



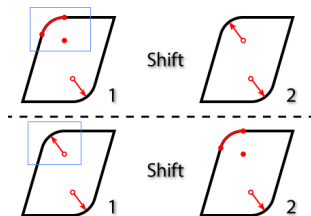
# VECTORSCRIBE

## DYNAMIC CORNERS

When dragging out a marquee:  
'Esc' cancels the marquee



When dragging out a marquee:  
'Shift' toggles the corner selection



When dragging out a marquee:  
'Option+Alt' adds corners to all applicable points within the marquee

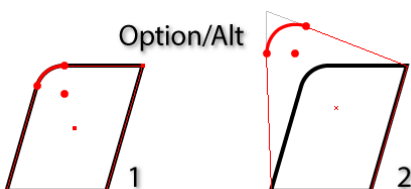


When dragging out a marquee:  
'Shift' + 'Option+Alt' adds corners to all applicable points on paths intersecting the marquee



**TIP**  
Temporarily turn on and off the smart guides by using the 'U' key when creating or adjusting your shape

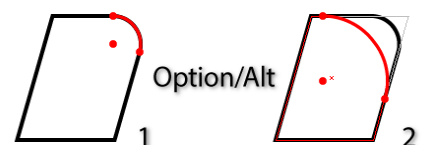
When mousing down on a corner:  
'Option+Alt' allows the corner to be moved during a subsequent drag

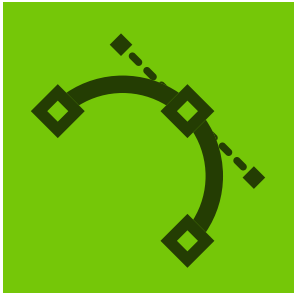


When mousing down on a corner: When adjusting a corner by dragging its radius point, endpoint or edge:  
'Space' hides the annotations



When mousing down on a corner:  
'Option+Alt' shows the corner's original (zero-radius) appearance [unless 'Option+Alt' was held down before the click-down; see above]



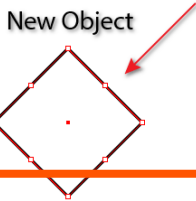
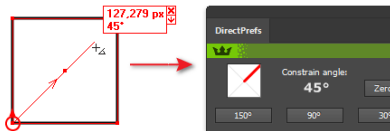


# VECTORSCRIBE

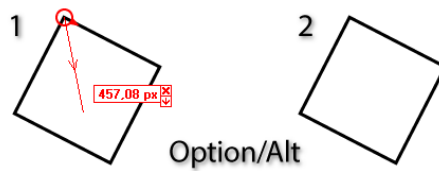
## DYNAMIC MEASURE

When mouse is up:  
With the above Dynamic Measure preference set, 'Option+Alt' rotates angle/distance pref copying. When you press the 'Option+Alt' key (not whilst measuring), the mouse pointer annotation toggles the small angle icon on/off. When displayed, any measurement made will copy the angle to the Constrain Angle Preference (plus DirectPrefs panel). When toggled off, the angle is not copied

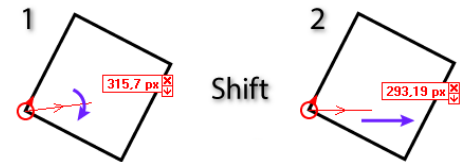
Option/Alt  Copy Angle to Constrain Angle Preference  
 Always  Use Alt Key Rotation



When measuring:  
'Esc' cancels the measure  
[mouse must be moved if mouse button is up]



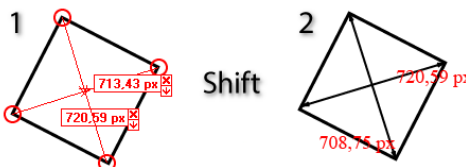
When measuring:  
'Shift' constrains the measurement angle



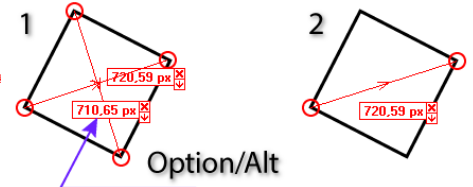
When hovering over a measure's endpoint:  
'Option+Alt' + 'Click' on an endpoint allows movement of the endpoint



When hovering over a measure's data box:  
'Shift' + 'Click' converts all measures to artwork



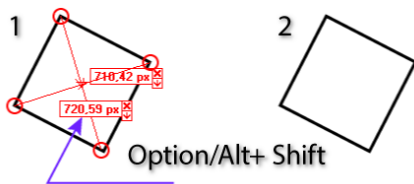
When hovering over a measure's data box:  
'Option+Alt' + 'Click' deletes the measure



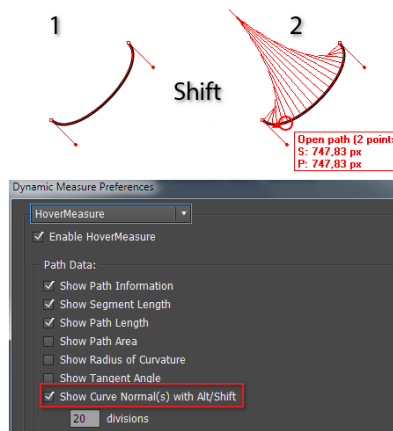


**VECTORSCRIBE**  
DYNAMIC CORNERS

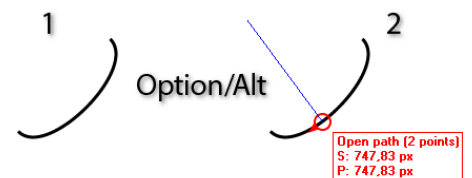
When hovering over a measure's data box:  
'Shift' + 'Option+Alt' + 'Click'  
deletes all measures



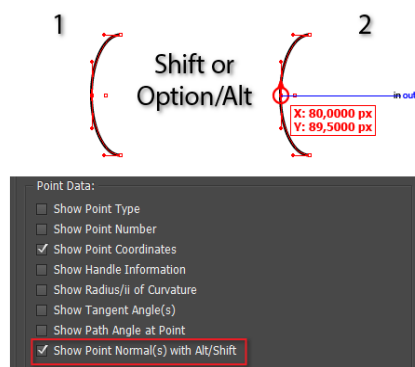
When hovering over a path segment:  
'Shift' shows all of the segment's normals (when corresponding Dynamic Measure preference is enabled)

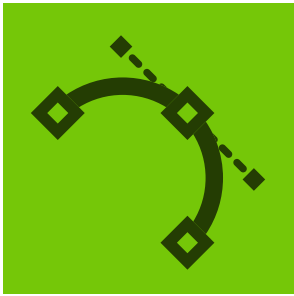


When hovering over a path segment:  
'Option+Alt' shows the normal at the cursor position (when corresponding pref is enabled)



When hovering over an anchor point:  
'Shift' or 'Option+Alt' shows the normals to the path at the anchor point (when corresponding preference is enabled)





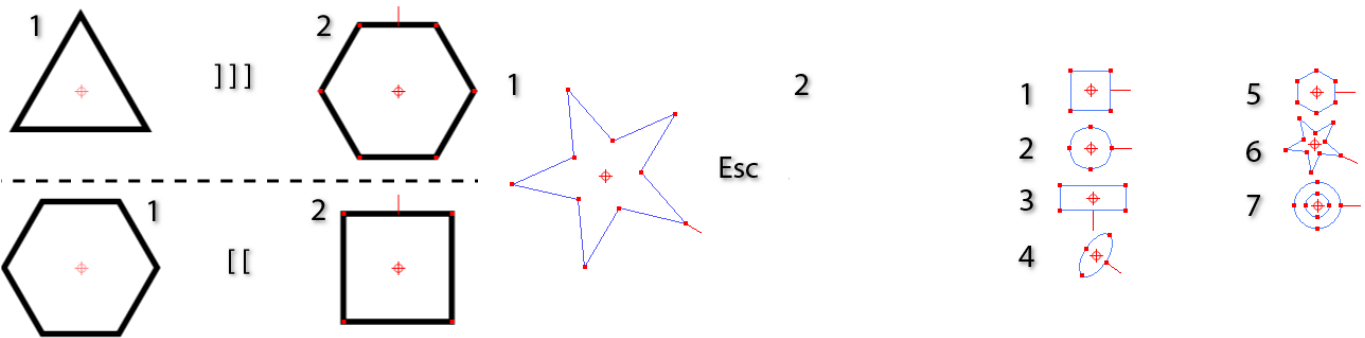
# VECTORSCRIBE

## DYNAMIC SHAPES

When a shape (except a square or rectangle) is selected:  
Open and closed square brackets change the number of sides.

When a shape is being dragged out:  
'Esc' cancels shape creation.

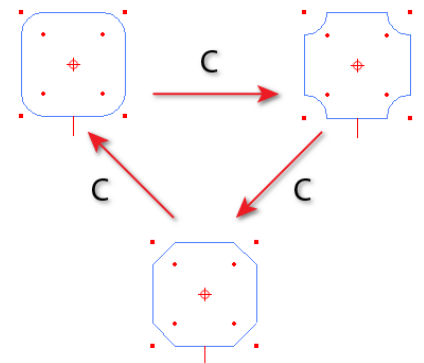
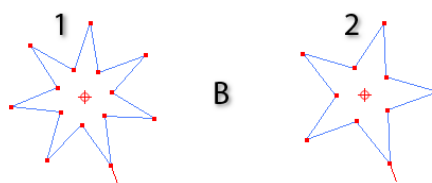
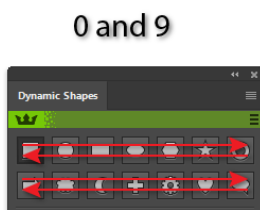
When a shape is being dragged out:  
'1' through '7' change the shape type.



When a shape is being dragged out:  
'0' and '9' change the shape type (moving forward or backward through the types).

When a shape is being dragged out:  
'B' changes the shape to its basic appearance.

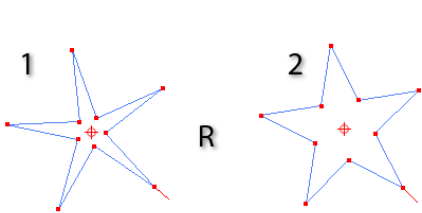
When a shape is being dragged out:  
'C' rotates through the different corner types.



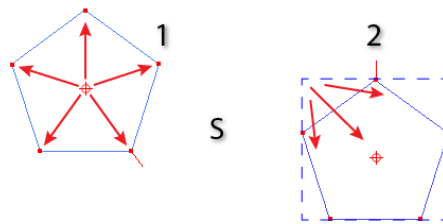


**VECTORSCRIBE**  
DYNAMIC SHAPES

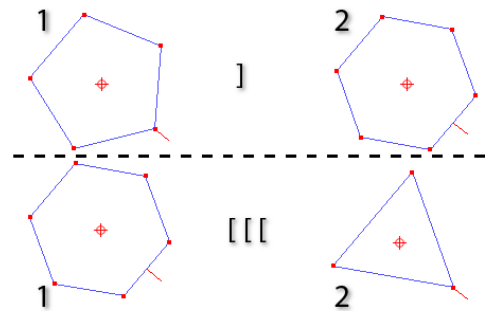
When a shape is being dragged out:  
'R' (5-pointed or greater stars only) makes the star regular.



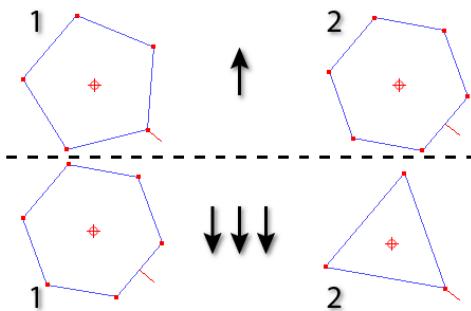
When a shape is being dragged out:  
'S' toggles the creation mode (from center/from corner of bounding box).



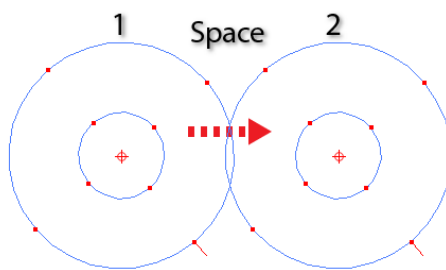
When a shape is being dragged out:  
Open and closed square brackets change the number of sides.



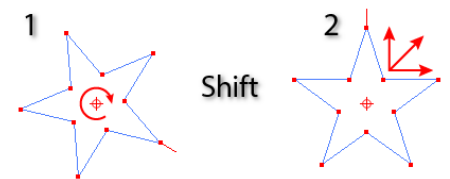
When a shape is being dragged out:  
'Up-arrow' and 'down-arrow' change the number of sides.



When a shape is being dragged out:  
'Space' moves the shape.



When a shape is being dragged out:  
'Shift' constrains the shape's angle.



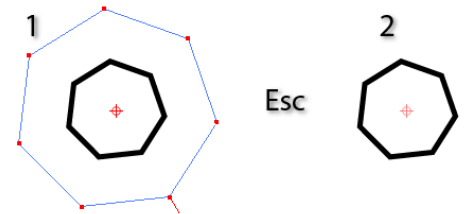
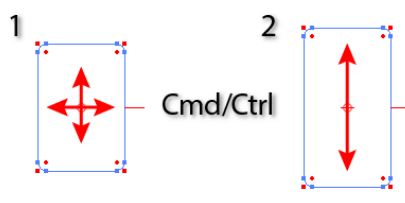
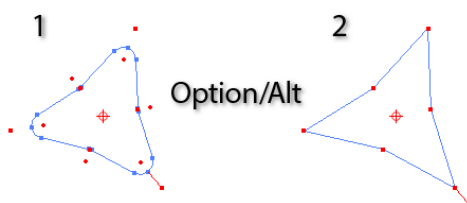


**VECTORSCRIBE**  
DYNAMIC SHAPES

When a shape is being dragged out:  
'Option+Alt' adjusts corner radii instead.

When a shape is being dragged out:  
'Cmd+Ctrl' unlocks the shape's aspect ratio.

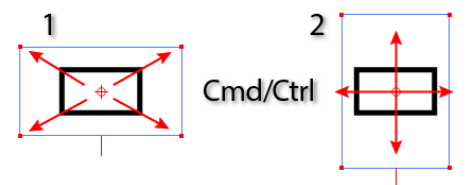
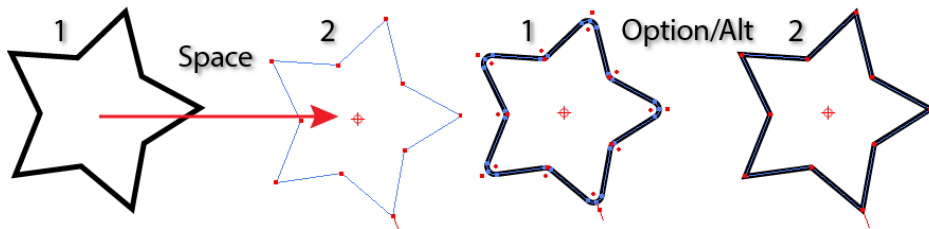
When editing a shape by dragging a corner point:  
'Esc' cancels the operation.



