Jared's Awesome ARCHICAD 18	Shortcuts			Jared's Wise ARCHICAD 19 Sho	rtcuts		
		Default Keyboard	Shortcuts	in ARCHICAD 19			
New	₩N	Creates a new, empty ArchiCAD project.	All Types	New	₩N	Creates a new, empty ArchiCAD project.	All Type
New & Reset All	∺≺⁻N	Creates a new, empty ArchiCAD project and applies default	All Types	New & Reset All	₩√ZN	Creates a new, empty ArchiCAD project and appl	li All Typ
Open	жо	Opens an existing document.	All Types	Open	жо	Opens an existing document.	All Typ
Save	₩S	Saves the project.	All Types	Save	₩S	Saves the project.	All Typ
Open Object	# <b>~</b> _O	Browse for an existing library part and open its script window	All Types	Open Object	#√_0	Browse for an existing library part and open its so	r All Typ
Quit	₩Q	Quits the application; prompts to save documents.	All Types	Quit	₩Q	Quits the application; prompts to save documents	s. All Typ
Undo	₩Z	Undoes the last action.	Non-Text	Undo	₩Z	Undoes the last action.	Non-Te
Redo	ื่∺≺⁻Z	Redoes the previously undone action.	Non-Text	Redo	∺√Z	Redoes the previously undone action.	Non-Te
Repeat Last Command	₩B	Repeats the last executed menu command.	Non-Text	Repeat Last Command	₩B	Repeats the last executed menu command.	Non-Te
Page Setup	∺√P	Changes the page layout settings.	All Types	Page Setup	₩¬ニP	Changes the page layout settings.	All Typ
Print	₩P	Prints the current project.	All Types	Print	₩P	Prints the current project.	All Typ
Cut	₩X	Removes the selected items and copies them onto the Clipb	Non-Text	Cut	жX	Removes the selected items and copies them onto	t Non-Te
Сору	жC	Copies the selected items to the Clipboard. Use Paste to put	Non-Text	Сору	жC	Copies the selected items to the Clipboard. Use F	P Non-Te
Paste	₩V	Inserts the items you have copied or cut into the selected loc	Non-Text	Paste	₩V	Inserts the items you have copied or cut into the	s Non-Te
Select All	₩A	Selects all items of the desired type.	Non-Text	Select All	₩A	Selects all items of the desired type.	Non-Te
Find & Select	жF	Displays selection criteria for finding and selecting items.	Non-Text	Find & Select	жF	Displays selection criteria for finding and selecting	g Non-Te
Group	жG	Creates a new group out of the selected items.	Non-Text	Group	жG	Creates a new group out of the selected items.	Non-Te
Ungroup	ื่∺∼:G	Revokes the last Group command issued on the selected ite	All Types	Ungroup	ื่∺≺:G	Revokes the last Group command issued on the	s All Typ
Suspend Groups	∼:G	Enables editing of individual elements inside Groups.	All Types	Suspend Groups	∼:G	Enables editing of individual elements inside Gro	u All Typ
Drag	жD	Drags the selected items.	All Types	Drag	₩D	Drags the selected items.	All Typ
Rotate	ЖE	Rotates the selected items.	All Types	Rotate	ЖE	Rotates the selected items.	All Typ
Mirror	₩M	Mirrors the selected items.	Non-Text	Mirror	₩M	Mirrors the selected items.	Non-Te
Elevate	<b>∺9</b>	Elevates the selected items.	All Types	Elevate	₩9	Elevates the selected items.	All Typ
Drag a Copy	∺√∴D	Drags a duplicate of the selected item.	All Types	Drag a Copy	₩√ːD	Drags a duplicate of the selected item.	All Typ
Rotate a Copy	∺√E	Rotates a duplicate of the selected item.	All Types	Rotate a Copy	₩√Œ	Rotates a duplicate of the selected item.	All Typ
Mirror a Copy	₩√™	Mirrors a duplicate of the selected item.	All Types	Mirror a Copy	₩¬ニM	Mirrors a duplicate of the selected item.	All Typ
Multiply	жU	Opens Multiply dialog box.	Non-Text	Multiply	жU	Opens Multiply dialog box.	Non-T
Resize	жK	Resizes the selected items.	All Types	Resize	жK	Resizes the selected items.	All Typ
