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Tools

- F1, s** Selector
- Space** Selector (temporary)

Space switches to the Selector tool temporarily; another Space switches back.

When the "Left mouse button pans when Space is pressed" option is on in Preferences, Space+mouse drag pans canvas instead of switching to Selector.

- F2, n** Node tool
- Shift+F2, w** Tweak tool
- F3, z** Zoom tool
- F4, r** Rectangle tool
- Shift+F4, x** 3D box tool
- F5, e** Ellipse/arc tool
- F6, p** Freehand (Pencil) tool
- Shift+F6, b** Bezier (Pen) tool
- Ctrl+F6, c** Calligraphy tool
- Shift+F7, u** Paint Bucket tool
- Ctrl+F1, g** Gradient tool
- F7, d** Dropper tool
- F8, t** Text tool
- F9, i** Spiral tool
- Shift+F9, *** Star tool
- Ctrl+F2, o** Connector tool

Double click on the tool buttons opens the Preferences dialog showing the page of the corresponding tool.

Dialogs

Open

- Shift+Ctrl+F** Fill and Stroke
- Shift+Ctrl+W** Swatches
- Shift+Ctrl+T** Text and Font
- Shift+Ctrl+M** Transform
- Shift+Ctrl+L** Layers
- Shift+Ctrl+A** Align and Distribute
- Shift+Ctrl+O** Object Properties
- Shift+Ctrl+H** Undo History
- Shift+Ctrl+X** XML Editor
- Shift+Ctrl+D** Document Preferences
- Shift+Ctrl+P** Inkscape Preferences
- Shift+Ctrl+E** Export to PNG
- Ctrl+F** Find
- Shift+Alt+B** Trace Bitmap
- Shift+Ctrl+7** Path Effects

These shortcuts open a new dialog window if it wasn't open yet, otherwise the corresponding dialog gets focus.

Toggle visibility

- F12** toggle dialogs

This temporarily hides all open dialogs; another F12 shows them again.

Within a dialog

- Esc** return to the canvas
- Ctrl+F4, Ctrl+W** close the dialog
- Tab** jump to next widget
- Shift+Tab** jump to previous widget
- Enter** set the new value

This accepts the new value you typed in a text field and returns focus to canvas.

- Ctrl+Enter** in XML Editor, set the attr value

When editing an attribute value in XML Editor, this sets the new value (same as clicking the "Set attribute" button).

- Space, Enter** activate current button or list
- Ctrl+PgUp, Ctrl+PgDn** in a multi-tab dialog, switch tabs

Controls bar

Access

The Controls bar at the top of the document window provides different buttons and controls for each tool.

- Alt+X** jump to the first editable field

Navigate

- Tab** jump to next field
- Shift+Tab** jump to previous field

Use these to navigate between fields in the Controls bar (the value in the field you leave, if changed, is accepted).

Change values

- Up arrow, Down arrow** change value by 0.1
- PgUp, PgDn** change value by 5.0
- Enter** accept the new value

This accepts the new value you typed in a text field and returns focus to canvas.

- Esc** cancel changes, return to canvas

This cancels any changes you made in a text field and returns focus to canvas.

- Ctrl+Z** cancel changes

This cancels any changes you made in a text field but you stay in the field.

Canvas

Zoom

- =, +** zoom in
- zoom out

The keypad +/- keys do zooming even when you are editing a text object, unless NumLock is on.

- middle click, Ctrl+right click** zoom in

- Shift+middle click, Shift+right click** zoom out

- Ctrl+mouse wheel** zoom in or out

When the "Mouse wheel zooms by default" option is on in Preferences, Ctrl+wheel scrolls instead of zooming. To zoom, use wheel without Ctrl.

- Shift+middle button drag** zoom into the area
- Alt+Z** activate zoom field

Inkscape 0.46 keyboard and mouse reference

The zoom field in the lower left corner of the window allows you to specify zoom level precisely.

Preset zooms

- 1 zoom 1:1
- 2 zoom 1:2
- 3 zoom to selection
- 4 zoom to drawing
- 5 zoom to page
- Ctrl+E, 6** zoom to page width