When editing a shape by dragging a corner point: 'Space' moves the shape.

When editing a shape by dragging a corner point:  
'Opt+Alt' adjusts corner radii instead.

'Cmd+Ctrl' when applied to rectangles and ellipses, it can adjust the aspect ratio of rectangles and ellipses. When applied to stars and donuts, it adjusts the inner or outer radius independently, depending on which was clicked on.



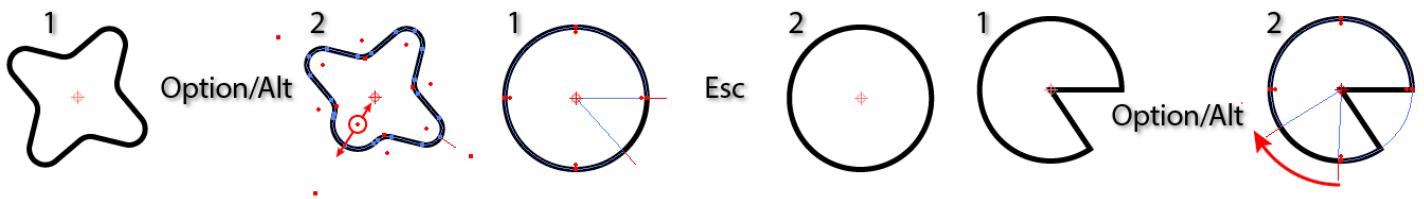


**VECTORSCRIBE**  
DYNAMIC SHAPES

When editing a shape's corners by dragging a corner radius point:  
'Opt+Alt' adjusts only the dragged corner.

When dragging a slice edge:  
'Esc' cancels the operation.

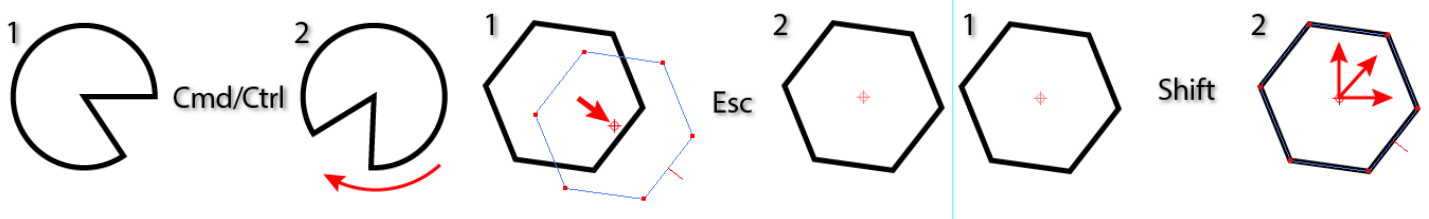
When dragging a slice edge:  
'Opt+Alt' moves both sides of the slice simultaneously.



When dragging a slice edge:  
'Cmd+Ctrl' rotates the entire shape.

When moving a shape by dragging its centerpoint:  
'Esc' cancels the operation.

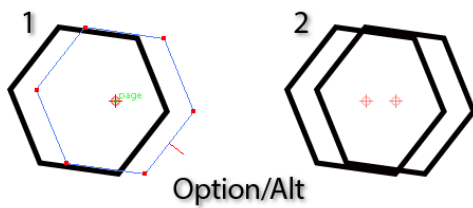
When moving a shape by dragging its centerpoint:  
'Shift' constrains the angle of motion.



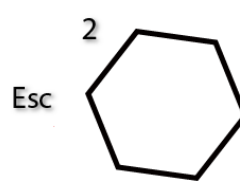
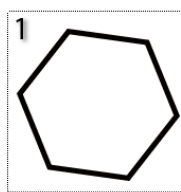


**VECTORSCRIBE**  
DYNAMIC SHAPES

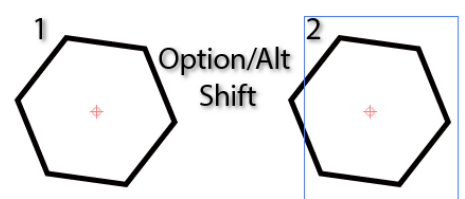
When moving a shape by dragging its centerpoint:  
'Opt+Alt' duplicates the shape.



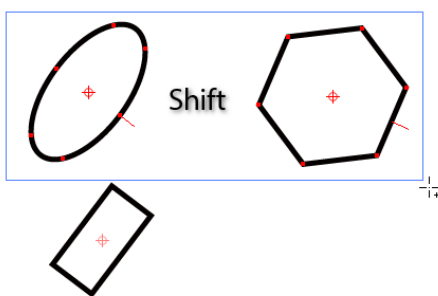
When dragging out a marquee:  
'Esc' cancels the marquee.



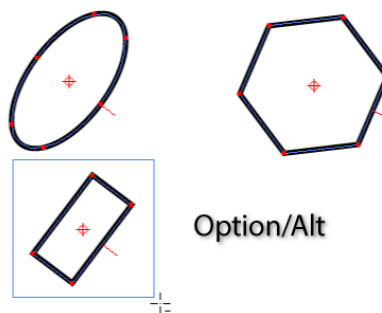
When dragging out a marquee:  
'Shift' + 'Opt+Alt' is normal marquee (replaces selection).



When dragging out a marquee:  
'Shift' alone adds to selection.



When dragging out a marquee:  
'Opt+Alt' alone subtracts from selection.



When double-clicking a corner radius point to remove corners:  
'Opt+Alt' only removes the double-clicked corner.





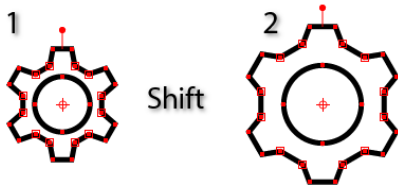


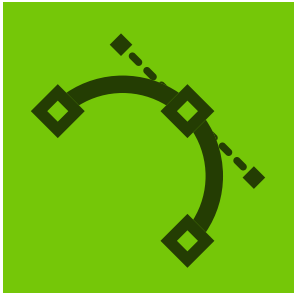
## VECTORSCRIBE DYNAMIC SHAPES

When drag-scaling a  
Dynamic Gear:  
'Shift' retains the tooth size.

When drag-creating a  
non-standard shape:  
Arrow keys change various  
parameters (depends on shape)

TIP  
Temporarily turn on and off the  
smart guides by using the 'U'  
key when creating or adjusting  
your shape





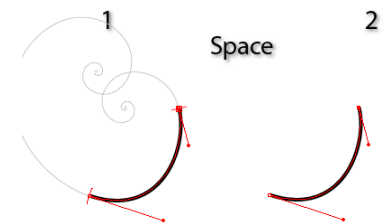
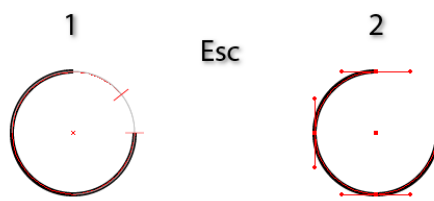
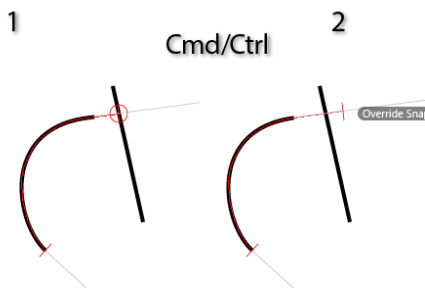
# VECTORSCRIBE

## EXTEND PATH TOOL

All keyboard shortcuts operate when the mouse button is down  
 CMD+Ctrl - overrides snapping and constraining

Esc - cancels path extension or shortening

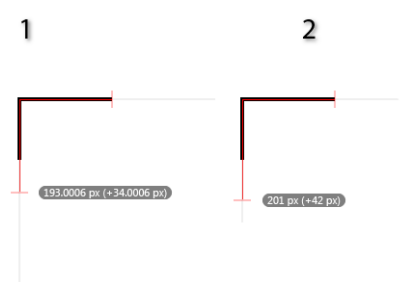
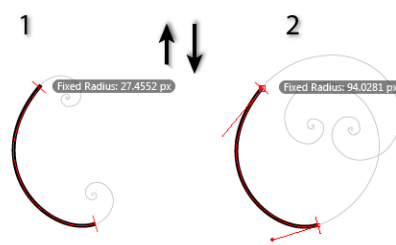
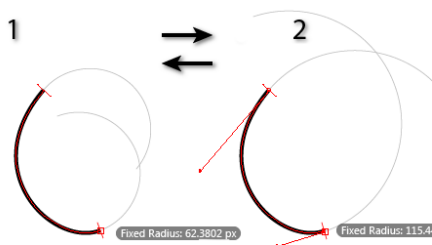
Space - hides annotations



Left/Right Arrow - in Fixed radius mode, this decreases/increases the radius value. In Scaled Radius mode, this decreases/increases the scaling factor

Up/Down Arrow - increases/decreases the spiral winding constant

C - toggles distance constraint



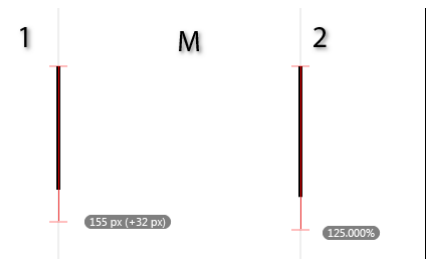
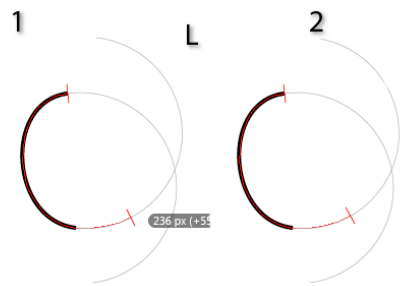
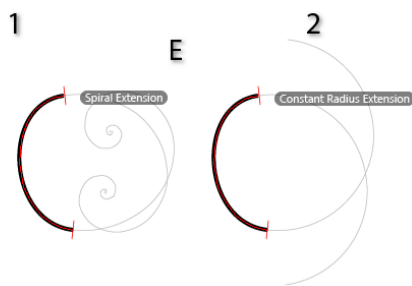


**VECTORSCRIBE**  
EXTEND PATH TOOL

**E** – cycles through the four extension modes: Single Bezier, Constant Radius, Straight and Spiral

**L** – toggles display of measurement values

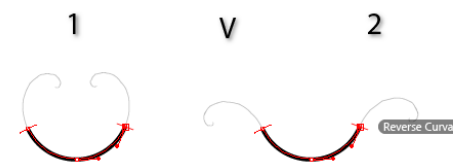
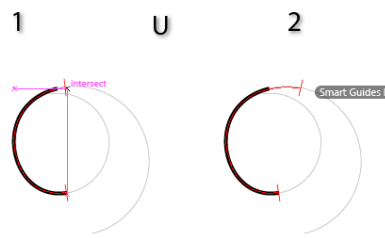
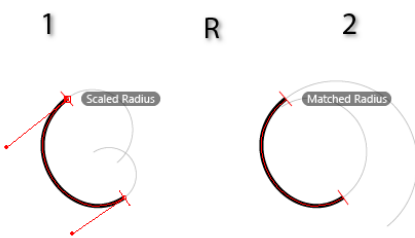
**M** – switches between the measurement types: Absolute and Percentage



**R** – cycles through the radius modes: Fixed, Matched and Scaled

**U** – With Smart Guides enabled, this temporarily disables Smart Guides

**V** – switches between normal and reverse curvature

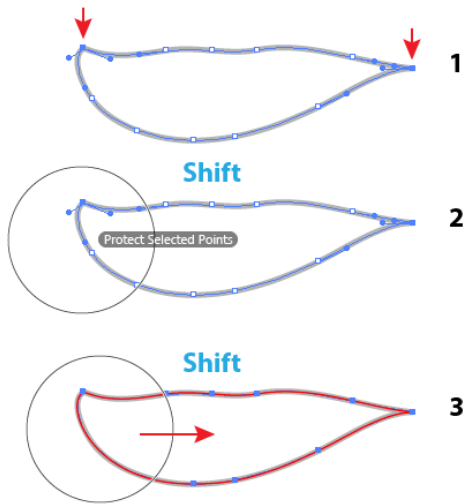


**X** – locks/unlocks the extension type. To switch between extending, shortening, and reverse extending a path, the extension type must be unlocked. Passing the cursor close to the original path endpoint also unlocks it. On each drag operation, the extension type always starts out in a locked state.

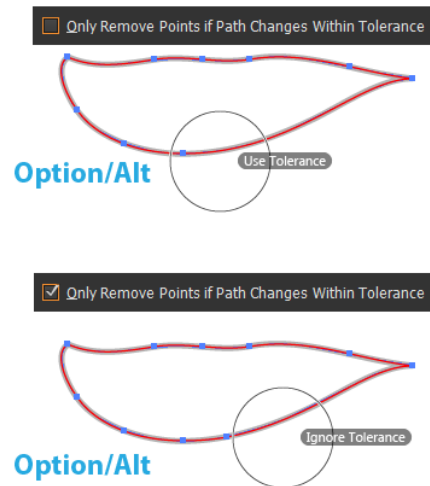


# VECTORSCRIBE SMART REMOVE BRUSH

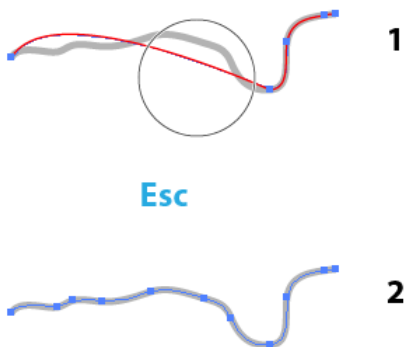
Shift protects selected points



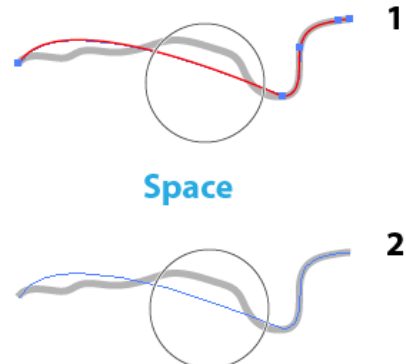
Opt+Alt temporarily reverses the tolerance setting (i.e. uses tolerance when it was off; ignores it when it was on)



Esc cancels any Smart Remove operation, reverting all the paths to their original state