Adjust	₩-	Adjusts the selected items to a line or other item.	All Types	Adjust	<b>%</b> -	Adjusts the selected items to a line or other item.	All Typ
Explode into Current View	<b>∺=</b>	Transforms the selected elements into independent 2D drawing	All Types	Explode into Current View	<b>#=</b>	Transforms the selected elements into independe	e All Typ
Edit Selection Set	∺√:T	Edits the common parameters of the selected items.	Non-Text	Edit Selection Set	ж∕₋т	Edits the common parameters of the selected ite	Non-T
Tool Settings	жT	Changes the settings of the selected or newly created items	Non-Text	Tool Settings	жT	Changes the settings of the selected or newly cre	Non-Te
Pick Up Parameters	√_C	Picks up an element's parameters and sets them as the defa	Non-Text	Pick Up Parameters	∼⁻C	Picks up an element's parameters and sets them	Non-T
Inject Parameters	ื่∺~:C	Injects the default parameters into an element.	Non-Text	Inject Parameters	ื่∺≺∵C	Injects the default parameters into an element.	Non-Te
Undo(text)	₩Z	Undoes the last action in a text window.	Text	Undo(text)	₩Z	Undoes the last action in a text window.	Text
Redo(text)	∺√Z	Redoes the previously undone action in a text window.	Text	Redo(text)	# <b>∵Z</b>	Redoes the previously undone action in a text wir	n Text
Repeat Last Command(text)	₩B	Repeats the last executed menu command in a text window.	Text	Repeat Last Command(text)	<b>ЖВ</b>	Repeats the last executed menu command in a te	
Cut(text)	жX	Removes the selected items from a text window and copies t	Text	Cut(text)	жX	Removes the selected items from a text window a	
Copy(text)	жC	Copies the selected items to the Clipboard. Use Paste to put		Copy(text)	жС	Copies the selected items to the Clipboard. Use F	Text
				Paste(text)	₩V		

Select All(text)	жA	Selects all items of the desired type in a text window.	Text	Select All(text)	₩A	Selects all items of the desired type in a text wind	Text
Find & Replace	ЖF	Replaces the specified text with different text.	Text	Find & Replace	жF	Replaces the specified text with different text.	Text
Find Again	жG	Finds next occurrence of the specified text.	Text	Find Again	жG	Finds next occurrence of the specified text.	Text
Replace Again	жT	Repeats the last replace action.	Text	Replace Again	жT	Repeats the last replace action.	Text
Replace Again Backwards	ื่∺∖⁻T	Repeats the last replace action, moving backwards through t	Text	Replace Again Backwards	# <b>\</b> ⁻T	Repeats the last replace action, moving backward	d Text
Go to Line	₩L	Goes to the specified line.	Text	Go to Line	₩L	Goes to the specified line.	Text
Comment	жM	Comments the selected line.	Text	Comment	₩M	Comments the selected line.	Text
Uncomment	жU	Removes the comment sign from the selected line.	Text	Uncomment	жU	Removes the comment sign from the selected line	e Text
Go Up a Story	~:F2	Goes up one story.	All Types	Go Up a Story	∵F2	Goes up one story.	All Ty
Go Up a Story	<b>ЖU</b> р	Goes up one story.	All Types	Go Up a Story	ЖUр	Goes up one story.	All Ty
Go Down a Story	<b>%F2</b>	Goes down one story.	All Types	Go Down a Story	₩F2	Goes down one story.	All Ty
Go Down a Story	∺Down	Goes down one story.	All Types	Go Down a Story	∺Down	Goes down one story.	All Ty
Go to Story	<b>%</b> ⁻ <b>F2</b>	Goes to the desired story.	All Types	Go to Story	<b>%⁻√⁻F2</b>	Goes to the desired story.	All Ty
Go to First Layout	ื่∺~:Left	Goes to the first Layout.	All Types	Go to First Layout	<b></b> ≇≺:Left	Goes to the first Layout.	All Ty
Go to Previous Layout	<b></b> βF7	Goes to the previous Layout.	All Types	Go to Previous Layout	₩ <b>F7</b>	Goes to the previous Layout.	All Ty
Go to Previous Layout	<b>%Left</b>	Goes to the previous Layout.	All Types	Go to Previous Layout	∼:Left	Goes to the previous Layout.	All Ty
