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## **FINAL BIG GUNS! TEMPORARY OVERRIDE KEYS (!!!)**

You can temporarily turn on or off drawing aids such as object snaps, tracking, and Ortho, by holding down a key or combination of keys.

- Holding the **SHIFT key** down while pressing the mouse “middle-button” will **activate the 3DORBIT** command in “constrained mode” and you can drag the mouse to orbit the drawing without issuing any commands!
- Hold down the **CTRL + ALT key** without being in a command **executes the PRESSPULL** command automatically!
- Holding the **SHIFT Key** down while in 3Dorbit **toggles the orbiter** between free and constrained orbits.
- Holding down the **CTRL Key** prevents tool palettes from docking
- Holding down the **F12 Key** Toggles Dynamic-input mode (**DYN mode**)
- Hold the **SHIFT Key** down during the **Fillet** or **Chamfer** command automatically forces a **radius setting of 0**. Good for cleaning up corners!
- If you have set running object snaps but you want to turn them off for **one point**, you can hold down **F3 Key to set Osnaps to none**. When you release the **F3 Key** the running object snaps are restored.
- Hold down the **Shift key** to **toggle Ortho mode** while you're placing a line. As soon as you **release** the Shift key, Ortho toggles on/off again! This is much easier than finding the F8 key or clicking the ORTHO button on the active status bar.
- Hold down **Shift+A** to temporarily **turn off Osnap**. Again, much easier than F3 or the OSNAP button.
- Hold down **Shift+E** to temporarily **turn on the Endpoint** Osnap.
- When **DYNMODE** is set to anything but 0, you can use the F12 Key to **turn off all features** temporarily until released.