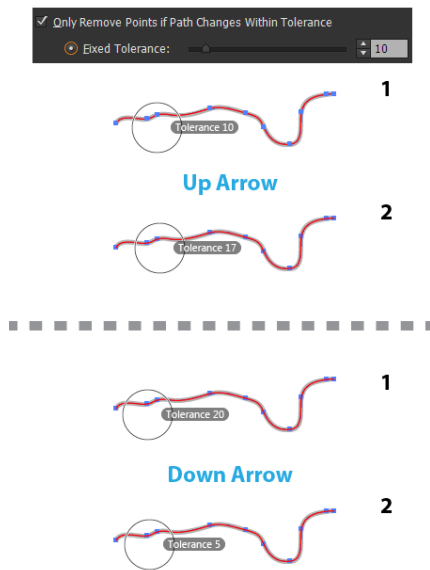
Space hides annotations



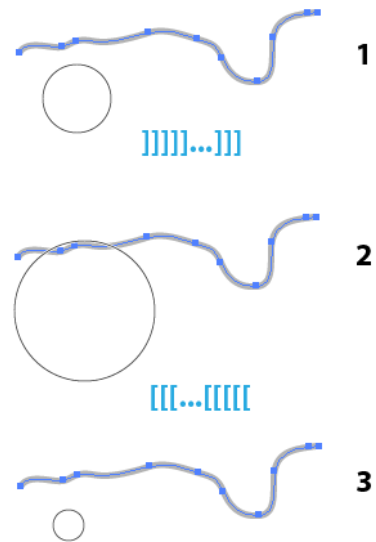


**VECTORSCRIBE**  
SMART REMOVE BRUSH

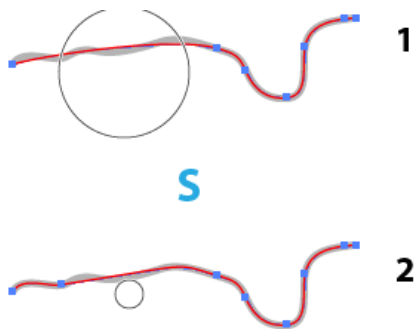
Up/Down Arrow increases/decreases the tolerance value



Open/Close Square Bracket decreases/increases the brush size. These keystrokes are Illustrator's default, but you can change them in Illustrator's "Edit > Keyboard Shortcuts" dialog, under "Increase/Decrease Diameter"



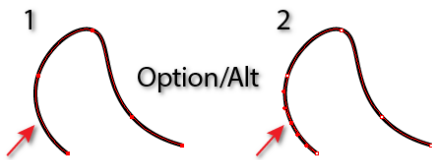
'S' temporarily makes the brush size small (19 pixels)



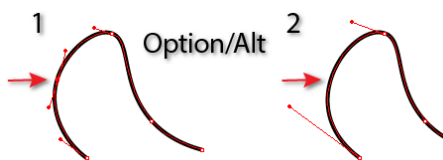


# VECTORSCRIBE REPOSITION POINT

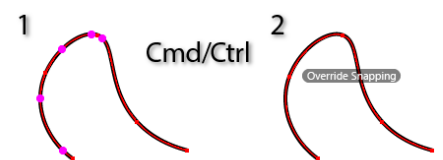
When hovering over a path:  
'Opt+Alt' allows a point to be added to the path



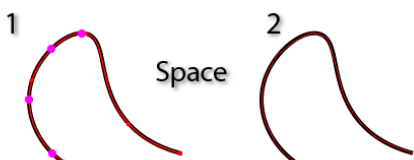
When hovering over an anchor point:  
'Opt+Alt' allows a point to be removed from the path



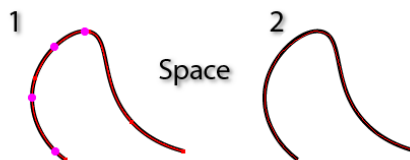
When repositioning a point:  
'Cmd+Ctrl' overrides tangency snapping



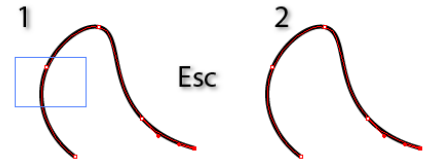
When repositioning one or more points:  
'A' toggles between accurate and fast modes.



When repositioning one or more points:  
'Space' hides all annotations except the path shape



When marqueeing:  
'Esc' cancels the marquee operation



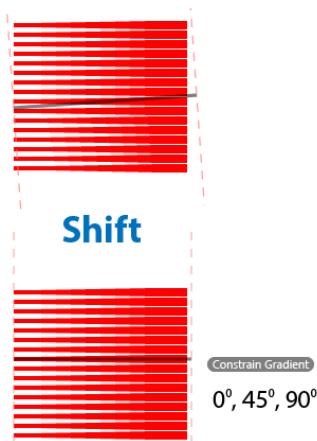


# WIDTHSCRIBE

### Width Gradient

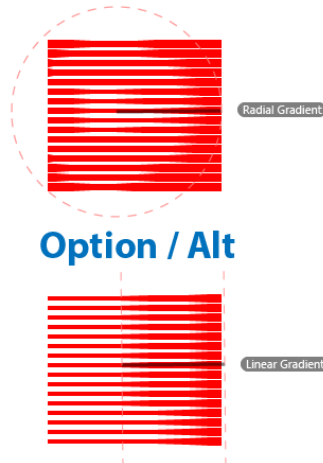
Tool, when dragging a gradient:  
'Shift' - Constrains the gradient angle to 45° increments

an arbitrary angle



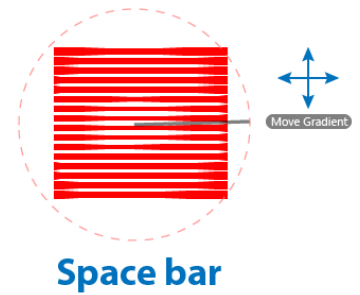
### Width Gradient

Tool, when dragging a gradient:  
'Option+Alt' - Temporarily switches between linear and radial gradient



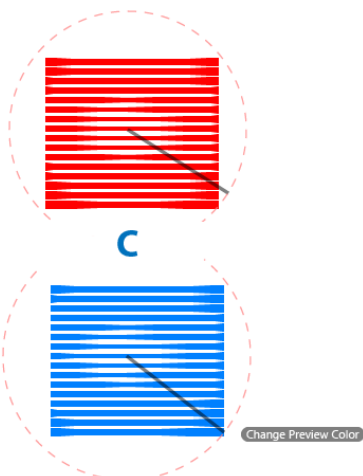
### Width Gradient

Tool, when dragging a gradient:  
'Space' - Moves entire gradient



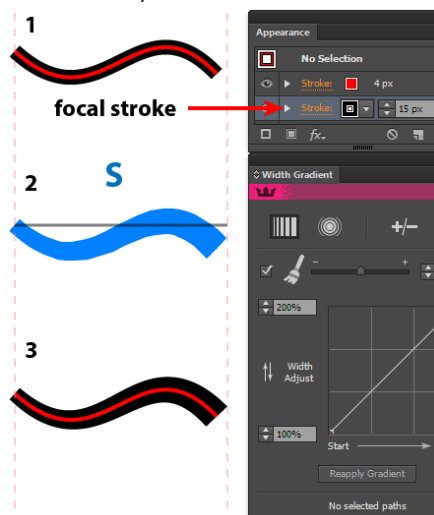
### Width Gradient

Tool, when dragging a gradient:  
'C' - Changes preview color



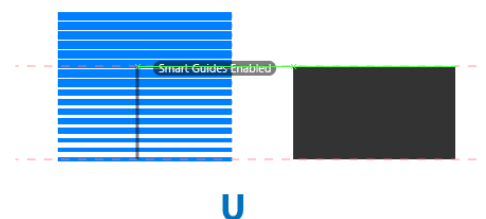
### Width Gradient

Tool, when dragging a gradient:  
'S' - Temporarily changes all strokes / focal stroke mode



### Width Gradient

Tool, when dragging a gradient:  
'U' - Temporarily toggles Smart Guides





# WIDTHSCRIBE

Width Gradient

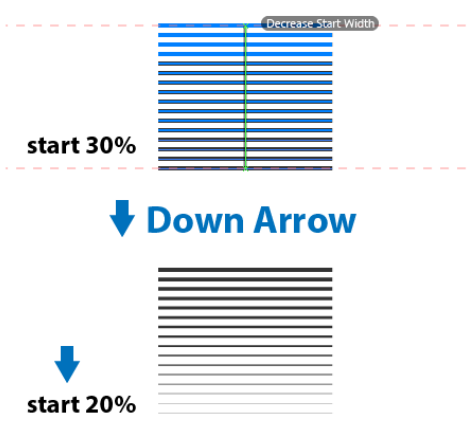
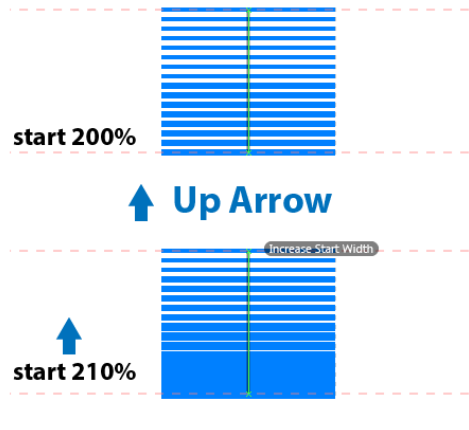
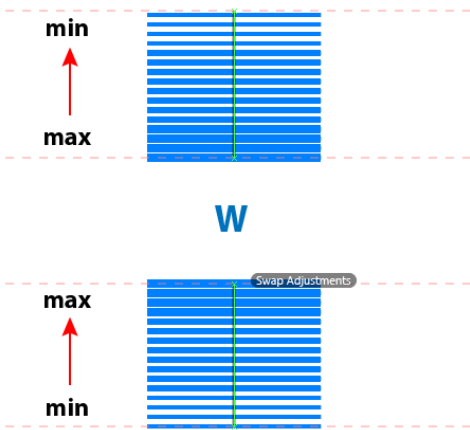
Tool, when dragging a gradient:  
'W' - Swaps adjustment widths

Width Gradient

Tool, when dragging a gradient:  
'Up Arrow' - Increases start width

Width Gradient

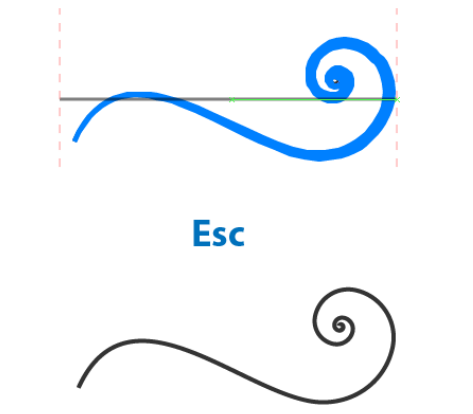
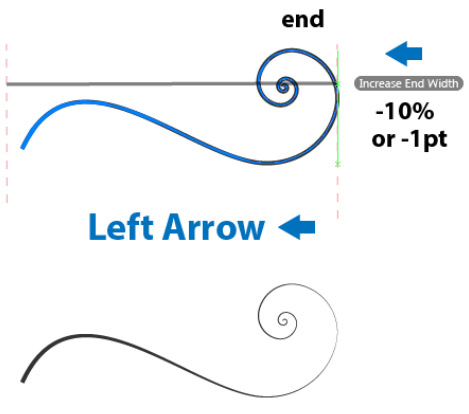
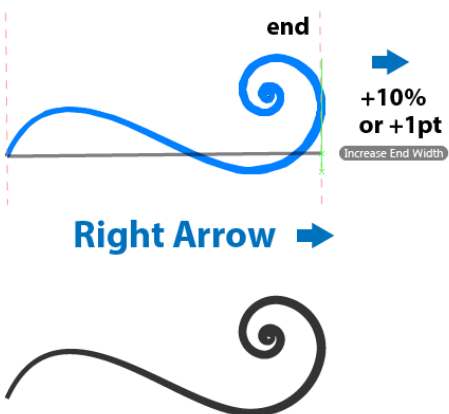
Tool, when dragging a gradient:  
'Down Arrow' - Decreases start width



Width Gradient  
Tool, when dragging a gradient:  
'Right Arrow' - Increases end width

Width Gradient  
Tool, when dragging a gradient:  
'Left Arrow' - Decreases end width

Width Gradient  
Tool, when dragging a gradient:  
'Esc' - Cancels gradient



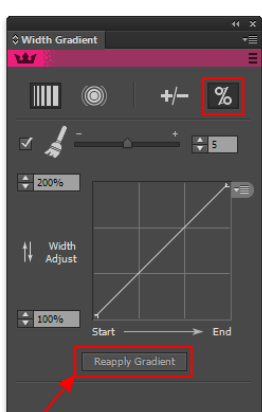


 **WIDTHSCRIBE**

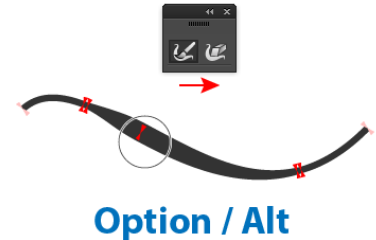
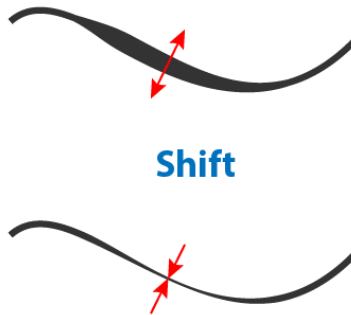
Panel, when using Reapply button:  
 'Option+Alt' - Retains the selected path's width markers when reapplying a relative adjustment gradient, to "multiply" the effect of the gradient rather than replacing it

Width Brush Notes:  
 All keys except 'X' must be pressed before mouse-down  
 'Shift' - Reverse the adjustment (instead of getting wider, the stroke gets narrower)

Width Brush Notes:  
 'Option+Alt' - Temporarily switches to the Width Eraser tool



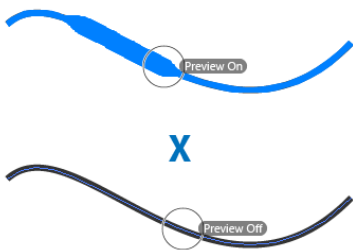
**Option / Alt**



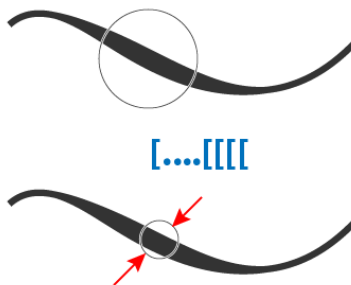
Width Brush Notes:  
 'X' - Temporarily toggles the preview on/off

Width Brush Notes:  
 '[' - Decreases brush diameter

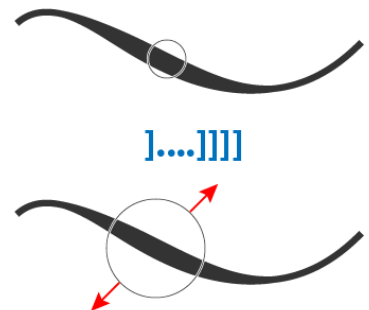
Width Brush Notes:  
 ']' - Increases brush diameter