Go to Next Layout	~:F7	Goes to the next Layout.	All Types	Go to Next Layout	<b>∵F7</b>	Goes to the next Layout.	All Ty
Go to Next Layout	<b>≋Right</b>	Goes to the next Layout.	All Types	Go to Next Layout	∼:Right	Goes to the next Layout.	All Ty
Go to Last Layout	<b>ж</b> ≺:Right	Goes to the last Layout.	All Types	Go to Last Layout	#≺:Right	Goes to the last Layout.	All T
Lock/Unlock to/from Guide Line	~_§	Locks or Unlocks the cursor to/from Guide Line.	Non-Text	Lock/Unlock to/from Guide Line / Sn	~_§	Locks or Unlocks the cursor to/from Guide Line /	Non-
Zoom to Selection	<b>#</b> û'	Sets the view to display all selected items in the Window.	All Types	Zoom to Selection	<b>光</b> ①'	Sets the view to display all selected items in the	All Ty
Fit in Window	<b>ж'</b>	Sets the view to display all items in the Window.	All Types	Fit in Window	<b></b> #'	Sets the view to display all items in the Window.	All T
Previous Zoom	<b></b> #[	Jumps back to the previous zoom.	All Types	Previous Zoom	光[	Jumps back to the previous zoom.	All Ty
Next Zoom	<b></b> #]	Jumps to the next zoom.	All Types	Next Zoom	光]	Jumps to the next zoom.	All Ty
Show Selection in 3D	F4	Opens the 3D Window to display the elements selected by th	All Types	Show Selection in 3D	F4	Opens the 3D Window to display the elements se	l All T
Show All in 3D (Filtered)	жF4	Opens the 3D Window to display the entire model in 3D (limit	All Types	Show All in 3D (Filtered)	₩F4	Opens the 3D Window to display the entire model	I All T
Filter and Cut Elements in 3D	æ√zA	Selects a subset of project elements to display in the 3D win	All Types	Filter and Cut Elements in 3D	#√-A	Selects a subset of project elements to display in	t All T
3D Cutaway	жY	Switches 3D cut planes on and off.	All Types	3D Cutaway	жY	Switches 3D cut planes on and off.	All T
3D Projection Settings	# <b>∵F3</b>	Changes the 3D viewpoint, camera and sun settings.	All Types	3D Projection Settings	<b></b>	Changes the 3D viewpoint, camera and sun settir	n All T
Hidden Line	~:û <b>F6</b>	Displays items in 3D window using hidden line mode.	All Types	Hidden Line	~:û <b>F6</b>	Displays items in 3D window using hidden line mo	o All Ty
Redraw	я́R	Refreshes the active window.	All Types	Redraw	₩R	Refreshes the active window.	All T
Rebuild	#¬:R	Rebuilds the content of the active window.	All Types	Rebuild	#¬∴R	Rebuilds the content of the active window.	All T
Rebuild & Regenerate	∺∵îR	Rebuilds and regenerates the content of the active window.	All Types	Rebuild & Regenerate	₩¬ニîR	Rebuilds and regenerates the content of the activ	All Ty
Open 3D Window	F3	Opens or activates 3D window.	All Types	Open 3D Window	F3	Opens or activates 3D window.	All T
Story Settings	<b>ж7</b>	Creates and changes the stories.	All Types	Story Settings	<b></b> #7	Creates and changes the stories.	All T
Crop to Single-plane Roof	₩0	Crops walls, columns, slabs, beams and library parts to Singl	All Types	Crop to Single-plane Roof	₩0	Crops walls, columns, slabs, beams and library p	All T
Layer Settings	₩L	Creates and changes the layers and layer combinations.		Layer Settings	₩L	Creates and changes the layers and layer combin	n Non-
Save View and Place on Layout	û <b>F7</b>	Saves a new view and places it on the active layout.	All Types	Save View and Place on Layout	û <b>F7</b>	Saves a new view and places it on the active layo	
Floor Plan	F2	Activates Floor Plan window.		Floor Plan	F2	Activates Floor Plan window.	All T
Top Elevation	T	Activates the top elevation value in the Info Box.		Top Elevation	Т	Activates the top elevation value in the Info Box.	