Zoom history

- ``` (back quote) previous zoom
- Shift+`** next zoom

With these keys, you can travel back and forth through the history of zooms in this session

Scroll (pan)

- Ctrl+arrows** scroll canvas

Scrolling by keys is accelerated, i.e. it speeds up when you press **Ctrl+arrows** in quick succession, or press and hold.

- middle button drag** pan canvas
- Shift+right button drag, Ctrl+right button drag** pan canvas
- mouse wheel** scroll canvas vertically

When the "Mouse wheel zooms by default" option is on in Preferences, mouse wheel zooms instead of scrolling. To scroll, use **Ctrl+wheel**.

- Shift+mouse wheel** scroll canvas horizontally

When the "Left mouse button pans when Space is pressed" option is on in Preferences, **Space+mouse drag** also pans canvas.

Guides, grids, snapping

- mouse drag** drag off a ruler to create guide

Drag off the horizontal or vertical ruler to create a new guideline. Drag a guideline onto the ruler to delete it.

- |, Shift+** toggle guides and snapping to guides

If you want to see the guides but not snap to them, use the global snapping toggle (% key).

When you create a new guide by dragging off the ruler, guide visibility and snapping are turned on.

- #, Shift+3** toggle grids and snapping to grids

If you want to see the grids but not snap to them, use the global snapping toggle (% key).

Note that only the 3 key on the main keyboard works, not on the keypad.

- %** toggle snapping on and off

This toggle affects snapping to grids, guides, and objects in all tools.

Display mode

- Ctrl+keypad 5** toggle normal/outline mode

Palette

These keys work both in the floating palette dialog and in the palette frame at the bottom of the window.

- click** set fill color on selection
- Shift+click** set stroke color on selection

- right click** set stroke color on selection

- mouse drag** drag fill color to objects

- Shift+mouse drag** drag stroke color to objects

To change fill/stroke of an object by dragging color on it, that object need not be selected.

You can also drag colors to the Fill (F) and Stroke (S) indicators in the statusbar to change the selection.

File

- Ctrl+N** create new document
- Ctrl+O** open an SVG document
- Shift+Ctrl+E** export to PNG
- Ctrl+I** import bitmap or SVG
- Ctrl+P** print document
- Ctrl+S** save document
- Shift+Ctrl+S** save under a new name
- Shift+Ctrl+Alt+S** save a copy
- Ctrl+Q** exit Inkscape

Window

- Ctrl+R** toggle rulers
- Ctrl+B** toggle scrollbars
- F11** toggle fullscreen
- F10** main menu

Menus can also be activated by **Alt** with the letter underscored in the menu name.

- Shift+F10, right click** drop-down (context) menu
- Ctrl+F4, Ctrl+W** close document window

This shuts down Inkscape if it was the only document window open.

- Ctrl+Tab** next document window
- Shift+Ctrl+Tab** previous document window

These cycle through the active document windows forward and backward.

Layers

- Shift+PgUp** move to layer above
- Shift+PgDn** move to layer below

These commands move the selected objects from one layer to another.

- Shift+Ctrl+PgUp** raise layer
- Shift+Ctrl+PgDn** lower layer
- Shift+Ctrl+Home** raise layer to top
- Shift+Ctrl+End** lower layer to bottom

These commands move the current layer among its siblings (normally other layers).

Object

Undo/redo

- Shift+Ctrl+Y, Ctrl+Z** undo
- Shift+Ctrl+Z, Ctrl+Y** redo

Clipboard

Ctrl+C copy selection

This places a copy of the selection to the Inkscape clipboard. Text from text objects is also placed onto the system clipboard.

Ctrl+X cut selection

This works the same as "copy selection" followed by deleting the selection.

Ctrl+V paste clipboard

This places the clipboard objects at the mouse cursor, or at the center of the window if mouse is outside the canvas.

When editing text with the text tool, this pastes the text from the system clipboard into the current text object.

Ctrl+Alt+V paste in place

This places the clipboard objects to the original location from which they were copied.

Shift+Ctrl+V paste style

This applies the style of the (first of the) copied object(s) to the current selection.

If a gradient handle (in Gradient tool) or a text span (in Text tool) are selected, they get the style instead of the entire object.

Ctrl+7 paste path effect

This applies the path effect of the copied path to the paths/shapes in current selection.

Duplicate

Ctrl+D duplicate selection

New object(s) are placed exactly over the original(s) and selected.

Clone

Alt+D clone object

A clone can be moved/scaled/rotated/skewed independently, but it updates the path, fill, and stroke from its original.

The clone is placed exactly over the original object and is selected.

You can only clone one object at a time; if you want to clone several objects together, group them and clone the group.

Shift+Alt+D unlink clone

Unlinking a clone cuts the link to the original, turning the clone into a plain copy.

Shift+D select original

To find out which object this is a clone of, select the clone and give this command. The original will be selected.

Bitmaps

Alt+B create a bitmap copy

This exports the selected object(s) (all other objects hidden) as PNG in the document's directory and imports it back.

The imported bitmap is placed over the original selection and is selected.

Shift+Alt+B trace bitmap

This opens the Trace Bitmap dialog allowing you to convert a bitmap object to path(s).

Patterns

Alt+I object(s) to pattern

This converts the selection to a rectangle with tiled pattern fill.

Shift+Alt+I pattern to object(s)

Each selected object with pattern fill is broken into the same object without fill and a single pattern object.

Group

Shift+Ctrl+U, Ctrl+G group selected objects

Use Ctrl+click to select objects within group.

Shift+Ctrl+G, Ctrl+U ungroup selected group(s)

This removes only one level of grouping; press Ctrl+U repeatedly to ungroup nested groups.

Z-order

Home raise selection to top

End lower selection to bottom

PgUp raise selection one step

PgDn lower selection one step

Path

Convert to path

Shift+Ctrl+C convert selected object(s) to path

Ctrl+Alt+C convert stroke to path

Boolean operations

Ctrl++ union

