Keyboard Shortcuts:

Orientation Controls

Space	Back to Select, dropping what was being placed
O	Orbit: drag to turn the model
P	Pan: drag to slide the view
Z	Zoom: drag up and down
Home	Put the camera back where it started *3D view*

What the drawing shows

G	Show or hide the grid
R	Show or hide the ground
X	Show or hide the axis helper at the origin
N	Snapping on or off *and its markers*
S	Place new objects on surfaces, on or off
A	Align to Grid off, and back on at the last spacing
W	Rotate the work plane round: Top, Front, Right *3D view*

Drawing

Esc	Abandon what is being drawn, or a move under way
Enter	Finish the rail at the last point clicked
Delete	Delete the selection, or abandon a placement
Arrow keys	Nudge the selection one step *once placed*
Arrow keys	Turn the object before putting it down *while placing*

Selecting and editing

Ctrl + **A**	Select everything on the canvas
Ctrl + **C**	Copy the selection *with nothing selected, copies the view as an image*
Ctrl + **V**	Paste
Ctrl + **D**	Duplicate the selection
Ctrl + **Z**	Undo
Ctrl + **Y**	Redo

Mouse Controls:

The mouse

Left-drag	Draw a selection box to multi-select *Select Tool*
Middle-drag	Pan, in every view and with any tool in hand
Right-drag	Orbit in the 3D view; Pan in 2D View
Wheel Scroll	Zoom, towards the pointer
Click the cube	Set the work plane; click the same face again moves to that 2D View

Trackpad actions

Pinch	Zoom
Two-finger swipe	Orbit in the 3D view; Pan in a flat one
Shift + two-finger swipe	Pan, in the 3D view too

If a trackpad moves the view the wrong way, turn on Invert Trackpad Direction in File > Preferences.