Top Elevation	ÛΤ	Activates the top elevation value in the Info Box.		Top Elevation	<b>⊕ T</b>	Activates the top elevation value in the Info Box.	
Bottom Elevation	В	Activates the bottom elevation value in the Info Box.		Bottom Elevation	В	Activates the bottom elevation value in the Info Bo	

Bottom Elevation	ûВ	Activates the bottom elevation value in the Info Box.	All Types	Bottom Elevation	ûВ	Activates the bottom elevation value in the Info Bo	All Types
Zoom In (scrollbar)	equal/plus	Zooms in on the screen.	All Types	Zoom In (scrollbar)	equal/plus	Zooms in on the screen.	All Types
Zoom Out (scrollbar)	-	Zooms out from the screen.	All Types	Zoom Out (scrollbar)	-	Zooms out from the screen.	All Types
Switch Geometry Methods	G	Switches among the Geometry Methods in the Info Box.	All Types	Switch Geometry Methods	G	Switches among the Geometry Methods in the Inf	All Types
Switch Construction Methods	С	Switches among the Wall Reference Line, Slab Reference Pl	All Types	Switch Construction Methods	С	Switches among the Wall Reference Line, Slab R	All Types
Switch to the Next Pet Palette Item	F	Switches to the next item of the Pet Palette.	All Types	Switch to the Next Pet Palette Item	F	Switches to the next item of the Pet Palette.	All Types
Switch to the Previous Pet Palette Item	∵F	Switches to the previous item of the Pet Palette.	Non-Text	Switch to the Previous Pet Palette It	√F	Switches to the previous item of the Pet Palette.	All Types
				Switch to the Previous Pet Palette It	ûF	Switches to the previous item of the Pet Palette.	All Types
Orbit	0	Switches Orbit Mode on and off.	All Types	Orbit	0	Switches Orbit Mode on and off.	All Types
Perspective	~:F3	Perspective	All Types	Perspective	~:F3	Perspective	All Types
Axonometry	жF3	Axonometry	All Types	Axonometry	₩F3	Axonometry	All Types
Edit value in Tracker	N	Brings up the Tracker for numeric input.	All Types	Edit value in Tracker	N	Brings up the Tracker for numeric input.	All Types
Prefer polar coordinates in Tracker	1	During straight vector editing, Tracker shows Radius and An	All Types	Prefer polar coordinates in Tracker	1	During straight vector editing, Tracker shows Radi	All Types
Gravity	V	Automatically places new element on top of an existing elem	All Types	Gravity	ûV	Automatically places new element on top of an ex	i All Types
Gravity	~⁻V	Switches among gravity modes: none, Slab, Roof, or Mesh.	All Types	Gravity	~⁻V	Switches among gravity modes: none, Slab, Roof,	All Types
Measure	M	Show distances/angles of cursor from reference point or Gui	All Types	Measure	M	Show distances/angles of cursor from reference p	All Types
Measure	û <b>M</b>	Show distances/angles of cursor from reference point or Gui	All Types	Measure	û <b>M</b>	Show distances/angles of cursor from reference p	All Types
X Coordinate	X	Activates the X Coordinate value.	All Types	X Coordinate	X	Activates the X Coordinate value.	All Types
X Coordinate	ûΧ	Activates the X Coordinate value.	All Types	X Coordinate	û <b>X</b>	Activates the X Coordinate value.	All Types
Y Coordinate	Υ	Activates the Y Coordinate value.	All Types	Y Coordinate	Υ	Activates the Y Coordinate value.	All Types