Union combines any number of objects into a single path, removing overlaps.

Ctrl+- difference

Difference works on 2 objects, extracting the top from the bottom.

Ctrl+* intersection

Intersection creates a path representing the common (overlapping) area of all selected objects.

Ctrl+^ exclusive OR (XOR)

XOR is similar to Union, except that it works on 2 objects and removes areas where the objects overlap.

Ctrl+/ division (cut)

Division cuts the bottom object into pieces by the top object, preserving the fill and stroke of the bottom.

Ctrl+Alt+/ cut path

Cut Path cuts the bottom object's stroke only where it is intersected by the top path, removing any fill from the result.

The result of Union, Difference, Intersection, and XOR inherits the id= attribute and therefore the clones of the bottom object.

Division and Cut path normally produce several objects; of them, a random one inherits the id= of the bottom source object.

Offsets

Ctrl+(inset path (towards center)

Ctrl+) outset path (away from center)

The default offset distance is 2 px (SVG pixel units, not screen pixels).

Alt+(inset path by 1 pixel

Alt+) outset path by 1 pixel

Shift+Alt+(inset path by 10 pixels

Shift+Alt+) outset path by 10 pixels

The actual distance for pixel offsets depends on zoom level. Zoom in for finer adjustment.

All the (.) commands convert the object to path, if necessary, and produce regular path.

Ctrl+J create dynamic offset

Ctrl+Alt+J create linked offset

These commands produce an offset object, editable by the node tool, standalone or

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linked to the original.

Shift+D select source

Selecting a linked offset and giving this command will select the source path of the linked offset.

Combine

Ctrl+K combine paths

This is different from grouping in that combined paths create one object.

This is different from Union in that overlapping areas are not affected.

Whether overlapping areas are filled is controlled by the Fill: winding/alternating switch on the Fill & Stroke dialog.

Shift+Ctrl+K break paths apart

This attempts to break an object into constituent paths; it will fail if the object is one solid path.

Simplify

Ctrl+L simplify

This command attempts to simplify selected path(s) by removing extra nodes. It converts all objects to paths first.

If you invoke this command several times in quick succession, it will act more and more aggressively.

Invoking Simplify again after a pause restores the default threshold (settable in the Inkscape Preferences dialog).

Selector

Select (mouse)

click select an object

When you left-click on an object, previous selection is deselected.

Shift+click toggle selection

Shift+click adds an object to the current selection if it was not selected, or deselects it otherwise.

clickclick edit the object

For paths, double clicking switches to Node tool; for shapes, to corresponding shape tool; for text, to Text tool.

For groups, double clicking performs the "Enter group" command (the group becomes temporary layer).

Double clicking in empty space swithes to the parent layer in the hierarchy, if any.

Rubberband, touch selection

mouse drag select by rubberband

Dragging around objects does "rubberband" selection; previous selection is deselected.

Shift+mouse drag add objects to selection

Normally, you need to start from an empty space to initiate a rubberband.

However, if you press Shift before dragging, Inkscape will do rubberband selection even if you start from an object.

Alt+mouse drag,
Shift+Alt+mouse drag select by touch

Alt+dragging over objects selects those objects that are touched by the path.

To start touch selection with Alt, you must have nothing selected; otherwise use Shift+Alt.

You can switch rubberband selection to touch selection and back while dragging by pressing/releasing Alt.

Select (keyboard)

Tab select next object

Shift+Tab select previous object

These keys pick objects in their z-order (Tab cycles from bottom to top, Shift+Tab cycles from top to bottom).

Unless you did manual rearrangements, the last object you created is always on top.

As a result, if nothing is selected, pressing Shift+Tab once conveniently selects the object you created last.

This works on objects within the current layer (unless you change that in preferences).

Ctrl+A select all (current layer)

This works on objects within the current layer (unless you change that in preferences).

Ctrl+Alt+A select all (all layers)

This works on objects in all visible and unlocked layers.

! invert selection (current layer)

This inverts selection (deselects what was selected and vice versa) in the current layer.

Alt+! invert selection (all layers)

This inverts selection (deselects what was selected and vice versa) in visible and unlocked layers.

Esc deselect

Backspace, Del delete selection

Select within group, select under

Ctrl+click select within group

Ctrl+click selects the object at click point disregarding any levels of grouping that this object might belong to.

Ctrl+Shift+click toggle selection within group

Alt+click select under

Alt+click selects the object at click point which is beneath (in z-order) the lowest selected object at click point.

If the bottom object is reached, Alt+click again selects the top object. So, several Alt+clicks cycle through z-order stack at point.

On Linux, Alt+click and Alt+drag may be reserved by the window manager. If you reconfigure your window manager

to not map Alt+click, then it will be free for Inkscape to use.

If your keyboard has a Meta key, you may wish to set your "Modifier key" to use it instead of Alt.

(Sometimes you can also use Ctrl+Alt+click (select under in groups) with the same effect as Alt+click.)

Shift+Alt+click toggle under

Ctrl+Alt+click select under, in groups

Shift+Ctrl+Alt+click toggle under, in groups

Ctrl+Enter enter group

Ctrl+Backspace go to parent group/layer

Move (mouse)

mouse drag select + move

Dragging an object selects it if it was not selected, then moves selection.

Alt+mouse drag move selected

Alt+drag moves the current selection (without selecting what is under cursor), no matter where you start the drag.

