3D viewer.
<b>Ctrl+Shift+T</b>	Top View.
<b>Ctrl+Shift+U</b>	Bottom View.
<b>Ctrl+Shift+L</b>	Left View.
<b>Ctrl+Shift+R</b>	Right View.
<b>Ctrl+Shift+F</b>	Front View.
<b>Ctrl+Shift+B</b>	Back View.

### 3D Tools and Settings

	<b>W</b>	Enable or disable wireframe
	<b>CTRL + W</b>	Enable walk mode
	<b>CTRL+SHIFT+W</b>	Enable/ disable water level display
	<b>T</b>	Enable or disable display of textures on meshes
	<b>M</b>	Enable or disable Measure tool
	<b>D</b>	Enable or disable Digitizer tool
	<b>CTRL+SHIFT+D</b>	Sets the default view
	<b>E</b>	Resets vertical exaggeration to 1.0
	<b>CTRL+E</b>	Lower vertical exaggeration
	<b>SHIFT+E</b>	Raise vertical exaggeration
	<b>P</b>	The P key enables / disables pivot axis display.
	<b>CTRL+SHFT+P</b>	Enables / disables the path profile display
	<b>CTRL+G</b>	Enables / disables display of GPS tracks
	<b>Numpad +/-</b>	Raise/ lower water level
	<b>CTRL + B</b>	Enables / disables backface culling
	<b>CTRL + N</b>	Toggle display of vertex normals for meshes
	<b>SHIFT+ N</b>	Toggle display of face normals for meshes
	<b>N</b>	Toggle normal display mode for meshes (vertex normals and face normals)
	<b>CTRL+C</b>	Copy 3D view image to clipboard
	<b>CTRL+SHIFT+C</b>	Copy 3D view image to clipboard without notifications

### 3D Digitizing and Editing

<b>CTRL+Z</b>	While digitizing or editing, undoes the last point.
<b>ESC</b>	Clear the current selection,

	cancel the current digitizing operation, or cancel the current measurement
<b>ENTER</b>	Complete the current digitization operation or measurement.
<b>DELETE</b>	Delete the selected features.

### 3D Snapping to types of Features

<b>P</b>	Hold down when Selecting, Digitizing or Measuring to filter to point features
<b>A</b>	Hold down to filter to area features
<b>L</b>	Hold down to filter to line features
<b>M</b>	Hold down to filter to mesh features

**Note:** Only one of these modifier keys may be active at a time.