
Onshape Keyboard Shortcuts Cheat Sheet

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General

| Key(s) | Command | Description |
|-----------|--------------------|--|
| Shift +? | Keyboard shortcuts | Opens a list of all Onshape keyboard shortcuts |
| Ctrl + Z | Undo | Undoes the most recent action |
| Ctrl + Y | Redo | Redoes a recently undone action |
| Delete | Delete selection | Deletes the selected objects |
| Space bar | Clear selection | Clears the selected object |
| Esc | Cancel command | Cancels the activated command. |
| Enter | Accept command | Confirms and applies the activated command |

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| Shift + Enter | Accept and repeat a command | Applies the activated command and reactivates it. |
| S | Shortcut toolbar | Opens a menu of context-sensitive shortcuts |
| Shift + Click | Open in new window | Opens a document in a new window |
| Ctrl + Click | Open in new tab | Opens a document in a new tab |
| Ctrl + U | Feedback/Report a bug | Reports an error alongside the appropriate feedback |
| Alt + T | Search tab | Allows you to search for the desired tab among several open tabs |

Sketch

| Key(s) | Command | Description |
|--------|------------------------|--|
| Shift | Suppress inferencing | Reduces the level of inferencing when |
| L | Line | Activates the line command |
| G | Corner rectangle | Activates the corner rectangle command |
| R | Center point rectangle | Activates the center point rectangle command |
| C | Center point circle | Activates the center point circle command |
| A | 3 point arc | Activates the 3 point arc command |

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|-----------|------------|--|
| Shift + F | Fillet | Fillets the selected area |
| M | Trim | Trims the selected area |
| X | Extend | Activates the extend command |
| O | Offset | Activates the offset command |
| U | Use | Projects (or convert) a portion(s) of a part or sketch onto the active sketch plane. |
| D | Dimension | Activates the dimension command |
| I | Coincident | Makes a selection coincident to another |

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|---|---------------------|---|
| B | Parallel | Makes a selection parallel to another |
| T | Tangent | Makes a selection tangent to another |
| H | Horizontal | Places a selection in the horizontal position |
| V | Vertical | Places a selection in the vertical position |
| E | Equal | Makes a selection equal in size to another |
| Q | Toggle construction | Creates construction geometry |

Part studio

| Key(s) | Command | Description |
|-----------|---------------------|--|
| Shift + S | Sketch | Creates a sketch on an existing part |
| Shift + E | Extrude | Extrudes a sketch or a section of a part |
| Shift + F | Fillet | Fillets the selected portion of a part |
| Ctrl + M | Mate connector | Activates the mate connector(s) of a part(s) |
| Shift | Lock mate inference | Stops further inference of already mated objects |
| A | Flip primary axis | Flips the stipulated primary axis of a part |

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|---|---------------------------|--|
| Q | Reorient secondary axis | Reorients the secondary axis of a part |
| K | Hide/show mate connectors | Display or hide mate connectors |

Assembly

| Key(s) | Command | Description |
|----------|---------------------|--|
| Shift | Lock mate inference | Stops further inference of already mated objects |
| Ctrl + C | Copy | Copies a selection/part |
| Ctrl + V | Paste | Paste a copied selection/part |
| M | Mate | Mates two or more parts |
| Ctrl + M | Mate connector | Activates the mate connectors |
| I | Insert dialog | Opens up the insert dialog |

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|-----------|---------------------------|--|
| Shift + S | Snap mode | Toggles snap mode on or off |
| A | Flip primary axis | Flips the stipulated primary axis of an assembly |
| Q | Reorient secondary axis | Reorients the secondary axis of an assembly |
| J | Hide/show mates | Displays or hides mates in an assembly |
| K | Hide/show mate connectors | Displays or hides mate connectors in an assembly |

Drawing

| Key(s) | Command | Description |
|-----------|------------------|--|
| Shift + Z | Zoom in | Zooms in the drawing on the screen |
| Z | Zoom out | Zooms out the drawing on the screen |
| F | Zoom to fit | Zooms the drawing to fit the screen |
| W | Zoom to window | Zooms the drawing to fit the window |
| P | Projected view | Displays the projected view of the drawing |
| D | Linear dimension | Allows you to specify a linear dimension |

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| Shift + R | Radial dimension | Allows you to specify a radial dimension |
| Shift + D | Diameter dimension | Allows you to specify diameter dimension |
| Shift + Q | Quad and Mid snap points | Snaps to the mid and quad snap points of arcs and circles |
| N | Note | Allows you to add a note to a drawing |
| Ctrl + Q | Update drawing | Updates a drawing to reflect any modification made in its part or assembly file |
| L | Line | Activates the line command in the Drawing interface |
| Ctrl + S | Display sheet menu | Displays the sheet menu |

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| Pg dn | Next sheet | Opens the next sheet in a drawing document |
| Pg up | Previous sheet | Returns to the previous sheet in a drawing document |
| Home | First sheet | Opens the first sheet of a drawing document |
| End | Last sheet | Opens the last sheet of a drawing document |

View

| Key(s) | Command | Description |
|-----------------|----------------|--|
| Shift + Z | Zoom In | Zooms in the object on the screen |
| Z | Zoom out | Zooms out the object on the screen |
| F | Zoom to fit | Zoom the object to fit the screen |
| W | Zoom to window | Zoom the object to fit the window |
| ← → ↑ ↓ | Rotate | Rotate the object on the screen in the specified direction |
| Shift + ← → ↑ ↓ | Pan | Pans the object on the screen in the specified directions |

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| Shift + 1 | Front view | Displays the front view of the object on the screen |
| Shift + 2 | Back view | Displays the back view of the object on the screen |
| Shift + 3 | Left view | Displays the left view of the object on the screen |
| Shift + 4 | Right view | Displays the right view of the object on the screen |
| Shift + 5 | Top view | Displays the top view of the object on the screen |
| Shift + 6 | Bottom view | Displays the bottom view of the object on the screen |
| Shift + 7 | Isometric view | Displays the isometric view of the object on the screen |

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| Shift + 8 | Section view | Displays the section view of the object on the screen |
| N | View normal to | Displays the object on the screen, normal to a sketch plane |
| P | Hide/show planes | Displays or hides the different drawing planes |
| Y | Hide selected part | Hides a selected part |
| Shift + Y | Show selected part | Displays a previously hidden part |