Y Coordinate	ûΥ	Activates the Y Coordinate value.	All Types	Y Coordinate	û <b>Y</b>	Activates the Y Coordinate value.	All Types
Z Coordinate	Z	Activates the Z Coordinate value.	All Types	Z Coordinate	Z	Activates the Z Coordinate value.	All Types
Z Coordinate	ûΖ	Activates the Z Coordinate value.	All Types	Z Coordinate	ûΖ	Activates the Z Coordinate value.	All Types
Radius/Distance	R	Activates the Radius or the Distance value.	All Types	Radius/Distance	R	Activates the Radius or the Distance value.	All Types
Radius/Distance	ûR	Activates the Radius or the Distance value.	All Types	Radius/Distance	ûR	Activates the Radius or the Distance value.	All Types
Radius/Distance	~:D	Activates the Radius or the Distance value.	All Types	Radius/Distance	û <b>D</b>	Activates the Radius or the Distance value.	All Types
Radius/Distance	D	Activates the Radius or the Distance value.	All Types	Radius/Distance	D	Activates the Radius or the Distance value.	All Types
Angle	Α	Activates the Angle value.	All Types	Angle	A	Activates the Angle value.	All Types
Angle	ûΑ	Activates the Angle value.	All Types	Angle	û <b>A</b>	Activates the Angle value.	All Types
Lock X Coordinate	~⁻X	Locks the X Coordinate value.		Lock X Coordinate	~⁻X	Locks the X Coordinate value.	All Types
Lock X Coordinate	∵ûX	Locks the X Coordinate value.	All Types	Lock X Coordinate	∕∵ûX	Locks the X Coordinate value.	All Types
Lock Y Coordinate	~:Y	Locks the Y Coordinate value.	All Types	Lock Y Coordinate	~_Y	Locks the Y Coordinate value.	All Types
Lock Y Coordinate	∵ûY	Locks the Y Coordinate value.	All Types	Lock Y Coordinate	∵ûΥ	Locks the Y Coordinate value.	All Types
Lock Z Coordinate	∼⁻Z	Locks the Z Coordinate value.		Lock Z Coordinate	√-Z	Locks the Z Coordinate value.	All Types
Lock Z Coordinate	∵û <b>Z</b>	Locks the Z Coordinate value.	All Types	Lock Z Coordinate	∵ûZ	Locks the Z Coordinate value.	All Types
Lock Radius/Distance	∼R	Locks the Radius or the Distance value.		Lock Radius/Distance	∕∵R	Locks the Radius or the Distance value.	All Types
Lock Radius/Distance	∵ûR	Locks the Radius or the Distance value.	All Types	Lock Radius/Distance	∵îR	Locks the Radius or the Distance value.	All Types
				Lock Radius/Distance	∼D	Locks the Radius or the Distance value.	All Types
Lock Radius/Distance	∵ûD	Locks the Radius or the Distance value.		Lock Radius/Distance	∵ûD	Locks the Radius or the Distance value.	All Types
Lock Angle	~-A	Locks the Angle value.		Lock Angle	~=A	Locks the Angle value.	All Types
Lock Angle	∵û <b>A</b>	Locks the Angle value.		Lock Angle	∵ûA	Locks the Angle value.	All Types
Cursor Snap Variants	û <b>Q</b>	Switches among Cursor Snap Variants.	All Types	Cursor Snap Variants	ûQ	Switches among Cursor Snap Variants.	All Types

	Previous Tool in Toolbox	PageUp	Activates the Tool located above the currently active tool in t	All Types	Previous Tool in Toolbox	PageUp	Activates the Tool located above the currently acti	ti All Types
	Next Tool in Toolbox	PageDown	Activates the Tool located below the currently active tool in the	All Types	Next Tool in Toolbox	PageDown	Activates the Tool located below the currently acti	i All Types