On Linux, Alt+click and Alt+drag may be reserved by the window manager. Reconfigure it so you can use them in Inkscape.

Ctrl+mouse drag restrict movement to horizontal or vertical

Shift+mouse drag temporarily disable snapping

This temporarily disables snapping to grid or guides when you are dragging with grid or guides on.

mouse dragSpace drop a copy

When dragging or transforming with mouse, each Space leaves a copy of the selected object.

You can press and hold Space while dragging for a nice "trail."

Move (keyboard)

arrows move selection by the nudge distance

Shift+arrows move selection by 10x nudge distance

The default nudge distance is 2 px (SVG pixel units, not screen pixels).

Alt+arrows move selection by 1 pixel

Alt+Shift+arrows move selection by 10 pixels

The actual distance for pixel movements depends on zoom level. Zoom in for finer movement.

Transform (mouse)

click, Shift+S toggle scale/rotation handles

mouse drag scale (with scale handles)

mouse drag rotate or skew (with rotation handles)

Scale by handles

mouse drag scale

Ctrl+mouse drag scale preserving aspect ratio

Shift+mouse drag symmetric transformation

Holding Shift while transforming makes transformation symmetric around the center of the selection.

Alt+mouse drag scale by integer

Hold Alt while scaling to limit scale to 2, 3, 4, etc. or 1/2, 1/3, 1/4 etc. of the initial size.

Scale (keyboard)

, > scale selection up by the scale step

, < scale selection down by the scale step

The default scale step is 2 px (SVG pixel units, not screen pixels).

Ctrl+., Ctrl+> scale selection to 200%

Ctrl+,, Ctrl+< scale selection to 50%

Alt+., Alt+> scale selection up by 1 pixel

Alt+,, Alt+< scale selection down by 1 pixel

The actual size increment for pixel scaling depends on zoom level. Zoom in for finer scaling.

Scaling is uniform around the center, so that the size increment applies to the larger of the two dimensions.

Rotate/skew by handles

mouse drag rotate or skew

Ctrl+mouse drag snap skew angle

Holding Ctrl when dragging a skew (non-corner) handle snaps the skew angle to angle steps (default 15 degrees).

Ctrl+mouse drag snap rotation angle

Holding Ctrl when dragging a rotation (corner) handle snaps the rotation angle to angle steps (default 15 degrees).

Rotate (keyboard)

[,] rotate selection by the angle step

The default angle step is 15 degrees.] rotates clockwise, [rotates counterclockwise.

Ctrl+[, Ctrl+] rotate selection by 90 degrees

Alt+[, Alt+] rotate selection by 1 pixel

The actual angle for pixel rotation depends on zoom level. Zoom in for finer movement.

These commands use the rotation center, draggable in Selector (by default it's in geometric center).

Flip

h flip selection horizontally

v flip selection vertically

If the tool is in rotate mode (rotation center visible), that center becomes the axis of flipping; otherwise it flips around geometric center of selection

Rotation center

mouse drag move rotation center

Moved rotation center remembers and saves its position for (all) selected object(s); you can reset it.

Dragging the center snaps it to the centerlines and bounding box edges of the selection.

Shift+mouse drag move without snapping

Shift+click reset rotation center

Resetting rotation center moves it back to the geometric center of the object's or selection's bounding box.

Cancel

Esc cancel rubberband, move, transformation

Press Esc while mouse button is still down to cancel rubberband selection, move, or transformation of any kind.

Node tool

Select objects (mouse)

click click a non-selected object to select

Alt+click select under

Shift+click toggle selection

These work the same as in Selector. The nodes or handles of the single selected object become editable.

Select nodes (mouse)

click select a node

Clicking on a node selects it.

click select two adjacent nodes

Clicking on a selected path between the nodes selects the two nodes closest to the click point.

Shift+click toggle selection

This adds/removes a node (if clicked on node) or two nodes (if clicked on path) to/from the node selection.

click deselect

Clicking in an empty space deselects all selected nodes. Next click will deselect the object.

Rubberband selection

mouse drag select multiple nodes

Dragging around nodes does "rubberband" selection; previous node selection is deselected.

Shift+mouse drag add nodes to selection

Normally, you need to start from a point not over a path or a node to initiate a rubberband.

However, if you press *Shift* before dragging, Inkscape will do rubberband selection even if you start over the path.

Select nodes (keyboard)

Tab select next node

Shift+Tab select previous node

These keys select nodes within the selected path

Ctrl+A select all nodes in subpath(s)

If the path has multiple subpaths and some nodes selected, this selects all only in subpaths with already selected nodes.

Ctrl+Alt+A select all nodes in path

This selects all nodes in the entire path.

! invert selection in subpath(s)

If the path has multiple subpaths and some nodes selected, this inverts selection only in subpaths with already selected nodes.

Alt+! invert selection in path

This inverts selection (deselects what was selected and vice versa) in the entire path.

Esc deselect all nodes

Grow/shrink node selection

PgUp, PgDn grow/shrink selection (spatial)

mouse wheel grow/shrink selection (spatial)

Ctrl+PgUp, Ctrl+PgDn grow/shrink selection (along path)

Ctrl+mouse wheel grow/shrink selection (along path)

Your mouse pointer must be over a node for growing/shrinking.

Each key press or wheel click selects the nearest unselected node or deselects the farthest selected node.

Distance to nodes can be calculated directly (spatial mode) or along path.

Move nodes (mouse)

mouse drag move selected nodes

Ctrl+mouse drag restrict movement to horizontal or vertical

Ctrl+Alt+mouse drag move along handles

This restricts movement to the directions of the node's handles, their continuations and perpendiculars (total 8 snaps).

If the node has straight lines on one or both sides, this will snap it to these lines' directions and perpendiculars instead.

Shift+mouse drag temporarily disable snapping