**X**



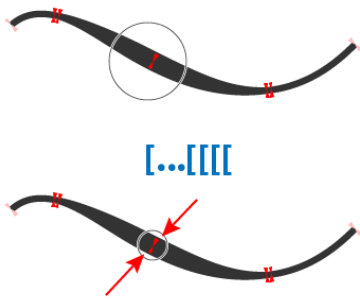
**[...[[[['**



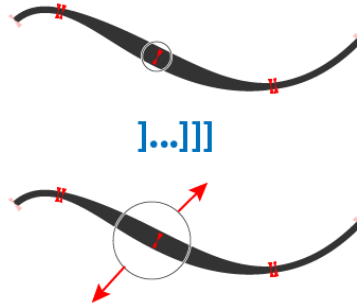
**]...]]]]**

 **WIDTHSCRIBE**

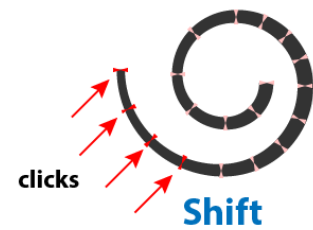
Width Eraser Notes:  
All keys must be pressed before mouse down  
'[' - Decreases brush diameter



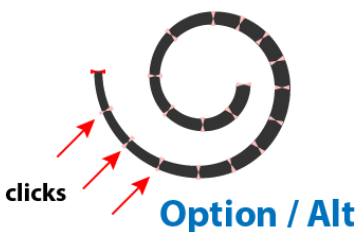
Width Eraser Notes:  
']' - Increases brush diameter



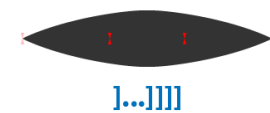
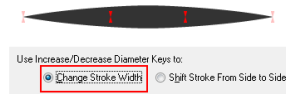
Width Selector Notes:  
'Shift' - Add to marker selection



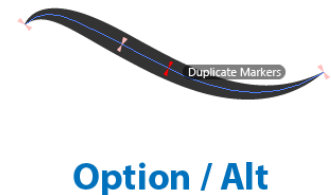
Width Selector Notes:  
'Option+Alt' - Subtract from marker selection



Width Selector Notes:  
'[' and ']' (when marker(s) selected) - Increase/decrease path width or shift path from side to side, depending on preference setting (23-24)

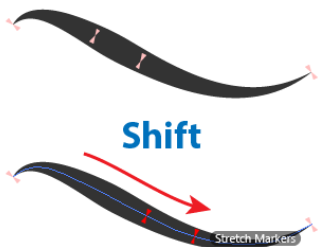


Width Selector Notes:  
'Option+Alt' (when dragging width markers) - Duplicates the markers

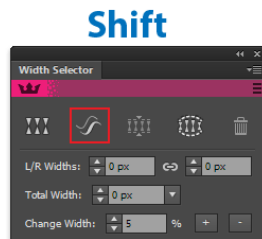


 **WIDTHSCRIBE**

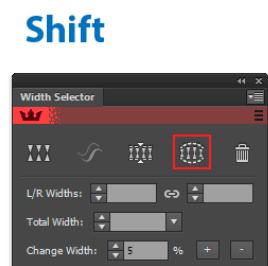
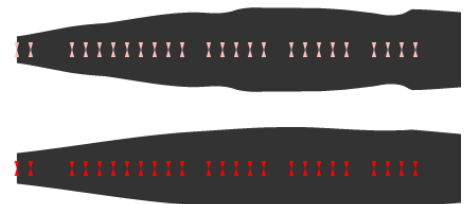
Shift' (when dragging width markers) - "Stretches" the markers (moves the selected markers when proportionally moving all other non-end markers)



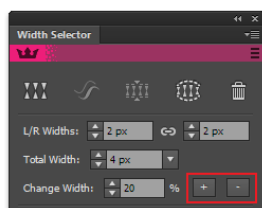
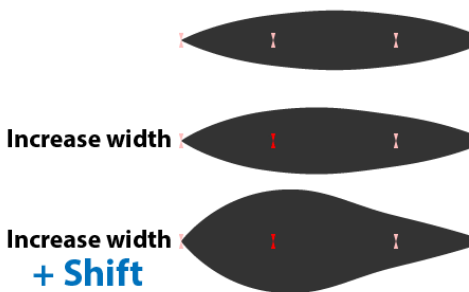
Panel:  
'Shift' (on Taper Stroke button, after first click) - decreases taper length by 5%



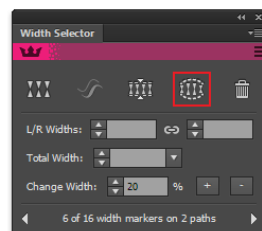
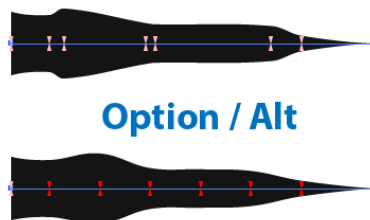
Panel:  
'Shift' (on Smooth Widths button) - Increases smoothing effect



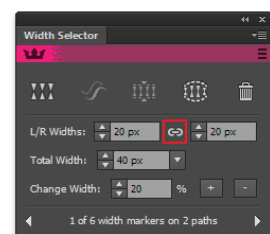
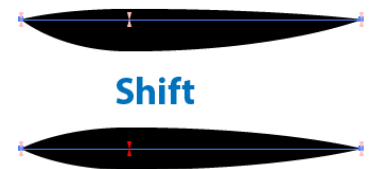
Panel:  
'Shift' (on Increase/Decrease buttons) - Multiplies the adjustment value fivefold



Panel:  
'Option+Alt' (on Smooth Widths button) - Distributes the markers along the path



Panel:  
'Shift' (when clicking on the Left/Right widths link icon) - converts any selected uncentered markers to centered markers

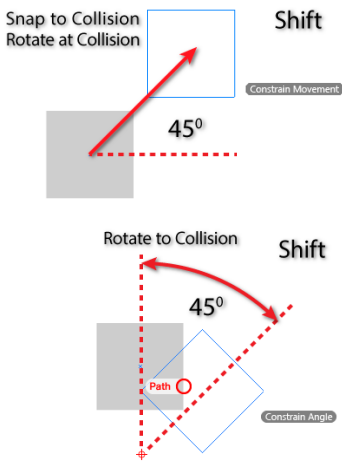




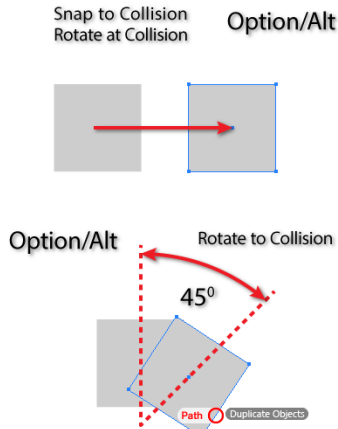


# COLLIDERSCRIBE

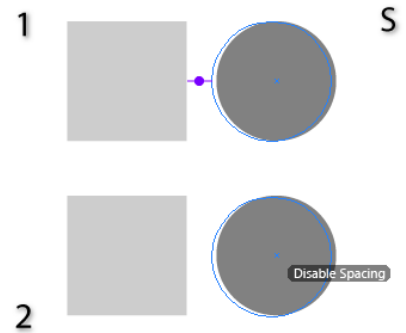
When dragging objects:  
 Shift - Constrain movement (Snap to Collision and Rotate at Collision tools) or rotation (Rotate to Collision tool) to 45° angles around the constrain angle.



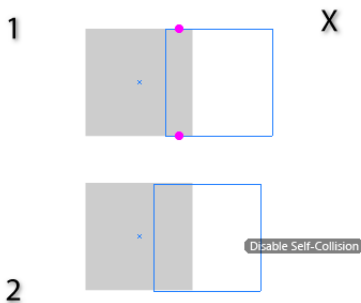
When dragging objects: Option+Alt - Duplicate objects.



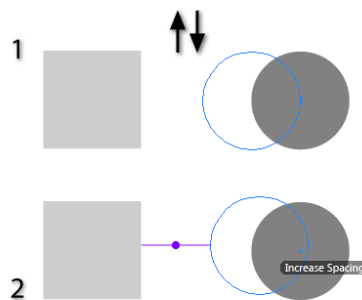
When dragging objects: S - Toggle collision spacing on and off.



When dragging objects: X - Disable self-collision preference.



When dragging objects: Up and Down Arrows - When spacing is enabled, increases and decreases spacing distance by the value in Illustrator's Keyboard Increment preferences.

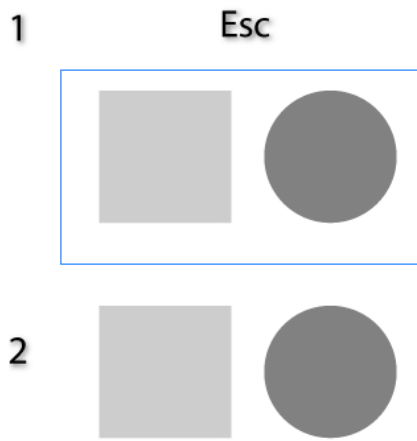
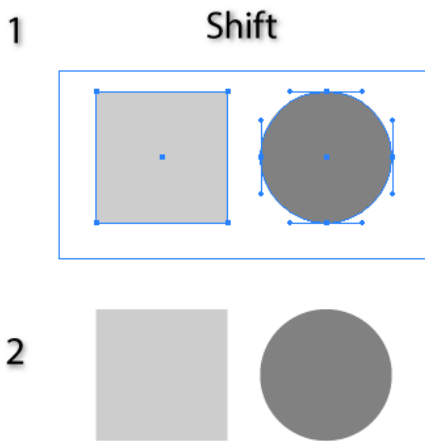




# COLLIDERSCRIBE

Snap to Collision and Rotate at Collision tools  
When marqueeing:  
Shift – Toggle the selection state.

Snap to Collision and Rotate at Collision tools  
When marqueeing: Esc – Cancels the marquee operation.

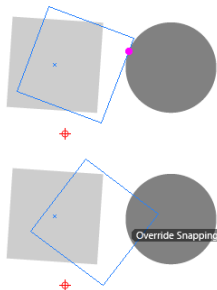


Rotate at Collision and Rotate to Collision tools  
When dragging objects:  
CMD/Ctrl – override snapping to anchor points and segment midpoints.

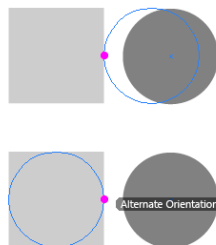
Rotate at Collision tool  
When dragging objects:  
Space – Use the alternate rotation orientation.

Rotate to Collision tool  
When dragging rotation center:  
Shift – constrain movement to 45° angles around the constrain angle.

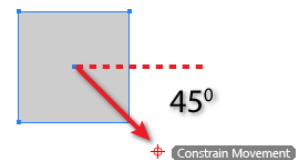
**Command/Ctrl**



**Space**



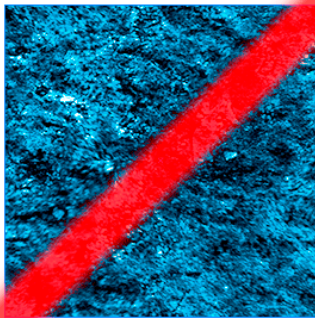
**Shift**





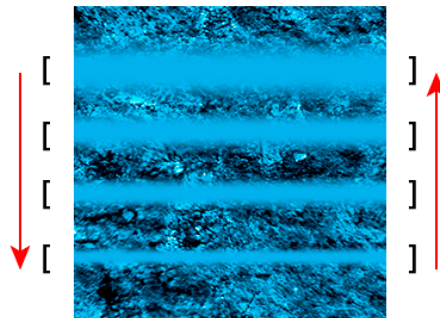
# TEXTURINO

Shift - when drawing with Texture Brush Tool constrains the direction of the brush stroke to 45-degree angles around the constrain angle

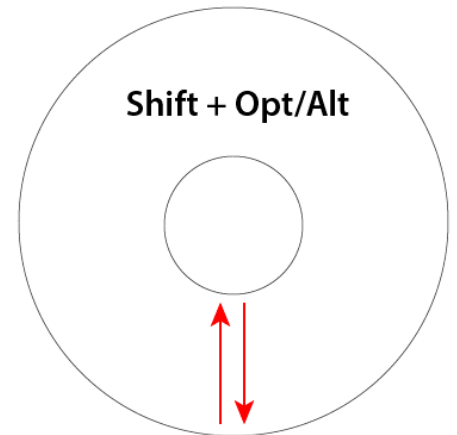


Shift

Open/Close square brackets\* - decreases/increases the Texture Brush size

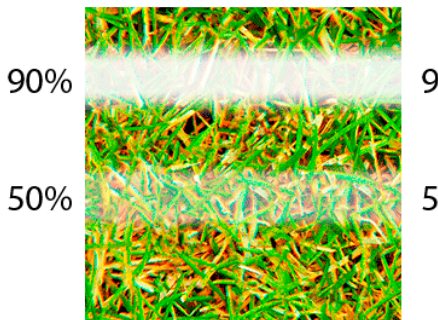


Shift + Opt+Alt - changes the Texture Brush size by moving the cursor up or down

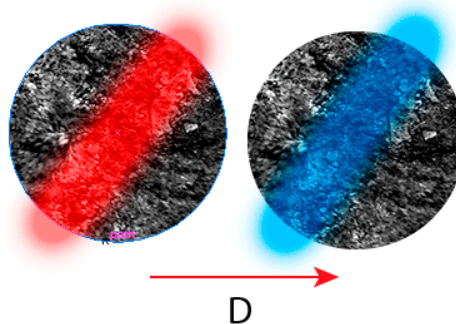


\* Please note, if you have set your bracket keys for another function, this shortcut will not work

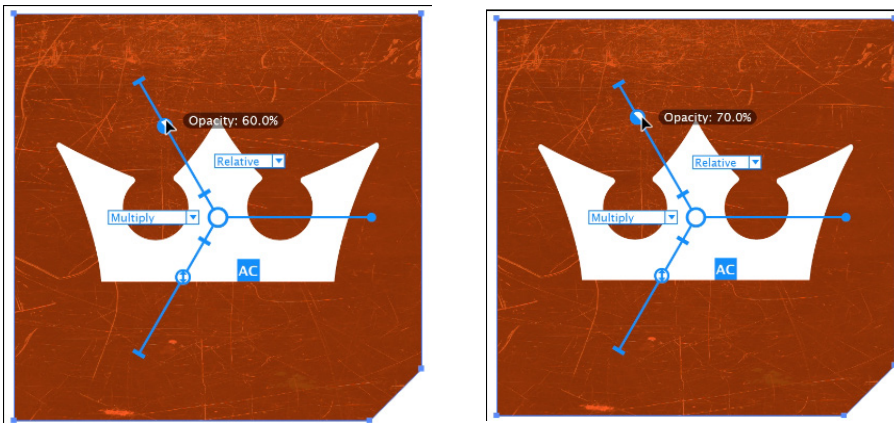
Keyboard numbers 1, 2, 3, 4, 5, 6, 7, 8, and 9 when drawing - sets Texture Brush opacity from 10% to 90%