	Change Grid Snap States	√S	Switches among cursor snap grid options: none, snap grid a	All Types	Change Grid Snap States	√:S	Switches among cursor snap grid options: none, s	s All Types
	Trace On/Off	û <b>F2</b>	Turns Trace Reference feature On/Off.	Non-Text	Trace On/Off	û <b>F2</b>	Turns Trace Reference feature On/Off.	Non-Text
	Activate Next Tracker Value	*	Brings up the Tracker for numeric input; switches to the next	Non-Text	Activate Next Tracker Value	*	Brings up the Tracker for numeric input; switches	Non-Text
	Activate Previous Tracker Value	~_*	Brings up the Tracker for numeric input; switches to the previ	All Types	Activate Previous Tracker Value	~-*	Brings up the Tracker for numeric input; switches	All Types
	Close Window	жW	Closes the window.	Non-Text	Close Tab Project	жW	Closes Tab Project.	All Types
	Last Section (context menu)	F6	Activates the window of the last section.	All Types	Last Section (context menu)	F6	Activates the window of the last section.	All Types
	Last Layout (context menu)	F7	Activates the window of the last layout.	All Types	Last Layout (context menu)	F7	Activates the window of the last layout.	All Types
					Open/Join Teamwork Project	₩ûO	Opens or joins an existing Teamwork Project.	All Types
					Close Project	#√⁻W	Closes the project.	All Types
					Place External Drawing from Teamw	₩∖∵ûO	Imports and places external drawing file from a Te	e All Types
Shortcut upda	tes for ARCHICAD 19				Grid Snap	ûS	Toggles snap-to-grid input on and off.	All Types
Default in 18	Default in 19	131			Rotate Orientation	₩,	Rotates the view orientation.	Non-Text
None in 18	Default in 19	31			Horizontal (Editing Plane Orientation	∵E	Changes Editing Plane orientation to Horizontal.	Non-Text
Custom in 18	Default in 19	5	167		Next Plane	Е	Click to cycle through context-specific editing plan	n Non-Text
Custom in 18	None in 19	-14			Send Changes	#√S	Sends Changes to shared project on server (Tea	All Types
Custom in 18	Custom in 19 (overriding default)	1			Enter/Exit Full Screen	ж <sub>^</sub> F	Toggles Full Screen mode on and off.	All Types
Custom in 18	Custom in 19 (no default)	18			Show Next Tab	<sub>^</sub> Tab	Shows the next tab in Tab Bar.	All Types
Custom in 18	Custom in 19 (no default, new custom)	14			Show Previous Tab	û <b>△Tab</b>	Shows the previous tab in Tab Bar.	All Types
None in 18	Custom in 19 (no default)	6	39		Arrow Tool/Last Tool Toggle	W	Toggles between the Arrow tool and the last used	All Types
	Total Shortcuts	206			Scroll Up	Up	Scrolls the window up.	All Types
					Scroll Down	Down	Scrolls the window down.	All Types
					Scroll Left	Left	Scrolls the window left.	All Types
					Scroll Right	Right	Scrolls the window right.	All Types
					Nudge Up (Larger)	∕⊂ûUp	Nudges the selected element(s) up (Construction	All Types
					Nudge Down (Larger)	∕∵û Down	Nudges the selected element(s) down (Constructi	All Types
					Nudge Left (Larger)	∵∵û <b>Left</b>	Nudges the selected element(s) left (Construction	All Types
					Nudge Right (Larger)	र्ो Right	Nudges the selected element(s) right (Construction	All Types
