







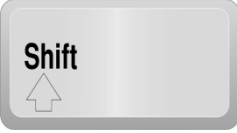









Shortcut keys

- List of shortcut keys that can be used in GridPro graphics manager.

Contd...

A

- Hold the A key and click on an edge to select a sheet of topology from the current group.

C

- To create corners (hold the C key and left click on the mouse button to create a corner at the desired location).

E

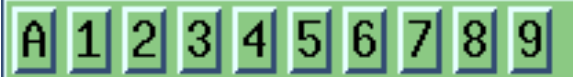

- To create edge between two corners (hold the E key and left click on two corners to create an edge).

Contd...



- Face exclusion Key (this key is used when a face of the topology needs to be excluded while wrapping).



- Add to group key (Click the desired group number in the topology builder panel  and hold the G key and draw a window over the topology so that the windowed topology gets added to the particular group). The topology can be added to a particular group by clicking the  button in the topology builder panel instead of the G key.

Contd...



- Removes the windowed topology from the

current group. This operation can also be performed by clicking



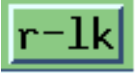
button from the topology builder panel.



- To create edge between two corners (hold the E key and left click on two corners to create an edge).

Contd...



- To create a link between two corners (edge) or between topology. An edge can also be created by clicking the  button on the topology builder panel and draw a window on two corners.



- The Q key does multiple functions

1. Shows the coordinates of the points where the mouse pointer is placed in the drawing area.
2. Gives the Id and the coordinates of the corner which is highlighted with the mouse pointer.
3. Gives the length of the edge pointed to.
4. A corner can be moved to a desired coordinate by left clicking on the created corner while holding the Q key.

Contd...



- Moves the centre of rotation to the cursor pointer

on the screen.

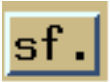


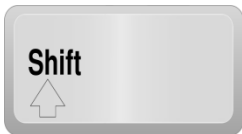
- The remove key. It is used to delete the topology (e.g. corners and edges). Can also delete the whole topology by drawing a window over the whole topology.

Contd...



-The Surface key. It has multiple functions.

1. A surface can be picked or made current surface by holding the S key and clicking on a surface.
2. A surface can also be made as current surface by clicking the  button in the topology builder panel and clicking the desired surface.
3. A particular set of topology can be assigned to the current surface by windowing the topology with the S key pressed.



- This removes the assignment of the topology for the current surface.