









Shortcuts with The Geometer's Sketchpad

There are two types of shortcuts you can perform with Sketchpad. The first type uses the Command key (⌘) on Macintosh keyboards or the Control key (Ctrl) on Windows keyboards and another keystroke. Each shortcut is listed with the appropriate menu item.

Keystroke	Result	Keystroke	Result
⌘ Z or Ctrl Z	Undo	⌘ K or Ctrl K	Show or hide labels
⌘ R or Ctrl R	Redo	⌘ T or Ctrl T	Trace objects
⌘ A or Ctrl /	Select all	⌘ I or Ctrl I	Construct point at intersection
⌘ N or Ctrl N	Open a new sketch	⌘ M or Ctrl M	Construct point at midpoint
⌘ O or Ctrl O	Open dialog box for files	⌘ L or Ctrl L	Construct segment, ray, or line
⌘ W or Ctrl W	Close file	⌘ P or Ctrl P	Construct interior of polygon, circle, or arc sector
⌘ Q or Ctrl Q	Quit or exit Sketchpad	⌘ F or Ctrl F	Mark a center
⌘ S or Ctrl S	Save file	⌘ G or Ctrl G	Mark a mirror
⌘ H or Ctrl H	Hide objects		

The second type of shortcut uses the Sketchpad tools. When performed correctly, such shortcuts result in constructions that are just as sound as those made by using the commands from the menu.

Objective	Technique
Mark a mirror	Using the Selection Arrow tool  , double click on the segment, ray, or line you wish to be the mirror.
Mark a center	Using the Selection Arrow tool  , double click on the point you wish to be the center.
Construct a segment, ray, or line through two given points	Using the Segment  , Ray  , or Line tool  , press on the first point and then drag, releasing on the second point.
Construct a circle using two given points, one as the center and the other as a point on the circle.	Using the Circle tool  , press on the point you wish to be the center and then drag, releasing on the second point.
Construct the intersection point(s) of two given objects	Using the Selection Arrow tool  , or using the Point tool  , click on the point of intersection. (This method is not as foolproof for beginners.) Note: you can also draw segments, rays, lines, and circles to intersections. You don't have to construct a point first.