					Nudge Up	û <b>U</b> p	Nudges the selected element(s) up (Snap Grid inc	c All Types
					Nudge Down	û Down	Nudges the selected element(s) down (Snap Grid	All Types
					Nudge Left	û Left	Nudges the selected element(s) left (Snap Grid in	All Types
					Nudge Right	û Right	Nudges the selected element(s) right (Snap Grid i	i All Types
					Change Flip Status	Р	Changes the Flip Status of the Wall or Shell.	Non-Text
					Switch Geometry Methods Backwar	ûG	Switches among the Geometry Methods in the Inf	All Types
					Home Story	Н	Activates the Home Story value.	All Types
					Home Story	ûΗ	Activates the Home Story value.	All Types
					IFC Manager (IFC 2x3)	<b>#\⁻</b> I	IFC Manager	Non-Text
	Create Guide Line Segment	û§	Creates a user-defined guide line segment.	All Types	Create Guide Line Segment	û <b>L</b>	Creates a user-defined guide line segment, or gui	Non-Text
	Force Guide Line Display	§	Displays the next Guide Line Group (Main-direction or Relati			Q	Displays the next Guide Line Group (Main-direction	Non-Text
	Show/Hide Guide Lines	Q	Toggles guide lines on and off.	Non-Text		∖∵L	Toggles guide lines on and off.	Non-Text
	Element Snap	Е	Toggles element snapping on and off.	All Types	Element Snap	ûΕ	Toggles element snapping on and off.	All Types

	Save as	<b></b> ສ≺ະS	Saves the project with a new name.	All Types	Save as	ЖûS	Saves the project with a new name.	All Types
	Create Patch	^P	Transforms selected area into ArchiCAD Library Part.	Non-Text				
	Go Up a Story	ж6	Goes up one story.	Non-Text				
	Go Down a Story	<b>#5</b>	Goes down one story.	Non-Text				
	Vectorial Hatching	٠V	Toggles between bitmap pattern and vectorial hatching displ	Non-Text				
	Marker Range	~:^V	Specifies whether Detail boundaries and Section depth outlin	Non-Text				
	Linework Consolidation	~ <u>_</u> ,	Cleans up superfluous line elements, removes duplicated lin	Non-Text				
	Fill Consolidation	^`	Fine-tunes the view by merging overlapping or superfluous fil	Non-Text				
	Remove All Guide Lines	ж§	Removes all guide lines from the view.	All Types				
	Search & Replace Text (Search Repl	∺√F	Search and Replace Text					
	Hotlink Manager	~ <u>_</u> ^,	Opens Hotlink Manager.	Non-Text				
	Line	∖∴L	Line Tool	Non-Text				
	Set Origin	<b>∼</b> :1	Sets the origin of Vector fill.	Non-Text				
	Fillet/Chamfer	^F	Applies a fillet or chamfer to the selected element(s).	Non-Text				
	Stretch	^S	Stretches or shrinks the selected items.	Non-Text				
			Customized Keyboar	d Shortcu	ts in ARCHICAD 19			
	Polyline	L	Polyline Tool	Non-Text	Polyline	L	Polyline Tool	Non-Text
	Fill		Fill Tool	Non-Text	Fill		Fill Tool	Non-Text
	Arc/Circle	;	Arc/Circle Tool	Non-Text	Arc/Circle	;	Arc/Circle Tool	Non-Text
	Spline	∖_;	Spline Tool	Non-Text	Spline	~;	Spline Tool	Non-Text
	Hotspot	~:0	Hotspot Tool	Non-Text	Hotspot	~=0	Hotspot Tool	Non-Text
	Intersect	жI	Stretches or shrinks the selected lines/arcs or walls up to their	Non-Text	Intersect	жI	Stretches or shrinks the selected lines/arcs or wall	Non-Text
	Unify	<b>%8</b>	Unify the selected lines/arcs/polylines into a single polyline, o	Non-Text	Unify	<b>%8</b>	Unify the selected lines/arcs/polylines into a singl	Non-Text