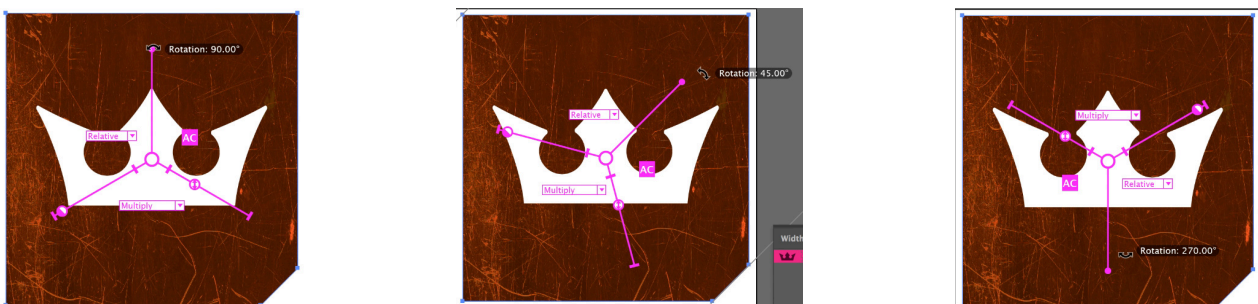
D and E - changes drawing and erasing annotation color of Texture and Opacity brushes



When holding the SHIFT key down and clicking on the opacity annotation control, the opacity changes in 10% increments



When holding the SHIFT key down and clicking on the rotation annotation control, the rotation changes in 45 degree increments

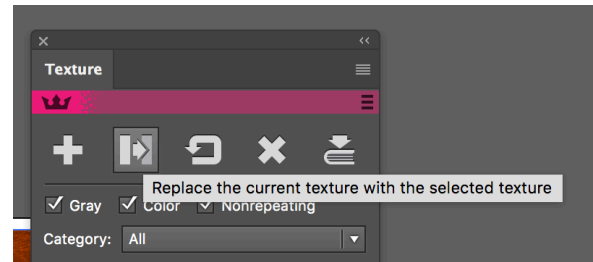
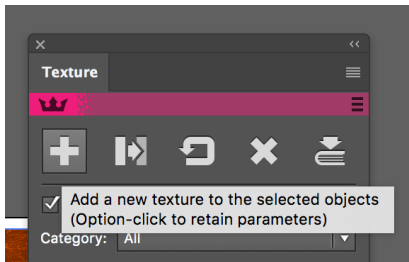




 **TEXTURINO**

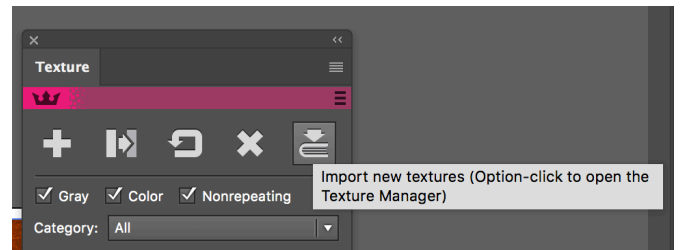
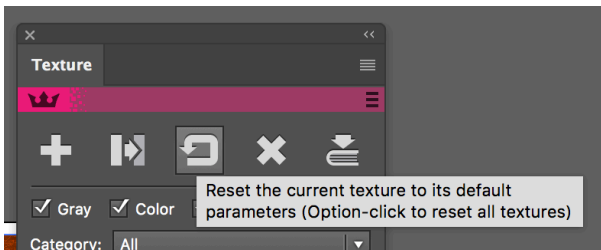
Holding down Option + Click on the 'Add new texture' button enables you to retain parameters

There is no 'Option + Click for 'replace current texture with the selected texture'

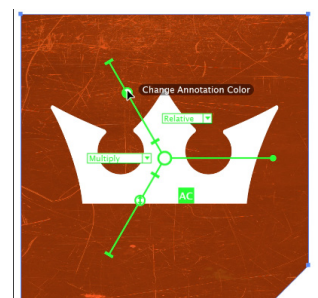
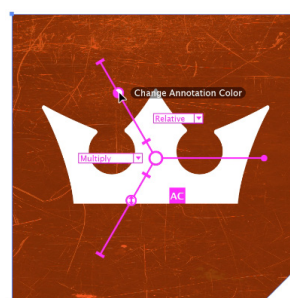
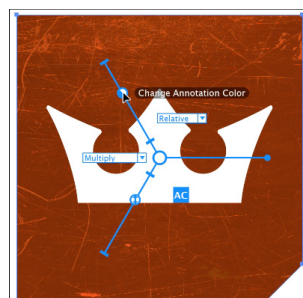
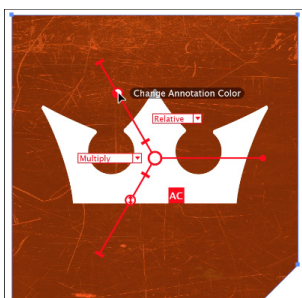


Holding down Option + Click on the 'Reset current texture' button enables you to reset all textures.

Holding down Option + Click on the 'Import new textures' button enables you to open the Texture Manager



Holding down 'C' key when clicking on the annotation sliders changes the annotation colour.

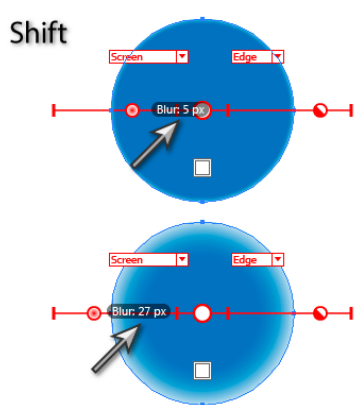




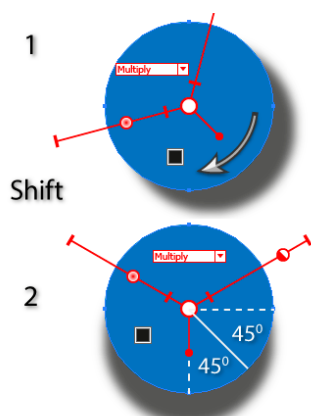
# STYLISM

## Shift

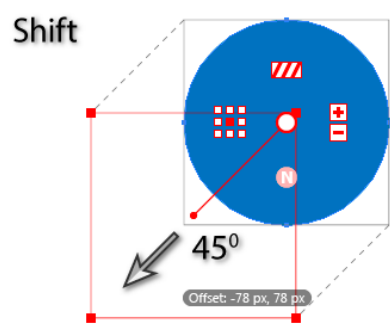
When dragging a slider this will constrain the value to either a whole number or for percentage to the nearest 10% increment



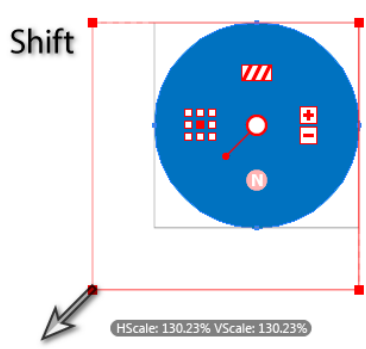
When dragging the Drop Shadow offset control 'Shift' will constrain it to 45° steps around the constrain angle)



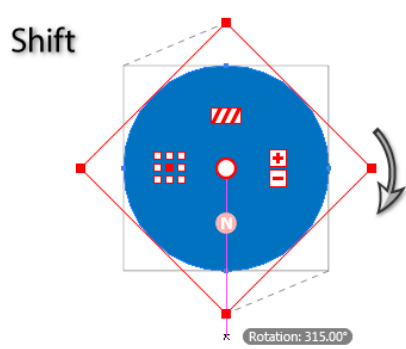
When dragging the Transform bounding box 'Shift' will constrain movement to 45° steps around the constrain angle



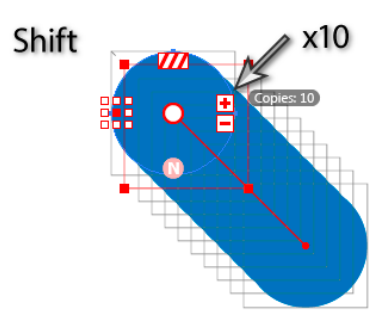
When dragging a corner or side of the Transform bounding box 'Shift' constrains its aspect ratio to its original value.



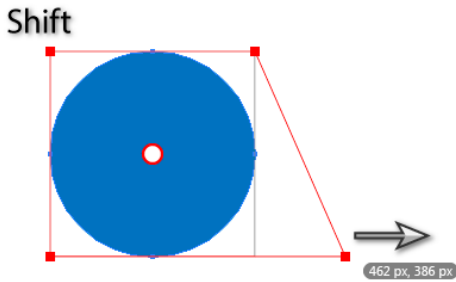
When dragging to rotate the Transform bounding box, 'Shift' constrains the rotation value to 45° steps around the constrain angle.



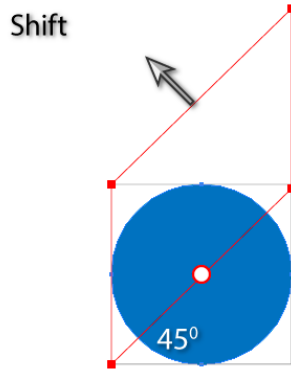
When clicking the Transform Add/Remove Copies buttons, 'Shift' will adjust in multiples of 10.



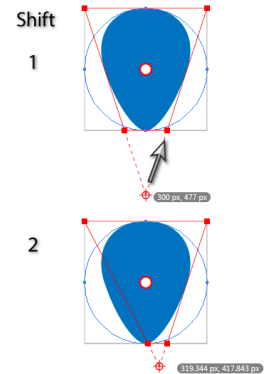
When dragging a Free Distort corner its movement is constrained along the straight lines formed by the original corner position and the adjacent corners



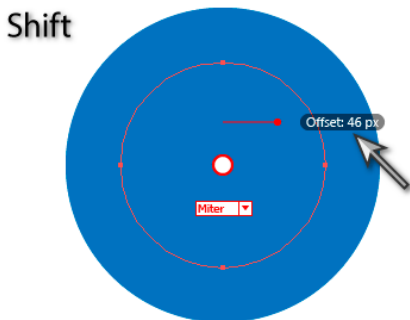
When dragging a Free Distort edge its movement is constrained to 45° steps around the constrain angle



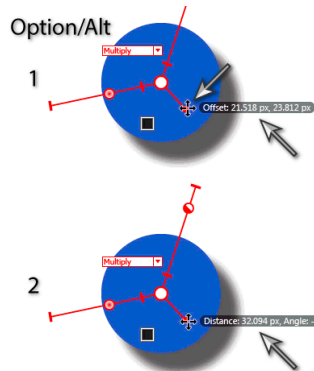
When dragging a Free Distort vanishing point its movement is constrained along the straight lines formed by the original point position and the connected corners



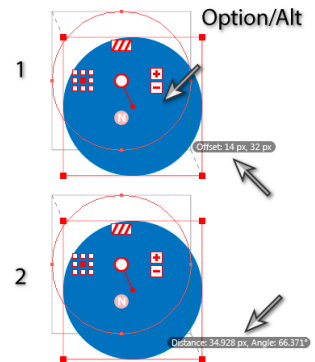
When dragging the Offset Path offset control the value is constrained to whole number increments.



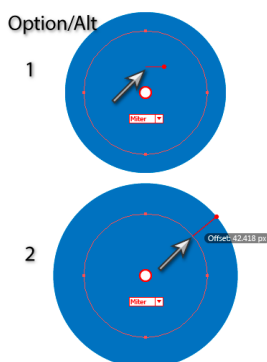
When clicking on the Drop Shadow offset control you can switch between X-Y mode and Distance-Angle mode.



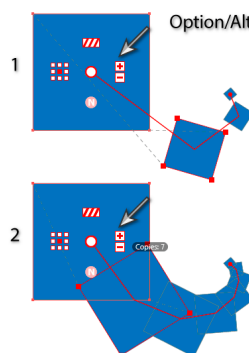
When clicking on the Transform bounding box you can switch between X-Y mode and Distance-Angle mode.



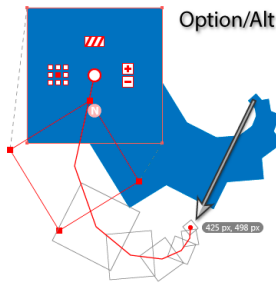
When dragging the origin of the Offset Path offset control 'Option+Alt' allows the control to be positioned anywhere on the artboard, snapping to the affected paths.



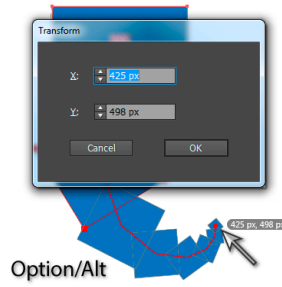
When using the "increment" or "decrement" annotation buttons in the Transform effect, holding down 'Option+Alt' will retain the position, rotation, and scaling of the last copy (except when this is impossible because its position is constrained; this happens when the scaling is set to 100%, either "Reflect X" or "Reflect Y" are checked, and the number of copies changes to an even value).



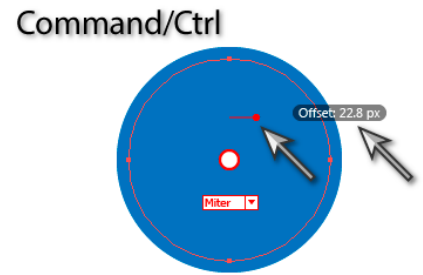
If 'Option+Alt' is held down when dragging the Transform effect copy chain endpoint indicator, instead of changing the number of copies, the position of the last copy is changed.



The copy chain endpoint indicator can also be 'Option+Alt' double-clicked to numerically set its position.

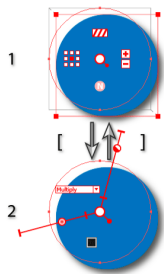


**CMD+Ctrl**  
When dragging most controls when holding down 'CMD+Ctrl', snapping is disabled and "slow-dragging" commences. The speed of the cursor is determined by the factor specified in the preferences, to allow more precise adjustments.

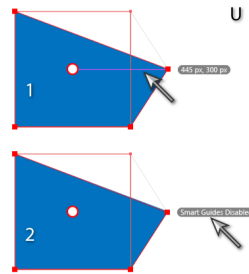


**Command/Ctrl**

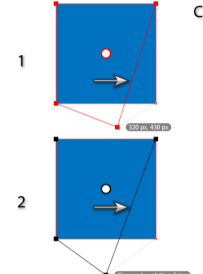
Open and Close square brackets toggles through the effects already applied to the selected object. (note this is only applicable to certain effect controls)



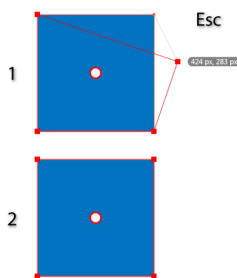
**U**  
The 'U' key can be pressed when dragging with Smart Guides enabled to temporarily disable them (note this is only applicable to certain effect controls).



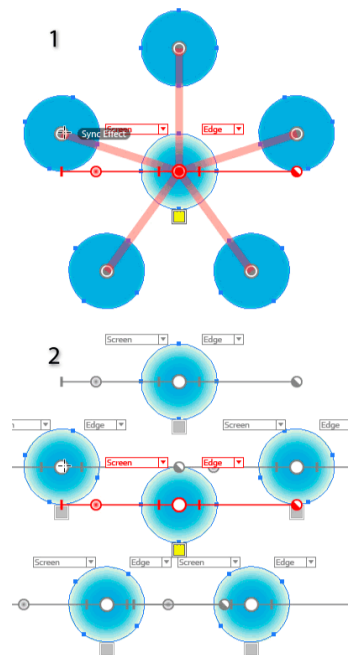
**C**  
The 'C' key can be pressed when the mouse button is down to change the current annotation color.



