**VECTORScribe**

**DYNAMIC CORNERS**

When dragging out a marquee:
- ‘Esc’ cancels the marquee
- ‘Shift’ toggles the corner selection
- ‘Option+Alt’ adds corners to all applicable points within the marquee

When mousing down on a corner:
- ‘Option+Alt’ allows the corner to be moved during a subsequent drag
- ‘Space’ hides the annotations
- ‘Option+Alt’ shows the corner’s original (zero-radius) appearance [unless ‘Option+Alt’ was held down before the click-down; see above]

**TIP**
Temporarily turn on and off the smart guides by using the ‘U’ key when creating or adjusting your shape.
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
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)
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.
- ‘1’ through ‘7’ change the shape type.
- ‘0’ and ‘9’ change the shape type (moving forward or backward through the types).
- ‘B’ changes the shape to its basic appearance.
- ‘C’ rotates through the different corner types.
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.
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:
‘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.
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. ‘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. ‘Shift’ constrains the angle of motion.
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.
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.
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
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.
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
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)
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
The VectorScribe plugin is oriented towards ensuring the creation of your vector masterpieces is easier, faster and more flexible. I hope you have already experienced it (if not, download a FREE 14 day full trial now from our website!).

This document is devoted to the PathScribe tool using keyboard shortcuts. This information, along with the instructional product movies on the product pages on our website, will help you create vector artwork using the keyboard shortcuts like a pro in no time.

Notes:

Mac key names are used throughout here, but it understood that for Windows, Alt = Option, and Ctrl = Command.

The left and right bracket keys are used by some of VectorScribe's tools, but these keys can be changed by the user through Illustrator's Keyboard Shortcuts… Tools dialog, under Increase Diameter and Decrease Diameter. This is of use to users who local language format keyboards do not provide quick access to the square bracket keys. An asterisk will indicate this use, but note that this does not apply if the mouse button is held down.

Some shortcuts do not work in earlier versions of the plugin. Update the plugin to the latest version by visiting the VectorScribe product page on our website.

To access the advanced/numeric options in the PathScribe panel, there are three menu items: ‘Show Additional Buttons’, ‘Show Numeric Value Fields’, and ‘Show Path Control Area’.

When clicking the ‘Smooth’ button:
‘Option’ does not add automatically-generated handles after changing the point type.

When clicking the ‘Smart Remove Point’ button:
‘Option’ does an old-style delete instead.
When clicking the ‘Retract Handles’ button: ‘Option’ swaps the handles instead of retracting them.

When clicking the ‘Previous Point’ and ‘Next Point’ buttons: ‘Shift’ moves in either direction by ten points instead of one.

When clicking the multi-handle ‘Increment’ button: ‘Shift’ multiplies the value incremented by the ‘Shift Multiplier’ preference value (5 by default).
'Option' decrements the value instead of incrementing it.

When clicking the multi-handle 'Scale' button: 'Shift' multiplies the value incremented by the 'Shift Multiplier' (default is equal to 5 by default) preference value.

'Option' uses the reciprocal of the value.

When clicking the multi-handle 'Rotate' button: 'Shift' multiplies the value incremented by the 'Shift Multiplier' (default is equal to 5 by default) preference value.
‘Option’ rotates clockwise instead of counter-clockwise.

When clicking the multi-handle ‘Set Length’ button:
‘Shift’ multiplies the value incremented by the ‘Shift Multiplier’ (‘Shift Multiplier’ is equal to 5 by default) preference value.

‘Option’ uses negative length instead (flips handle).

‘Command’ uses a value of 0 (retracts handle).
When clicking the multi-handle ‘Set Angle’ button:

- ‘Shift’ uses the angle after mirroring it across the X-axis.

- ‘Option’ uses the angle after mirroring it across the Y-axis.

When dragging (general):

- ‘Command’ hides the annotations or (Windows only) toggles slow-drag (when pref is enabled).
- ‘Control’ (Mac only) toggles slow-drag.

When dragging multiple handles:

- ‘C’ toggles between counter-rotation and normal rotation modes.
When dragging multiple handles:
'Space' moves the handles together as a group.

When dragging multiple handles:
'Option' constrains the angle of each handle.

When dragging multiple handles:
'C' changes the associated anchor point to a corner point.

When dragging multiple handles:
'S' changes the associated anchor point to a smooth point.

When dragging a single handle:
'Space' moves the anchor point with its handles.

When dragging a single handle:
'Option' constrains the angle of the handle.
When dragging out a marquee: ‘Esc’ cancels the marquee.

When dragging a path segment: ‘R’ immediately retracts the segments handles, making it straight.

‘D’ toggles the preference which changes the segment’s points to corner points.

‘S’ immediately makes the segment’s end points smooth.

‘Option’ constrains the angle of each handle.
'Shift' + 'Option' reshapes path with the following constraints: the handle lengths are kept equalized, and the handle angles are constrained to their original values.

When dragging a path segment with 'Keep Path Under Cursor When Dragging':

'T' toggles Tangent Constraining (when on, the dragged path goes through the cursor at the same angle as it originally did).

When dragging an anchor point:

'L' constrains the point's movement to the angle(s) of the straight segment(s) adjoining it.

When there are one or more anchor points selected:

'T' smart removes the point(s).

When there are one or more handles selected:

'T' retracts the handle(s).
Notes:

Mac key names are used throughout here, but it understood that for Windows, Alt = Option, and Ctrl = Command.

Click Operations:
When clicking the smooth point

‘Option’ converts to corner point (handles remain).

‘Shift’ + ‘Option’ retracts handle.

When clicking the corner point

‘Option’ converts to smooth point (handles average).

‘Option’ (when clicking the handle) converts to smooth point (only clicked handle moves).
‘Shift’ + ‘Option’ retracts handle.

When clicking the smooth point (0 handles)
‘Shift’ + ‘Option’ extends two new handles using multihandle algorithm.

When clicking the corner point (0 handles)
‘Shift’ + ‘Option’ extends two new handles using multihandle algorithm.

When clicking the segment
‘Option’ adds a new smooth point to the path.

When clicking the blank area
‘Click’ deselects any selected handles (first click) or points (second click).

‘Shift’ + ‘Option’ selects all handles of selected points and enters Multi-Handle Mode.
Notes:
Mac key names are used throughout here, but it understood that for Windows, Alt = Option, and Ctrl = Command.

Drag Operations:
When dragging a smooth point:

‘Option’ (when dragging the handle) allows you to adjust the length of the handles, maintaining the existing angle.

When dragging a corner point:

‘Option’ converts the point to smooth and allows the handles to be adjusted in length at the angle of the ‘out’ handle.
‘Option’ (when dragging the handle) moves handle, maintaining the angle.

When dragging a smooth point (1 handle):
‘Option’ extends new handle 180° from existing handle.

When dragging a corner point (1 handle):
‘Option’ extends new handle at path tangency angle.

When dragging a smooth point (0 handle):
‘Option’ extends two new handles at path tangency angle.

When dragging a corner point (0 handle):
‘Option’ extends new ‘out’ handle at path tangency angle.

When dragging a segment:
‘Option’ constrains the angle of each handle.
‘Shift’ reshapes path while keeping it symmetric. Symmetric means that both handles are the same length and form the same angle to the imaginary line running through the endpoints of the path segment.

‘Shift’ + ‘Option’ reshapes path with the following constraints: the handle lengths are kept equalized, and the handle angles are constrained to their original values.