	Profile Manager		Opens Profile Manager		Opens Profile Manager		Opens Profile Manager	Non-Text
	Solid Element Operations	<b>√</b> :0	Executes boolean operations on elements.		Executes boolean operations on eler	nents.	Executes boolean operations on elements.	Non-Text
	Show/Hide Favorites	Û`	Shows or hides Favorites palette.	Non-Text	Show/Hide Favorites	<b>û</b> `	Shows or hides Favorites palette.	Non-Text
	Special Snap Constraint		Allows the cursor to snap to a division point (as defined in th	Non-Text	Special Snap Constraint	Г	Allows the cursor to snap to a division point (as d	Non-Text
			Define project information data (e.g. Name, Client).		Project Info	equal sign	Define project information data (e.g. Name, Client	
	ID	^1	Activates the ID value in the Info Box.	Non-Text	ID	<u>^1</u>	Activates the ID value in the Info Box.	Non-Text
	Arrow	<b>光1</b>	Arrow Tool	Non-Text		<b>ж1</b>	Arrow Tool	Non-Text
	Marquee	<b>≋2</b>	Marquee Tool	Non-Text	Marquee	<b>∵1</b>	Marquee Tool	Non-Text
	Wall	W	Wall Tool	Non-Text	Wall	<b>%2</b>	Wall Tool	Non-Text
	Slab	U	Slab Tool	Non-Text	Slab	U	Slab Tool	Non-Text
	Roof	I	Roof Tool	Non-Text		I		Non-Text
		J	Dimension Tool		Dimension	J		Non-Text
		Н	Hide Selections'		Hide Selections' (Quick Layers)	,		Non-Text
	Hide Others' (Quick Layers)		Hide Others'		Hide Others' (Quick Layers)			Non-Text
	, ,		Undo QuickLayer Actions		Undo Layer Change (Quick Layers)	~⁻,		Non-Text
	, ,		Redo QuickLayer Actions		Redo Layer Change (Quick Layers)			Non-Text
			Brings the selected items to front.		Bring to Front	#¬ <b>⁻</b> 5	•	Non-Text
	Bring Forward	±4	Brings the selected items in front of items of equal or lower cl			# <b>5</b>	Brings the selected items in front of items of equal	
		<b>第3</b>	Sends the selected items behind items of equal or lower clas			<b> ∺6</b>	Sends the selected items behind items of equal or	

Send to Back	<b></b> ₩ <b>~</b> :3	Sends the selected items to back.	Non-Text	Send to Back	<b>%</b> ₹₹6	Sends the selected items to back.	Non-Text
Text	K	Text Tool	Non-Text	Text	√∴K	Text Tool	Non-Text
Show/Hide Quick Layers	۰X	Shows or hides the Quick Layers palette window.	Non-Text	Shows or hides the Quick Layers pal	^`	Shows or hides the Quick Layers palette window.	Non-Text
Library Manager	<b>∼</b> .1	Opens Library Manager.	Non-Text	Library Manager	~_,	Opens Library Manager.	Non-Text
Show/Hide Element Information	<b>ो ।</b>	Shows or hides the Element Information palette window.	Non-Text	Show/Hide Element Information	~~ <b>`</b> `	Shows or hides the Element Information palette w	Non-Text
Parallel/Perpendicular	Р	Turns on and switches between Parallel and Perpendicular	Non-Text	Parallel/Perpendicular	]	Turns on and switches between Parallel and Perp	Non-Text
Split	#√1	Splits the selected items along a line or other temporary item	Non-Text	Split	<b>8</b> ✓#	Splits the selected items along a line or other tem	Non-Text
				Object	<b>∵</b> 2	Object Tool	Non-Text
				Door	<b>∺3</b>	Door Tool	Non-Text
				Window	~:3	Window Tool	Non-Text
				Column	<b></b> ₩ <b>4</b>	Column Tool	Non-Text
				Beam	<b>~</b> _4	Beam Tool	Non-Text
				Label	K	Label Tool	Non-Text