**Esc**  
The 'Esc' key can be pressed when the mouse button is down to cancel any editing or syncing operation.

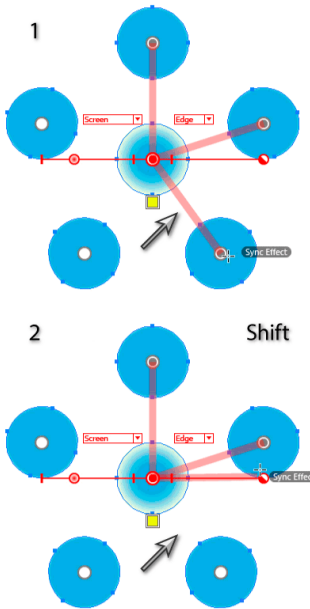


**Sync functionality**  
Dragging from the center of a selected art object (with the Stylism tool) begins the sync function. When the cursor is passed over other selected art objects that have the same effect currently showing, their center circles appear with a dot in them and a line is drawn from the targeted art to their centers, indicating that they will be synced from the targeted art. Releasing the mouse button completes the sync operation.



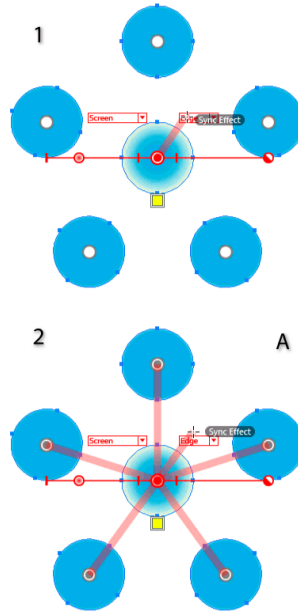
**Shift**

Holding 'Shift' can remove art which was previously added.



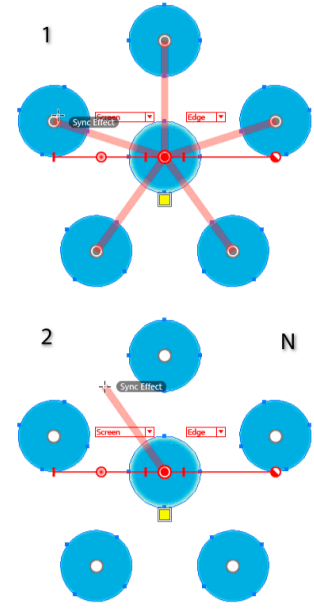
**A**

When syncing, pressing the 'A' key adds all possible objects which can be synced.



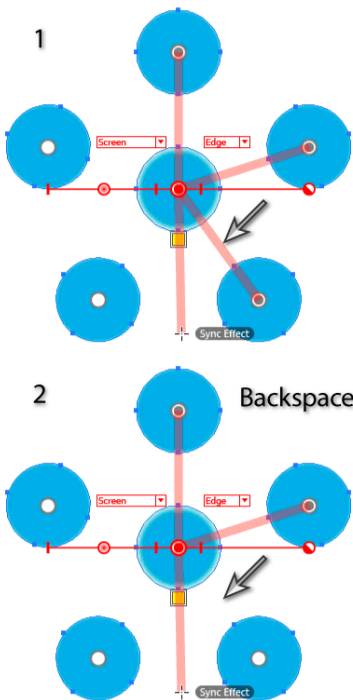
**N**

When syncing, pressing the 'N' key removes all objects which were previously added.



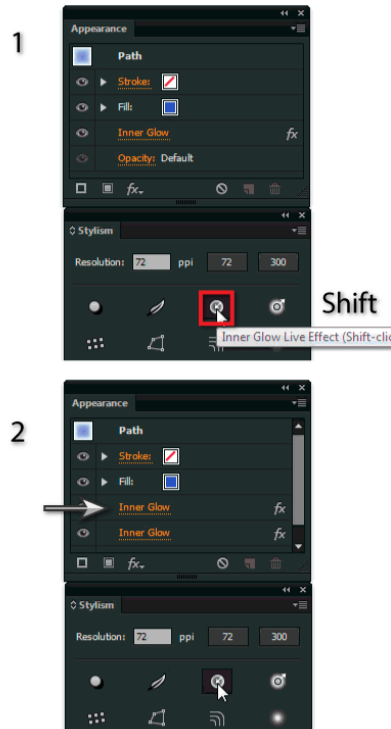
**Backspace**

Pressing the 'Backspace' key removes the last-added art.

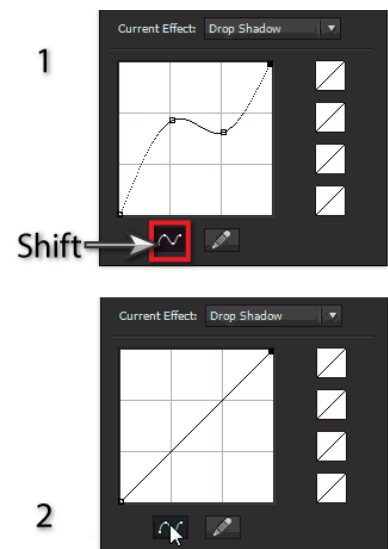


**Stylism panel - Shift**

When clicking on a depressed Live Effect button, pressing 'Shift', adds another copy of the effect to the targeted art.

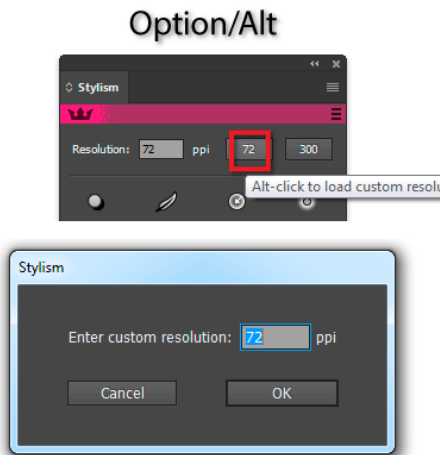


When clicking on the graph Curve Mode button 'Shift' resets the graph to the default linear setting.

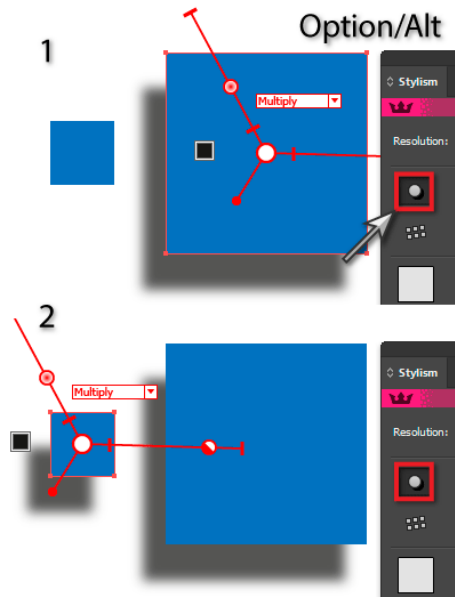


**Option/Alt**

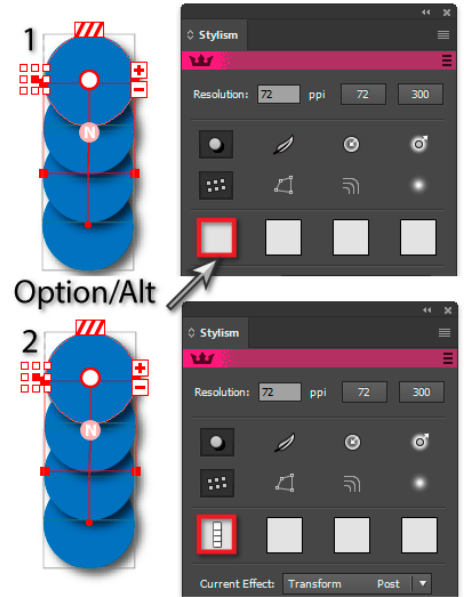
When clicking on a custom resolution button 'Option/Alt' allows you to enter a new resolution to assign to the button.



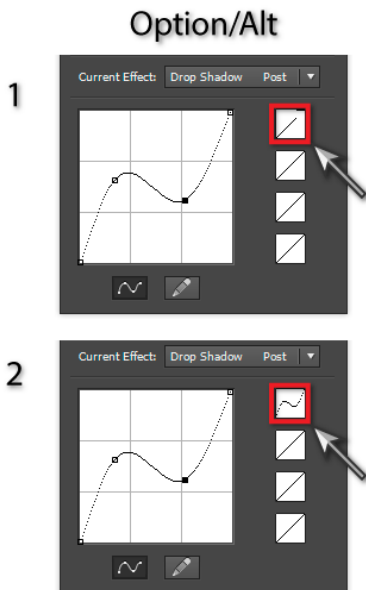
When clicking on a depressed Live Effect button with a single art object selected 'Option/Alt' will set the default parameter for that effect from the art.



When clicking on a User-Defined Favorite button with a single art object selected 'Option/Alt' will apply that effect to the selected art.

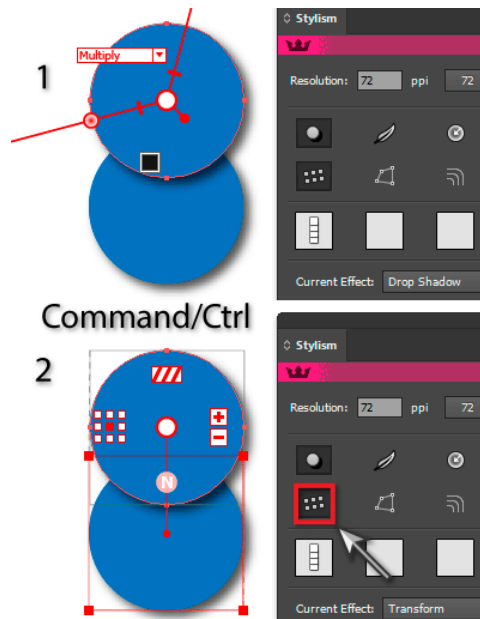


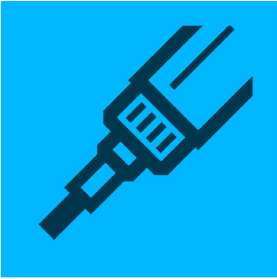
When clicking on a contour preset button 'Option+Alt' copies the current contour graph to that button.



**CMD+Ctrl**

When clicking on a depressed Live Effect button 'CMD+Ctrl' sets the current effect to that effect.



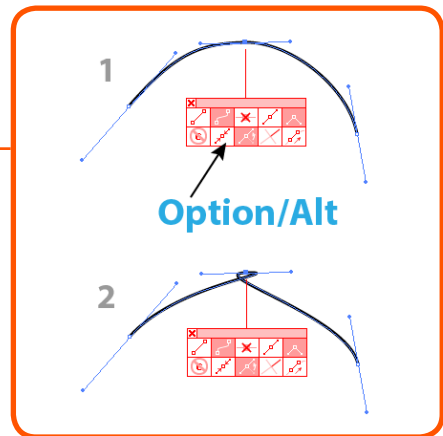
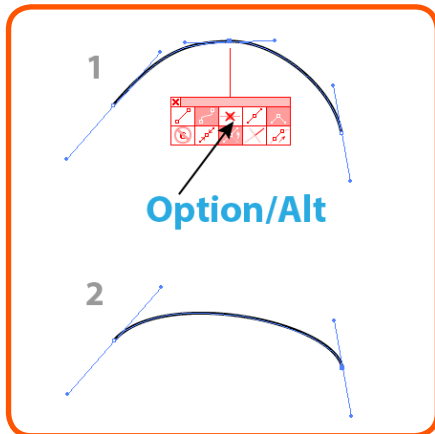


# INKSCRIBE

InkScribe Panel or annotated buttons

## Opt+Alt

When clicking on "retract handles" button, this swaps the handles rather than retracting them.

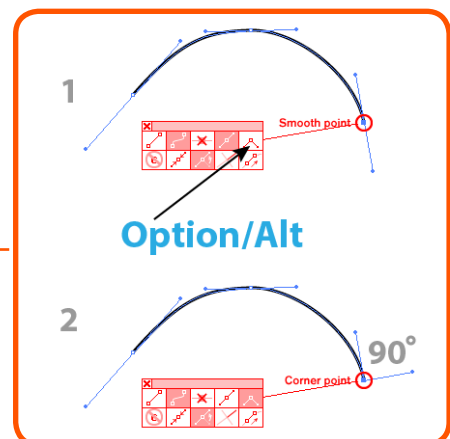


## Opt+Alt

When clicking on Smart Remove Point button, this will do a regular (old-style) delete point.

## Opt+Alt

When clicking the "corner point" button when drawing a path where the final point is a smooth point with "curved segment" selected, this will change the handle of the final point to a 90° corner.



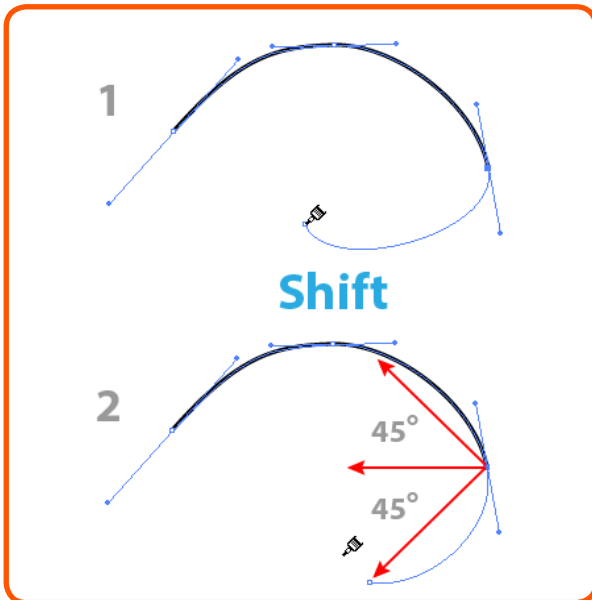
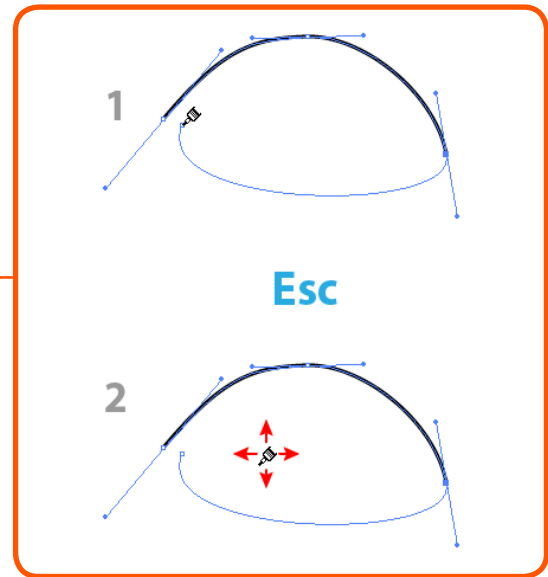


# INKSCRIBE

When the mouse button is up:

## Esc

When a path is being continued, this will end the continuation [the cursor must be moved when Esc is held down].