Snapping nodes is enabled in Document Preferences. By default, only bounding box of objects snaps to grid/guides.

Shift+mouse drag drag out handle

If a node has a retracted handle, dragging with *Shift* lets you drag it out of the node.

mouse dragSpace drop a copy

When dragging nodes with mouse, each *Space* leaves a copy of the selected object.

You can press and hold *Space* while dragging for a nice "trail."

Alt+mouse drag sculpt selected nodes

Sculpting moves the selected nodes so that the dragged node moves all the way, the farthest selected nodes stay put;

all intermediate selected nodes move intermediate distances, governed by a bell-like curve.

Sculpting is pressure-sensitive with a tablet; press harder for a blunter drag profile, press lightly for a sharper profile.

To stop sculpting without losing the pressure-sensitive profile, release *Alt* first and then lift the pen.

Move nodes (keyboard)

arrows move selected node(s) by the nudge distance

Shift+arrows move selected node(s) by 10x nudge distance

The default nudge distance is 2 px (SVG pixel units, not screen pixels).

Alt+arrows move selected node(s) by 1 pixel

Alt+Shift+arrows move selected node(s) by 10 pixels

The actual distance for pixel movements depends on zoom level. Zoom in for finer movement.

Move node handle (mouse)

mouse drag move a node handle

Ctrl+mouse drag snap the handle to angle steps

The default angle step is 15 degrees. This also snaps to the handle's original angle, its continuation and perpendiculars.

Shift+mouse drag rotate both handles

Alt+mouse drag lock the handle length

Ctrl, Shift, Alt can be combined when dragging handles.

Ctrl+click retract the handle

Retracted handle is zero length; use *Shift+drag* to drag it back out.

Scale handle (1 node selected)

<, > contract/expand both handles by scale step

The default scale step is 2 px (SVG pixel units, not screen pixels). May apply to more than one node.

Left Ctrl+<, Left Ctrl+> scale left handle by the scale step

Right Ctrl+<, Right Ctrl+> scale right handle by the scale step

Left Alt+<, Left Alt+> scale left handle by 1 pixel

Right Alt+<, Right Alt+> scale right handle by 1 pixel

The actual size increment for pixel scaling depends on zoom level. Zoom in for finer scaling.

Instead of the *<* and *>* keys, you can use the *,* (comma) and *.* (period) keys respectively.

Rotate handle (1 node selected)

[,] rotate both handles by the angle step

The default angle step is 15 degrees. *]* rotates clockwise, *[* rotates counterclockwise. May apply to more than one node.

Left Ctrl+[, Left Ctrl+] rotate left handle by the angle step

Right Ctrl+[, Right Ctrl+] rotate right handle by the angle step

Left Alt+[, Left Alt+] rotate left handle by 1 pixel

Right Alt+[, Right Alt+] rotate right handle by 1 pixel

Scale nodes (>1 nodes selected)

These commands scale the selected nodes as if they were an "object".

If mouse is over a node, that node becomes the axis of scaling; otherwise it scales around geometric center of selected nodes.

., > scale nodes up by the scale step

„ < scale nodes down by the scale step

The default scale step is 2 px (SVG pixel units, not screen pixels).

Alt+., Alt+> scale nodes up by 1 pixel

Alt+„, Alt+< scale nodes down by 1 pixel

The actual size increment for pixel scaling depends on zoom level. Zoom in for finer scaling.

Scaling is uniform around the center, so that the size increment applies to the larger of the two dimensions.

Rotate nodes (>1 nodes selected)

These commands rotate the selected nodes as if they were an "object".

If mouse is over a node, that node becomes the axis of rotation; otherwise it rotates around geometric center of selected nodes.

[,] rotate nodes by the angle step

The default angle step is 15 degrees. **]** rotates clockwise, **[** rotates counterclockwise.

Alt+[, Alt+] rotate nodes by 1 pixel

The actual angle for pixel rotation depends on zoom level. Zoom in for finer movement.

Flip nodes (>1 nodes selected)

These commands flip the selected nodes as if they were an "object", around the center of that object.

h flip nodes horizontally

v flip nodes vertically

If mouse is over a node, that node becomes the axis of flipping; otherwise it flips around geometric center of selected nodes

Change segment(s)

Shift+L make line

Shift+U make curve

These commands require that more than two adjacent nodes be selected.

Change node type

Shift+C make cusp

Shift+S make smooth

Shift+Y make symmetric

When making smooth or symmetric, you can lock the position of one of the handles by hovering mouse over it.

Ctrl+click toggle smooth/cusp/symmetric

Join/break

Shift+J join selected nodes

This requires that exactly two end nodes within the path be selected.

You can lock the position of one of the two joined nodes by hovering mouse over it.

Shift+B break selected node(s)

After break, only one of each two new nodes is selected. May apply to more than one node.

Delete, create, duplicate

Backspace, Del delete selected node(s)

Ctrl+Backspace, Ctrl+Del delete without preserving shape

Deleting without **Ctrl** adjusts handles on the remaining nodes to preserve the shape of the curve as much as possible.

Deleting with **Ctrl** does not touch the remaining nodes.

Ctrl+Alt+click create/delete node

Ctrl+Alt+click on a node deletes it; **Ctrl+Alt+click** on the path between nodes creates a new node in the click point.

Deleting nodes this way always tries to preserve the shape of the curve (same as **Del/Backspace**).

clickclick create node

Double clicking on the path between nodes creates a node in the click point.

Ins insert new node(s)

This adds new node(s) in the middle(s) of selected segment(s), so it requires that more than two adjacent nodes be selected.

Shift+D duplicate selected node(s)

New nodes are created on the same path; they are placed exactly over the old ones and are selected.

Reverse

Shift+r reverse path direction

Edit shapes

Node tool can also drag the handles of shapes (rectangles, ellipses, stars, spirals). Click on a shape to select it.

See the corresponding shape tools for their editing shortcuts, all of which also work in node tool.

Cancel

Esc cancel rubberband or move

