

## EMBIRD STUDIO SHORTCUT KEYS

<b>F1</b>	Opens help files	<b>CTRL</b>	When depressed, forces new lines and curves to precise horizontal, vertical or diagonal direction in edit/create mode. If used with Shapes, creates precise circle instead of ellipse and square instead of rectangle.
<b>F2</b>	Create Fill object	<b>CTRL+1</b>	Zoom to selected object(s)
<b>F3</b>	Create Sfumato object	<b>CTRL+2</b>	Zoom to selected object(s) and switch to the nodes editing mode.
<b>F4</b>	Create Opening object	<b>CTRL+A</b>	Select all objects (in transformations mode)
<b>F5</b>	Create Carving objects	<b>CTRL+B</b>	Create backward path to selected outline objects.
<b>F6</b>	Create Column object	<b>CTRL+C</b>	Copy selected objects into clipboard
<b>F7</b>	Create Column with Pattern object	<b>CTRL+D</b>	Duplicates selected objects
<b>F8</b>	Create Outline object	<b>CTRL+E</b>	Edit. Switch selected object(s) to the nodes editing mode.
<b>F9</b>	Create Manual Stitch object	<b>CTRL+F</b>	Compile design and send it to the Embird Editor for further processing.
<b>F10</b>	Create Connection object	<b>CTRL+G</b>	Generate stitches for selected objects.
<b>F11</b>	Create Applique object	<b>CTRL+I</b>	Import image
<b>F12</b>	Create Applique Opening object	<b>CTRL+M</b>	Merge File
<b>3</b>	Place beginning of object to end of previous object	<b>CTRL+N</b>	Deselect (in transformations mode)
<b>4</b>	Place second beginning point (for columns-type objects) to end of previous object	<b>CTRL+P</b>	Display parameters window
<b>b</b>	When creating outline object, pressing this key performs these three operations at once: 1. outline object is finished, 2. backward path is created to the outline object, 3. outline object and its backward path are joined into single object.	<b>CTRL+S</b>	Save design
<b>e</b>	Add new line part to edge	<b>CTRL+U</b>	Text (Embird Alphabets)
<b>r</b>	Add new line part to second edge (for columns- type objects)	<b>CTRL+V</b>	Paste objects from clipboard
<b>d</b>	Add new curve part to edge	<b>CTRL+Y</b>	Redo
<b>f</b>	Add new curve part to second edge (for columns- type objects)	<b>CTRL+Z</b>	Undo
<b>i</b>	Changes first zigzag underlay angle of fill object in the edit/create mode.	<b>CTRL+INSERT</b>	Create connection to previous object
<b>o</b>	Changes second zigzag underlay angle of fill object in the edit/create mode.	<b>CTRL+F1</b>	Align beginning of object to end of previous object (in editing mode)
<b>p</b>	Changes cover stitches angle of fill object in the edit/create mode.	<b>CTRL+F2</b>	Align end of object to beginning of next object (in editing mode)
<b>x</b>	Works like right mouse button. It is	<b>CTRL+F3</b>	Align beginning of outline object to beginning of