## Shift

When a path is being continued, this will constrain the next point to 45° angles around the constrain angle.



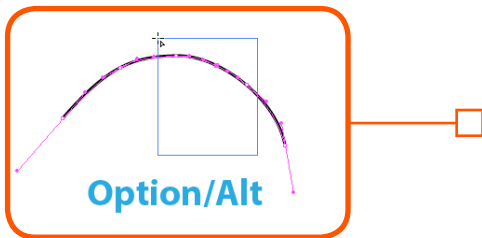


 **INKSCRIBE**

When a path is not being continued.

**Opt+Alt**

When hovering over a path and the corresponding preference is enabled, this will insert a point.

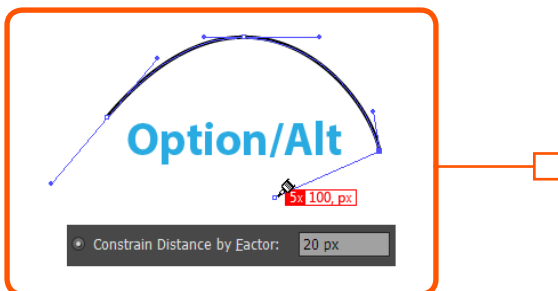
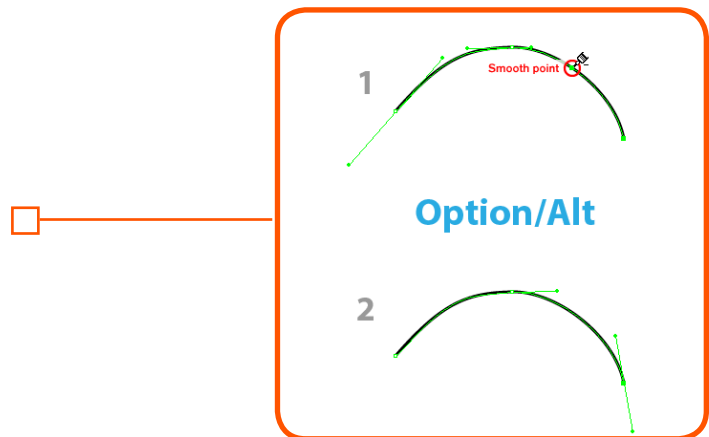


**Opt+Alt**

Changes to marquee mode for selecting anchor points.

**Opt+Alt**

When hovering over an anchor point, this will Smart Remove the point.



When a path is being continued

**Opt+Alt**

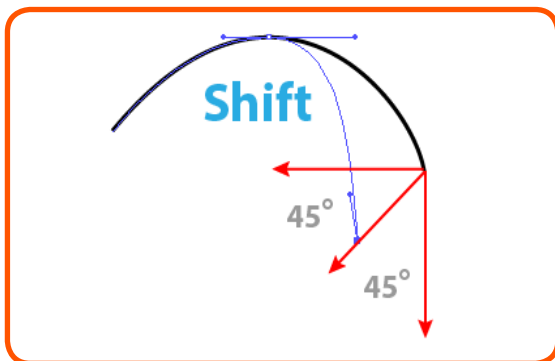
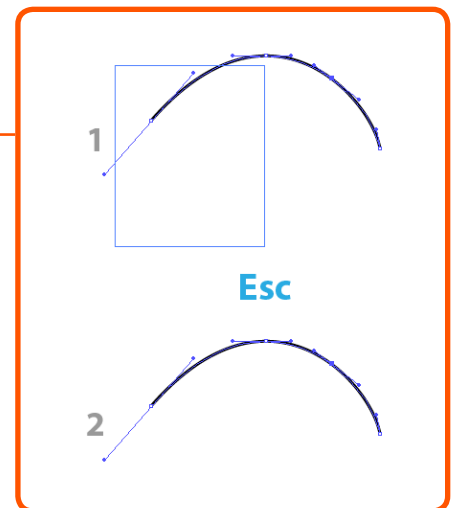
This will constrain the distance from the previous point (when preference set).



# INKSCRIBE

## Esc (when the mouse button is down)

When marqueeing, this will cancel the marquee.



## Shift (when the mouse button is down)

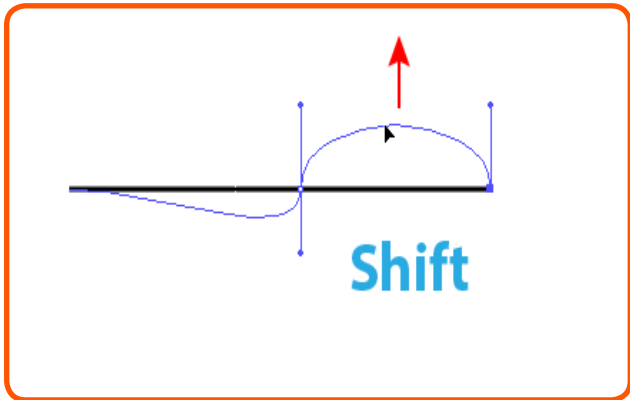
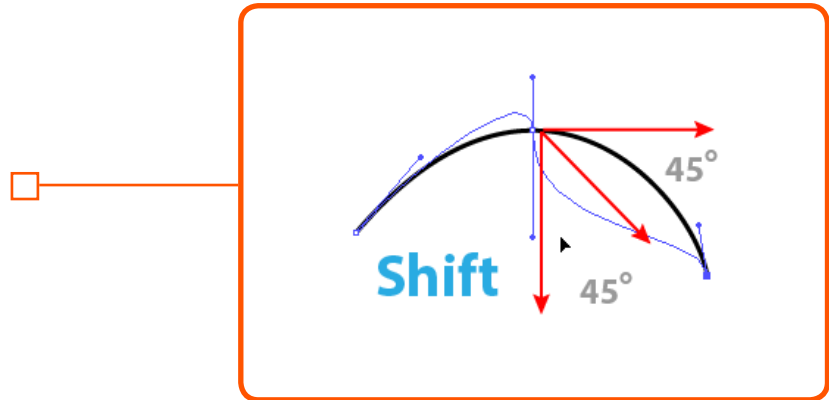
When dragging an anchor point, this will constrain the movement to 45° angles around the constrain angle.



 **INKSCRIBE**

**Shift**

When dragging a handle, this will constrain the handle angle to 45° angles around the constrain angle.

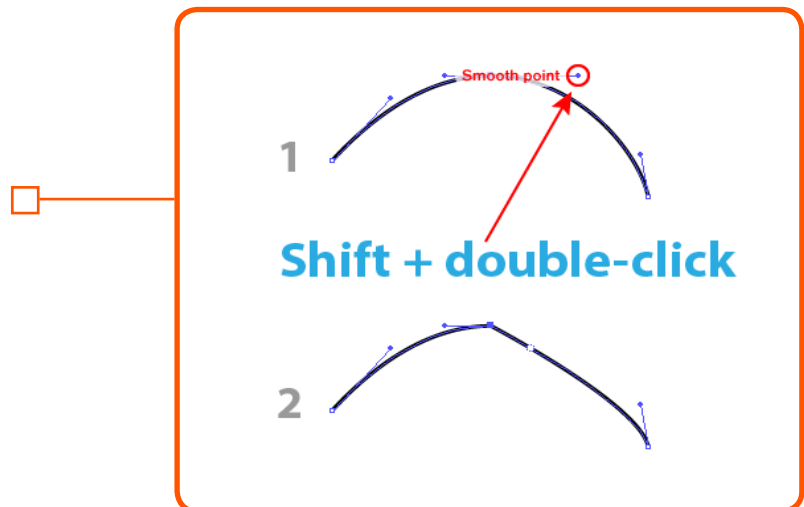


**Shift**

When dragging a path segment, this will make the segment symmetrical between the adjacent anchor points.

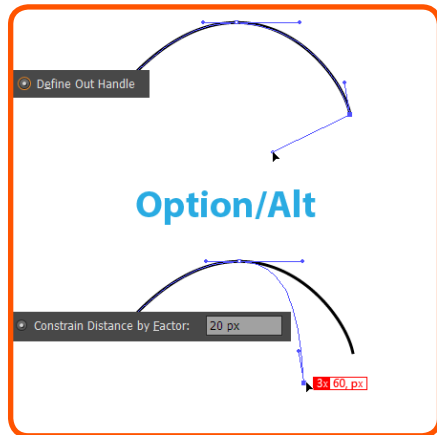
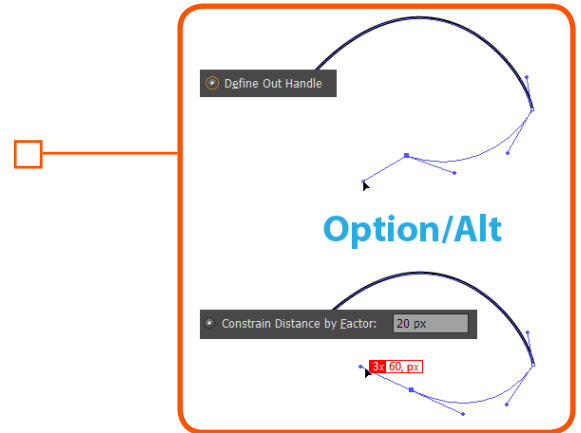
**Shift + double-click**

This will remove the handle.




**INKSCRIBE**
**Opt+Alt**

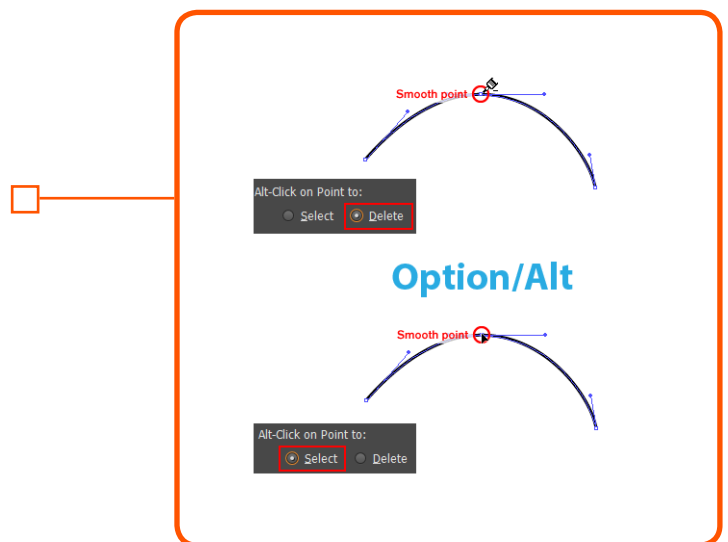
When dragging a new anchor point, this will either define the out handle or constrain the distance of the new handles (depending on preference setting).


**Opt+Alt**

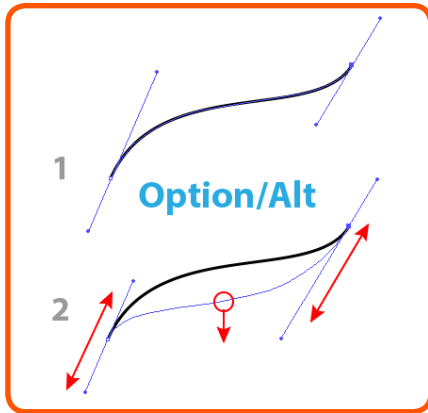
When dragging an existing anchor point, this will either define the out-handle or constrain the distance of movement (depending on preference setting).

**Opt+Alt**

When clicking on an anchor point, this will either delete or select the point (depending on preference setting).

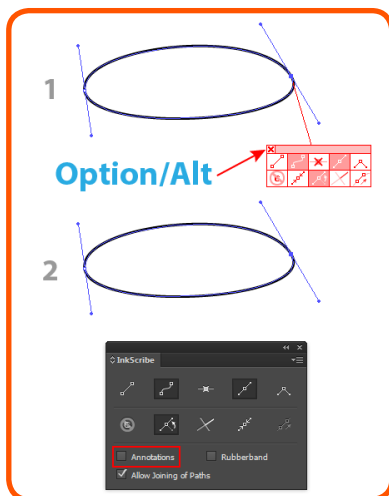
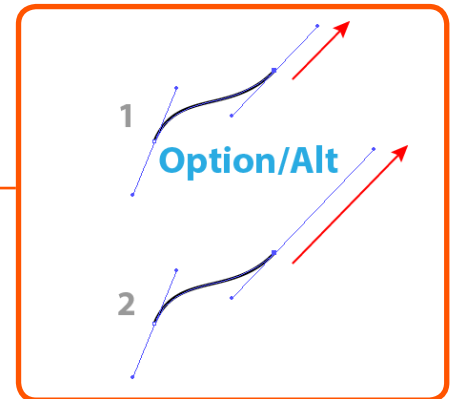


 **INKSCRIBE**



**Opt+Alt**  
When dragging a path segment, this will constrain the adjacent handles to their original angles.

**Opt+Alt**  
When dragging a handle, this will constrain the handle's angle to its original angle.

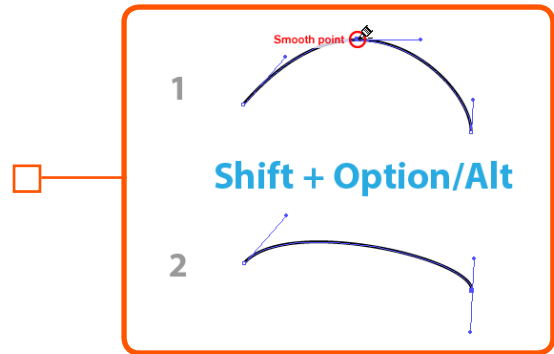


**Opt+Alt**  
When clicking on the close button of the annotation buttons box, this will close the annotations. It will also uncheck the "Annotations" checkbox on the panel so that no further annotations are shown until the checkbox is reenabled.

 **INKSCRIBE**

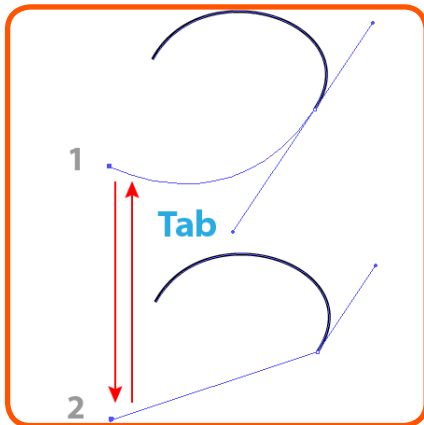
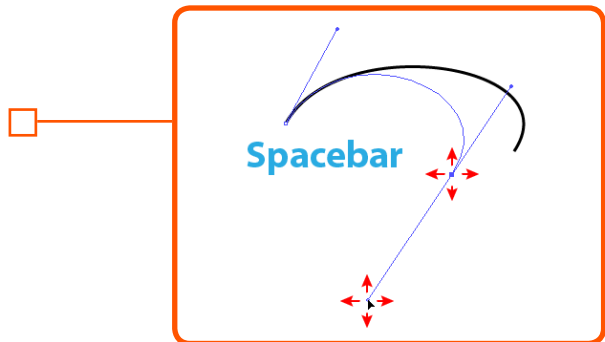
**Shift + Option+Alt**

When clicking on an anchor point to delete it, this will use the regular (old-style) delete instead of Smart Remove.