Press **Esc** while mouse button is still down to cancel rubberband selection, node move, handle move, or handle move.

Tweak tool

Operation

mouse drag act on selected paths in the current mode

Ctrl+mouse drag act temporarily switching to shrink mode

Ctrl+Shift+mouse drag act temporarily switching to grow mode

The amount of tweaking action is the greatest at the center of the circular area and drops off smoothly towards the edges.

Modes

Shift+p push mode

Shift+s shrink (inset) mode

Shift+g grow (outset) mode

Shift+a attract mode

Shift+e repel mode

Shift+r roughen mode

Shift+c color paint mode

Shift+j color jitter mode

Parameters

Left arrow, Right arrow adjust brush width by 1

Home, End set brush width to 1 / 100

Up arrow, Down arrow adjust tweaking force

Width and force can be adjusted while drawing. With a pressure-sensitive tablet, force also depends on pen pressure.

Rectangle tool

Draw

mouse drag draw a rectangle

Ctrl+mouse drag make a square or integer-ratio rectangle

This restricts rectangle so its height/width ratio is a whole number.

Shift+mouse drag draw around the starting point

This creates a rectangle symmetric around the starting point of the mouse drag.

Select

click click to select

Alt+click, Ctrl+Alt+click select under

Shift+click toggle selection

In this tool, selecting by click disregards any grouping (i.e. acts as clicking with Ctrl in Selector)

Esc deselect

Resize by handles

mouse drag drag a square handle to resize

Initially, the two resize (square) handles are in top left and bottom right corners.

Resize handles change the width and height of the rectangle in its own coordinate system, before any transforms are applied.

Ctrl+mouse drag lock width, height, or ratio

Round corners by handles

mouse drag drag a circular handle to round corners

Initially, the two rounding handles are in the top right corner of the rectangle.

Ctrl+mouse drag lock the corner circular

Ctrl+click set the corner circular

When rounding corners, dragging one rounding handle keeps the corner circular if the other remains at the corner.

You can drag both handles for an elliptic rounded corner, or drag/click one with Ctrl to make it circular again.

Shift+click remove corner rounding

3D box tool

Draw

mouse drag draw a 3D box (X/Y plane)

Shift+mouse drag draw a 3D box (extrude in Z)

Select

click click to select

Alt+click, Ctrl+Alt+click select under

Shift+click toggle selection

Esc deselect

Edit by handles

All editing operations occur "in perspective", i.e., either along PLs or within planes spanned by these.

mouse drag resize/move box

The four front handles and the center normally move withing the XY-plane, the four rear handles along the Z-axis.

Shift+mouse drag resize/move (with handle behaviour swapped)

Ctrl+mouse drag resize/move (handles snap to axes or diagonals)

Edit perspectives

In what follows, we use the abbreviations VP = vanishing point, PL = perspective line.

mouse drag drag square handles to move the VPs

[,] rotate X-PLs (if parallel) by the angle step

The default angle step is 15 degrees.],) rotate clockwise, [(, { rotate counterclockwise.

Alt+[, Alt+] rotate X-PLs (if parallel) by 1 pixel

(,) rotate Y-PLs (if parallel) by the angle step

Alt+(, Alt+) rotate Y-PLs (if parallel) by 1 pixel

{, } rotate Z-PLs (if parallel) by the angle step

Alt+{, Alt+} rotate Z-PLs (if parallel) by 1 pixel

Visual appearance

L toggle visibility of PLs

A toggle PLs to all corners/only front corners

Ellipse tool

Draw

Without Alt the starting end ending point of the mouse drag mark the corners of the bounding box.

With Alt the ellipse is enlarged so that its circumference passes through these two points (Ctrl+Alt is a special case; see below).

mouse drag draw an ellipse

Ctrl+mouse drag make circle or integer-ratio ellipse

This restricts ellipse so its height/width ratio is a whole number.

Shift+mouse drag draw around the starting point

This creates an ellipse symmetric around the starting point of the mouse drag.

Ctrl+Alt+mouse drag

This creates a perfect circle whose diameter is defined by the starting and ending point of the mouse drag.

Select

click click to select

Alt+click, Ctrl+Alt+click select under

Shift+click toggle selection

In this tool, selecting by click disregards any grouping (i.e. acts as clicking with Ctrl in Selector)

Esc deselect

Edit by handles

mouse drag resize, make arc or segment

Initially, the two resize handles are at the topmost and leftmost points; the two arc/segment handles are in the rightmost point.

Ctrl+mouse drag lock circle (resize handles)

Ctrl+mouse drag snap to angle steps (arc/segment handles)

Resize handles change the width and height of the ellipse in its own coordinate system, before any transforms are applied.

The default angle step is 15 degrees.

Shift+click make whole (arc/segment handles)

Star tool

Draw

mouse drag draw a star

Ctrl+mouse drag snap star to angle steps

The default angle step is 15 degrees.

Select

- click** click to select
- Alt+click, Ctrl+Alt+click** select under
- Shift+click** toggle selection

In this tool, selecting by click disregards any grouping (i.e. acts as clicking with Ctrl in Selector)

- Esc** deselect

Edit by handles

- mouse drag** drag a handle to vary the star shape
- Ctrl+mouse drag** keep star rays radial (no skew)
- Shift+mouse drag** round the star
- Shift+click** remove rounding
- Alt+mouse drag** randomize the star
- Alt+click, Ctrl+Alt+click** remove randomization

Spiral tool

Draw

- mouse drag** draw a spiral
- Ctrl+mouse drag** snap spiral to angle steps

The default angle step is 15 degrees.

Select

- click** click to select
- Alt+click, Ctrl+Alt+click** select under
- Shift+click** toggle selection

In this tool, selecting by click disregards any grouping (i.e. acts as clicking with Ctrl in Selector)

- Esc** deselect

Edit by handles

- mouse drag** roll/unroll from inside (inner handle)

Dragging the inner handle adjusts the "inner radius" parameter.

- Alt+mouse drag** converge/diverge (inner handle)

- Alt+click, Ctrl+Alt+click** reset divergence (inner handle)

Vertical Alt+drag of the inner handle adjusts the "divergence" parameter, Alt+click resets it to 1.