	intended for use with tablet.		previous outline object (in editing mode)
<b>space</b>	Finish object creation/editing, if possible	<b>CTRL+ALT+B</b>	Background Filters (Image colors)
<b>esc</b>	Cancel object creation/editing	<b>CTRL+ALT+C</b>	"Bring to Center". Moves selected objects to center of the Work Area.
<b>arrow keys</b>	Scrolls Working Area	<b>CTRL+ALT+E</b>	Delete second edge parallel to first edge (in editing mode)
<b>arrow keys +ALT</b>	Moves selected objects in transform mode and selected node in edit/create mode.	<b>CTRL+ALT+I</b>	Display Edit Image window
<b>-</b>	Zoom out	<b>CTRL+ALT+O</b>	Convert fill to outline
<b>+</b>	Zoom in	<b>CTRL+ALT+T</b>	Display Transformations window
<b>Page Up</b>	Zoom out	<b>CTRL+ALT+U</b>	User Editors
<b>Page Down</b>	Zoom in	<b>CTRL+Shift+U</b>	Insert text from Embird Font Engine. Inserts lettering converted from TrueType fonts to embroidery design.
<b>SHIFT+Page Up</b>	To Front (order of objects)	<b>ALT+L</b>	Hide / Show columns
<b>SHIFT+Page Down</b>	To Back (order of objects)	<b>ALT+M</b>	Hide / Show manual stitches
<b>Delete</b>	Deletes selected objects (in transformations mode). Deletes an element that ends with selected square (in edit/create mode).	<b>ALT+N</b>	Hide / Show columns with pattern
<b>INSERT</b>	Inserts a new element before selected square node in edit/create mode.	<b>ALT+O</b>	Hide / Show outline objects
<b>END</b>	Inserts a Segment End at selected square node in edit/create mode.	<b>ALT+Q</b>	Hide / Show appliques
<b>ALT + Mouse cursor move</b>	Pan work area without having to switch tools.	<b>ALT+R</b>	Hide / Show rulers
<b>ALT+B</b>	Hide / Show boundaries of objects	<b>ALT+S</b>	Hide / Show stitches
<b>ALT+C</b>	Snap node to nearest node (editing mode)	<b>ALT+T</b>	Hide / Show button bar
<b>ALT+D</b>	Hide / Show grid	<b>ALT+U</b>	Hide / Show sfumato objects
<b>ALT+F</b>	Hide / Show fill objects	<b>ALT+V</b>	Hide / Show carvings
<b>ALT+G</b>	Hide / Show guide lines	<b>ALT+W</b>	Hide / Show one-way outline objects
<b>ALT+J</b>	Hide / Show jumps	<b>ALT+X</b>	Hide / Show connections
<b>ALT+F1</b>	Activate Tranform tool	<b>ALT+Z</b>	Hide / Show zoom window
<b>ALT+F2</b>	Activate Edit tool	<b>Double click on Working Area</b>	Starts creation of new object without need to select any tool. The new object is of the same type as the previous object.
<b>ALT+F3</b>	Activate Zoom tool	<b>Double click on</b>	If double clicked on object icon, stitches are generated for this object

		<b>Object Inspector window</b>	
<b>ALT+F4</b>	Activate Pan tool	<b>TAB</b>	When creating new object, TAB key can be used to quick adjustment of the curve elements. Create new curve element with TAB key instead of left mouse button. Then move the mouse with TAB key depressed to adjust the curve. Then release the TAB key.
<b>Double click on Working Area</b>	Starts creation of new object without need to select any tool. The new object is of the same type as the previous object. This short-cut helps to create series of object of the same type faster.		
<b>Double click on Object Inspector window</b>	If double clicked on object icon, stitches are generated for this object		
<b>TAB</b>	When creating new object, TAB key can be used to quick adjustment of the curve elements. Create new curve element with TAB key instead of left mouse button. Then move the mouse with TAB key depressed to adjust the curve. Then release the TAB key. <b>Please note:</b> to use the TAB key for curves adjustment, the edge mode must be set to 'curve'.		

CTRL	When depressed, forces new lines and curves to precise horizontal, vertical or diagonal direction in edit/create mode. If used with Shapes, creates precise circle instead of ellipse and square instead of rectangle.	CTRL+U	Text (Embird Alphabets)
CTRL+1	Zoom to selected object(s)	CTRL+V	Paste objects from clipboard
CTRL+2	Zoom to selected object(s) and switch to the nodes editing mode.	CTRL+Y	Redo
CTRL+A	Select all objects (in transformations mode)	CTRL+Z	Undo
CTRL+Shift+A	Deselect (in transformations mode)	CTRL+INSERT	Create connection to previous object
CTRL+B	Create backward path to selected outline objects.	CTRL+F1	Align beginning of object to end of previous object (in editing mode)
CTRL+C	Copy selected objects into clipboard	CTRL+F2	Align end of object to beginning of next object (in editing mode)

CTRL+D	Duplicates selected objects	CTRL+F3	Align beginning of outline object to beginning of previous outline object (in editing mode)
CTRL+E	Edit. Switch selected object(s) to the nodes editing mode.	CTRL+ALT+B	Background Filters (Image colors)
CTRL+F	Compile design and send it to the Embird Editor for further processing.	CTRL+ALT+C	"Bring to Center". Moves selected objects to center of the Work Area.
CTRL+G	Generate stitches for selected objects.	CTRL+ALT+E	Delete second edge parallel to first edge (in editing mode)
CTRL+I	Import image	CTRL+ALT+I	Display Edit Image window
CTRL+M	Merge File	CTRL+ALT+O	Convert fill to outline
CTRL+N	New file	CTRL+ALT+T	Display Transformations window
CTRL+P	Display parameters window	CTRL+ALT+U	User Editors
CTRL+S	Save design	CTRL+Shift+U	Insert text from Embird Font Engine. Inserts lettering converted from TrueType fonts to embroidery design.