**Spacebar**

When dragging a handle, this will move the associated anchor point.

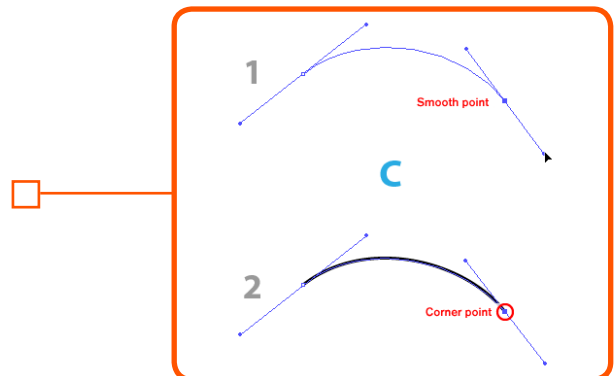


**Tab (when mouse held down)**

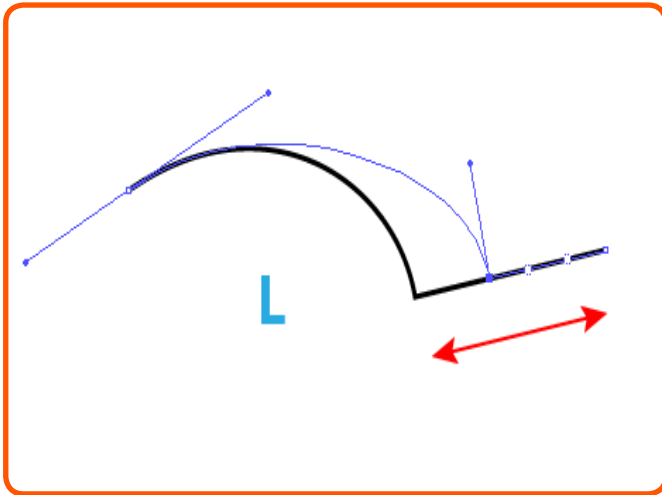
When continuing a path, this will switch between straight and curved segments.

**C (when mouse held down)**

When continuing a path or starting a new path, this will change the point type to corner.



 **INKSCRIBE**

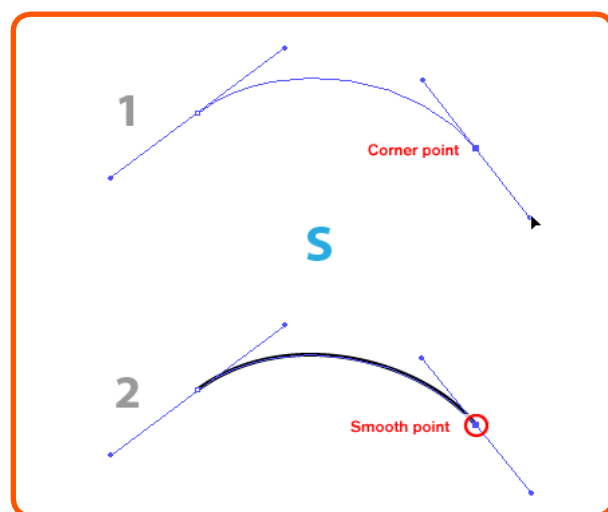
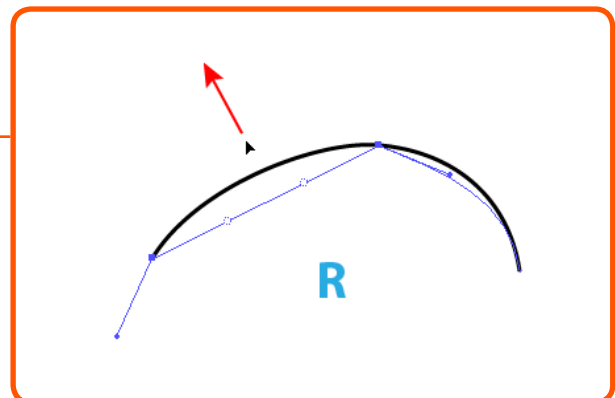


**L (when mouse held down)**

When dragging an anchor point with at least one straight segment adjacent to it, this will constrain the movement of the anchor point to be parallel with the angle of the straight segment(s).

**R (when mouse held down)**

When dragging a path segment, this will retract the segment's handles.



**S (when mouse held down)**

When continuing a path or starting a new path, this will change the point type to smooth.



# DYNAMIC SKETCH

## Tool Mode Settings



Toggle repeat sketch traces on and off

Toggle ability to edit, continue, or join to existing paths on and off

Toggle intelligent path joining on and off

Toggle gesture trimming on and off

## Dynamic Sliders



Click to change the accuracy (0 - 10) to the default value (Opt/Alt-click to set the default value)

Click to change the smoothness (0 - 100%) to the default value (Opt/Alt-click to set the default value)



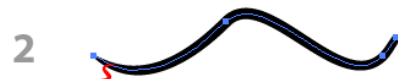
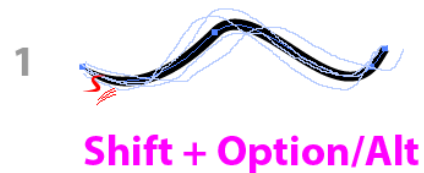
Press the "C" key to change the preview color whilst drawing



Press the "S" key to toggle the stroke width preview whilst drawing.

SHIFT + OPTION+ALT If a current "repeat sketch" path exists, this will end the current repeat sketch and toggles the 'repeat sketch mode' on in the panel.

SHIFT + OPTION+ALT When clicking on a non-repeat sketch path icon, this makes it a repeat sketch path and toggles the 'repeat sketch mode' on in the panel.

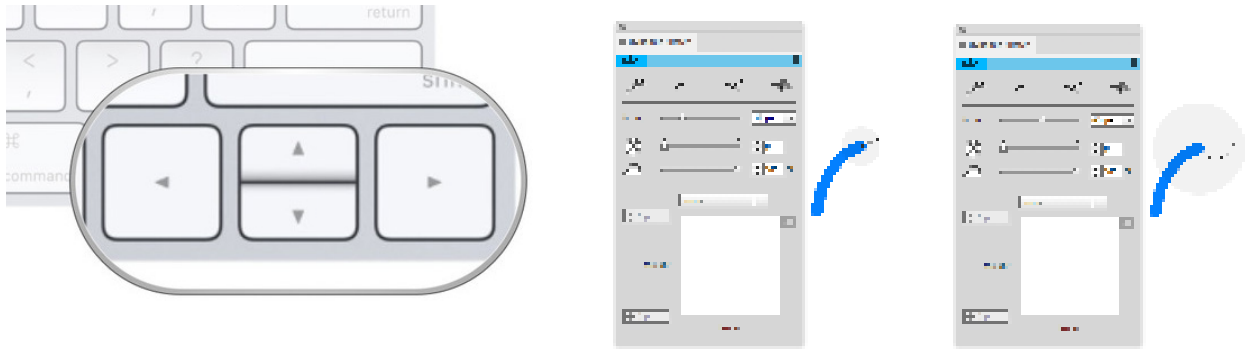




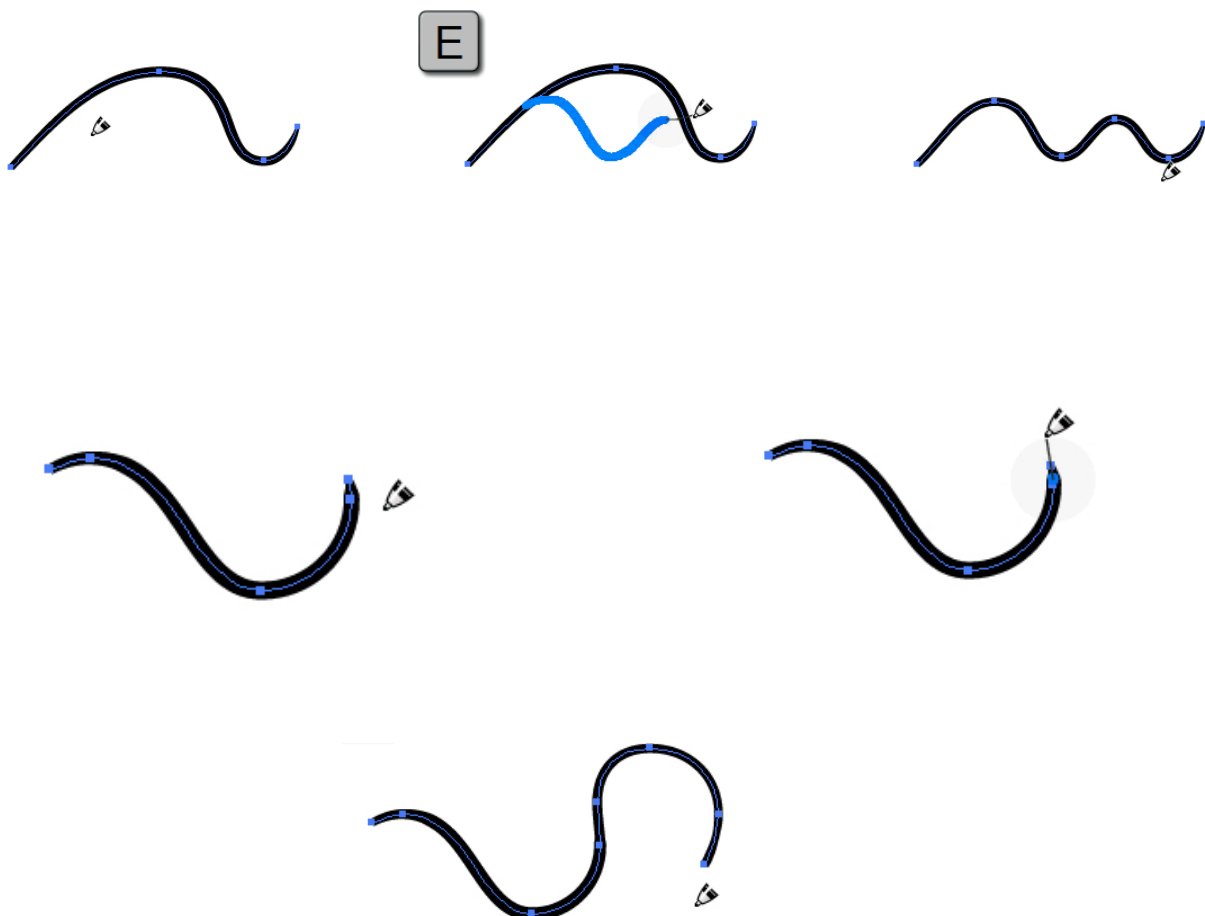

**DYNAMICSKETCH**

Up / Down Arrow Keys

Using the up and down arrow keys whilst drawing will increase / decrease the string length.

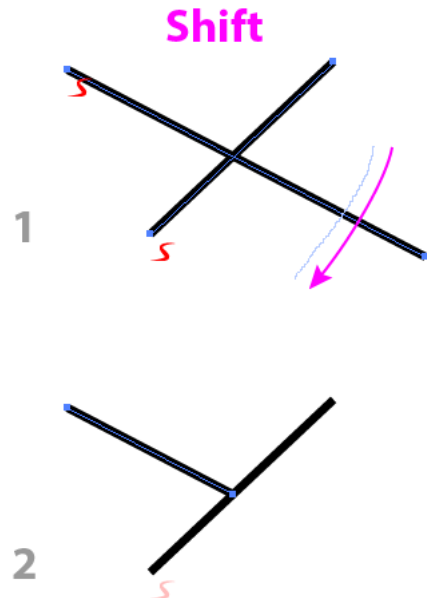


Hold down the 'E' key to disable/enable the edit/continue path mode whilst drawing.

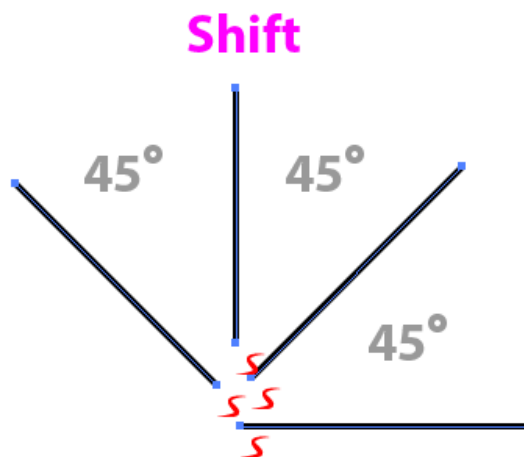



**DYNAMICSKETCH**

Pressing shift (or using your Wacom eraser):  
 SHIFT - enters the "trim" mode (the drawn stroke will always act as a trim; by default the paths will auto-join which can be changed in the preferences).



Whilst drawing a sketch path (after the mouse button is down):  
 'OPTION+ALT' enters into rubberband mode (straight line) whilst drawing and trimming with Wacom stylus eraser. Use SHIFT to constrain the rubberband when drawing and trimming

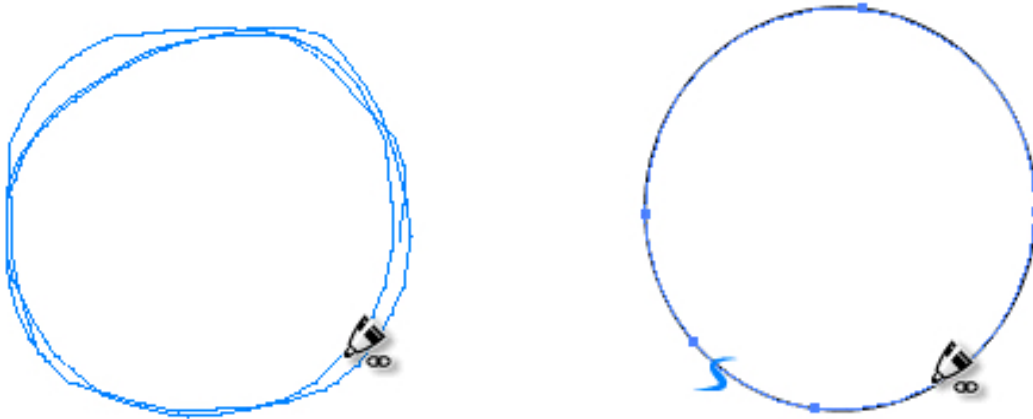




# DYNAMICSKETCH

Although not strictly a keyboard shortcut, here is a tip for creating a perfect circle quickly.

You can draw a rough circle 3-5 times with Dynamic Sketch Tool to get an instant circle. You will only get a true circle if "Smooth Towards Circular" preference is enabled AND the smoothness is set to 100%.



To make changes in the Preferences panel just double-click the tool in the toolbar or, if the tool is selected, press RETURN/ENTER to access the preferences.