- Shift+click** zero inner radius (inner handle)

Shift+click on inner handle makes the spiral start from the center.

- mouse drag** roll/unroll from outside (outer handle)

Dragging the outer handle adjusts the "turns" parameter. Use Shift+Alt+drag to roll/unroll without changing radius.

- Shift+mouse drag** scale/rotate (outer handle)

Use Shift+Alt to rotate only (locks the radius of the spiral).

- Ctrl+mouse drag** snap handles to angle steps

The default angle step is 15 degrees. This works for both handles.

Zoom tool

- click** zoom in
- Shift+click** zoom out
- mouse drag** zoom into the area

Pencil tool

- mouse drag** draw a freehand line
- Shift+mouse drag** add to selected path

If a path is selected, Shift+dragging anywhere creates a new subpath instead of a new independent path.

- Shift+mouse drag** temporarily disable snapping

Shift also temporarily disables snapping to grid or guides when you are drawing with grid or guides on.

Create dots

- Ctrl+click** create a dot

This creates a small circle. Its size (relative to the current stroke width) can be set in Preferences.

- Shift+Ctrl+click** create a double-sized dot

- Alt+Ctrl+click** create a random-sized dot

Pen (Bezier) tool

Create nodes

- click** create a sharp node

If no path is being created, this starts a new path.

- Shift+click** add to selected path

If a path is selected, Shift+clicking anywhere starts a new subpath instead of a new independent path.

- mouse drag** create a bezier node with two handles

- Shift+mouse drag** move only one handle

This moves only one handle (instead of both) while creating a node, making it cusp.

- Ctrl+mouse drag** snap the handle to angle steps

The default angle step is 15 degrees.

Move last node

These commands move the last created node (at the start of the red segment) while creating a path.

- arrows** move last node by the nudge distance

- Shift+arrows** move last node by 10x nudge distance

The default nudge distance is 2 px (SVG pixel units, not screen pixels).

- Alt+arrows** move last node by 1 pixel

- Alt+Shift+arrows** move last node by 10 pixels

The actual distance for pixel movements depends on zoom level. Zoom in for finer movement.

Create/modify segments

- Ctrl+** snap last segment to angle steps

This snaps the new node's angle, relative to the previous node, to angle steps (default 15 degrees).

- Shift+L** make last segment line

- Shift+U** make last segment curve

These commands change the last (red) segment of the path to straight line or curve.

Create dots

Ctrl+click create a dot

This creates a small circle. Its size (relative to the current stroke width) can be set in Preferences.

Shift+Ctrl+click create a double-sized dot

Alt+Ctrl+click create a random-sized dot

Finish

Enter finish current line

right click finish current line

clickclick finish current line

Enter, right click, or double left click finish the current line, discarding the last unfinished (red) segment.

Cancel

Esc, Ctrl+z cancel current line

Backspace, Del erase last segment of current line

Calligraphy tool

mouse drag draw a calligraphic line

Shift+mouse drag add to selected path

Drawing with Shift unions the newly created stroke with the previous selection

Ctrl+mouse drag track a guide path

Drawing with Ctrl tracks a selected guide path at the constant distance

Left arrow, Right arrow adjust pen width by 1

Home, End set pen width to 1 or 100

Up arrow, Down arrow adjust pen angle

Width and angle can be adjusted while drawing.

Esc deselect

Paint Bucket

click fill a bounded area

Shift+click add to selected path

Clicking with Shift unions the newly created fill with the previous selection

mouse drag fill from each point

From each point, the fill spreads to the neighbors with the colors similar to that point.

This can be used to fill an area currently filled with a gradient or blur.

Alt+mouse drag fill from each point same as initial point

From each point, the fill spreads to the neighbors with the colors similar to the initial point of the drag.

This can be used to fill several disjoint bounded areas by starting in one and dragging over all of the areas.

Ctrl+click set fill color

Shift+Ctrl+click set stroke color

Ctrl+clicking an object sets its fill (or stroke with Shift) to the tool's current style; the object need not be selected

Gradient tool

Select objects

click click an object to select

Alt+click select under

Shift+click toggle selection

Create gradients

mouse drag create gradient

This creates gradient on selected objects. The Controls bar lets you select linear/radial and fill/stroke for the new gradient.

clickclick create default gradient

This creates default (horizontal edge-to-edge for linear, centered edge-to-edge-to-edge for radial) gradient on clicked object.

Select handles

click select a handle

Shift+click add handle to selection

Shift+mouse drag select by rubberband

Tab select next handle

Shift+Tab select previous handle

Ctrl+A select all handles

Esc deselect all handles

Single click outside all handles also deselects all handles.

Create/delete intermediate stops

Ctrl+Alt+click create a stop

clickclick create a stop

Ctrl+Alt+click or double click on a gradient line creates a new intermediate stop

Ctrl+Alt+click delete stop

Ctrl+Alt+click on a stop's handle deletes the stop; if it was an end stop, gradient shortens or disappears

Ins insert new stop(s)

This adds new stop(s) in the middle(s) of selected segment(s), so it requires that more than two adjacent handles be selected.

Del delete selected stops

Move handles/stops

mouse drag move selected handle(s)

Ctrl+mouse drag move stops in 1/10 range increments

Ctrl+dragging selected intermediate stops moves them snapping to 1/10 steps of the available range

Alt+mouse drag sculpt selected stops

Sculpting moves the selected intermediate stops depending on how close each one is to the stop being dragged, using a smooth bell-like curve similar to the node sculpting feature in Node tool.

arrows move selected handle by the nudge distance

Shift+arrows move selected handle by 10x nudge distance

The default nudge distance is 2 px (SVG pixel units, not screen pixels).

Alt+arrows move selected handle by 1 pixel

Alt+Shift+arrows move selected handle by 10 pixels

If at least one end handle is selected, arrow keys move the end handle to move or resize the gradient line.

If only mid stops are selected, arrow keys move the selected stops along the gradient line.

The actual distance for pixel movements depends on zoom level. Zoom in for finer movement.

Reverse

Shift+r reverse gradient definition

This mirrors the stop positions of the current gradient without moving the gradient handles.

Gradient editor

clickclick open gradient editor

Double clicking a gradient handle opens the Gradient Editor with that gradient and the clicked handle chosen in the stops list.

Dropper tool

click pick fill color

Shift+click pick stroke color

mouse drag average fill color

Shift+mouse drag average stroke color

Click applies the color under cursor to the current selection. Dragging a radius calculates the average color of a circular area.

If a gradient handle (in Gradient tool) is selected, it gets the color instead of the entire object.

Alt+click pick inverse color

If Alt is pressed, picking color (with or without Shift, by click or by drag) picks the inverse of the color.

Ctrl+C copy color

This copies the color under cursor to the system clipboard, as text in RRGGBBAA format (8 hex digits).

Text tool

Select/create

click create/select a text object

Clicking in an empty space or on a non-text creates a text object; now you can type your text.

Clicking on a text object selects it; cursor is placed near the click point.

Esc deselect the text object

Navigate in text

arrows move cursor by one character

Ctrl+Left arrow, Ctrl+Right arrow move cursor by one word

Ctrl+Up arrow, Ctrl+Down arrow move cursor by one paragraph

Home, End go to beginning/end of line

Ctrl+Home, Ctrl+End go to beginning/end of text

All these commands cancel current text selection, if any.

Flowed text (internal frame)

mouse drag create flowed text

Clicking and dragging in an empty space or on a non-text creates a flowed text object with internal frame.

mouse drag adjust frame size

Dragging the handle in the lower right corner of the selected flowed text changes width/height of the frame.

Ctrl+mouse drag lock width, height, or ratio of frame

Dragging the corner handle with Ctrl resizes the frame preserving either width, or height, or ratio.

Flowed text (external frame)

Alt+W flow text into frame

With a text object and a shape/path selected, this flows text into the shape/path.

Both remain separate objects, but are linked; editing the shape/path causes the text to reflow.

Alt+Shift+W unflow text from frame

This cuts the flowed text's link to the shape/path, producing a single-line regular text object.

Shift+D select external frame

To find out which object is the frame of this flowed text, select it and press Shift+D. The frame will be selected.

Text on path

Shift+D select path from text

To find out which path this text is put on, select it and press Shift+D. The path will be selected.

Edit text

To type + and - characters, use the main keyboard; keypad + and - are reserved for zoom (unless NumLock is on).

Enter start a new line or paragraph

Enter in regular text creates new line; in flowed text it creates a new paragraph

Ctrl+U toggle Unicode entry

To insert an arbitrary Unicode character, type Ctrl+U, then the hexadecimal code point, then Enter.

For example, type Ctrl+U 2 0 1 4 Enter for an em-dash; Ctrl+U a 9 Enter for a copyright sign.

To stay in Unicode mode after inserting the character, press Space instead of Enter.

Press Esc or another Ctrl+U to cancel Unicode mode without inserting the character.

Ctrl+Space insert no-break space

A no-break space is visible even in a text object without `xml:space="preserve"`.

Select text

mouse drag select text

Left-dragging over a text object selects a text span.

Shift+arrows select text by character

Ctrl+Shift+arrows select text by word

Shift+Home, Shift+End select to beginning/end of line

Ctrl+Shift+Home, Ctrl+Shift+End select to beginning/end of text

clickclick select word

clickclickclick select line

Ctrl+A select all text

This selects the entire text of the current text object.

Style selection

Ctrl+B make selection bold

Ctrl+I make selection italic

Also, you can use the Text&Font or Fill&Stroke dialogs to assign any style to text selection.

Letter spacing

- Alt+>** expand line/paragraph by 1 pixel
- Shift+Alt+>** expand line/paragraph by 10 pixels
- Alt+<** contract line/paragraph by 1 pixel
- Shift+Alt+<** contract line/paragraph by 10 pixels

These commands (only when editing text) adjust letter spacing in the current line (regular text) or paragraph (flowed text).

The actual adjustment for pixel movements depends on zoom level. Zoom in for finer adjustment.

Line spacing

- Ctrl+Alt+>** make the text object taller by 1 pixel
- Shift+Ctrl+Alt+>** make the text object taller by 10 pixels
- Ctrl+Alt+<** make the text object shorter by 1 pixel
- Shift+Ctrl+Alt+<** make the text object shorter by 10 pixels

These commands (only when editing text) adjust line spacing in the entire text object (regular or flowed).

The actual adjustment for pixel movements depends on zoom level. Zoom in for finer adjustment.

Kerning and shifting

- Alt+arrows** shift characters by 1 pixel
- Shift+Alt+arrows** shift characters by 10 pixels

These commands work when editing a regular text object. Kerning does not work in flowed text.

With no selection, they shift (horizontally or vertically) the characters after the cursor until the end of line.

With selection, they shift the selection relative to the rest of text (by inserting opposite kerns at both ends of selection).

The actual adjustment for pixel movements depends on zoom level. Zoom in for finer adjustment.

Rotate

- Ctrl+[, Ctrl+] rotate character(s) by 90 degrees**
- Alt+[, Alt+] rotate character(s) by 1 pixel**

These commands rotate the next character (without selection) or all characters in the selection (with selection).

Rotation only works in regular text (not flowed text).

The actual angle for pixel rotation depends on zoom level. Zoom in for finer movement.