

Digital Photogrammetric System

PHOTOMOD

Version 8.1

USER MANUAL

Hotkeys
(Windows x64)



Table of Contents

1. Opening windows and toolbars	3
2. Navigation	3
2.1. Windows with a list of files/folders of Windows file system	3
2.2. The Explorer window and windows for resources load/save	4
3. The main system window and layer manager	4
3.1. Scaling	6
3.2. Marker	6
3.2.1. Snapping and multi-snapping modes	7
4. Other system windows	8
4.1. Progress bar	8
4.2. The "Block editor" window	8
4.3. The "Camera" window	9
4.4. The "Classifier" window	9
4.5. The "Undo log" window	9
5. Work in "Points measurement" module	9
6. Work in stereomode	10
6.1. "Change stereopair" toolbar / "Stereopairs" menu	11
7. Rasters	11
8. Vectors	11
8.1. The "Vectors" toolbar	12
8.2. The "Tools" toolbar	12
8.3. The "Topology" toolbar / The "Topology" menu	13
8.4. The "Geometry" menu	14
8.5. The "Selection" menu	14
8.6. The "Clipboard" menu	14
8.7. Grid	15
8.8. Snapping mode	15
9. Terrain	15
9.1. Points	15
9.2. TIN	15
9.3. DEM	15
9.4. Contours	15
10. Work in Geomosaic program	15

The system provides using of customized and non-customized hotkeys, that partially duplicate *menu items* and *toolbars buttons*, and also allow to open the *custom menus* (see the “Hotkeys and custom menus” chapter of the “[General information](#)” User Manual). The most of hotkeys used in the system could be changed in the **Customize hotkeys** window (**Service** › **Customize hotkeys** - see the detailed description in the “Customize hotkeys” chapter of the “[General information](#)” User Manual).


1. Opening windows and toolbars

Shortcuts like **Ctrl+Alt+<letter>** are used to open the following windows, toolbars and modules:

Keyboard shortcut	Action
Ctrl+Alt+B	to open the Block editor window
Ctrl+Alt+C	to open the Marker window
Ctrl+Alt+D	to open the Measurements window
Ctrl+Alt+E	to open the Explorer window
Ctrl+Alt+G	to open the Triangulation points window on the GCP list tab
Ctrl+Alt+I	to open the Manage project cameras window
Ctrl+Alt+K	to open the Points measurement module with images containing marker position
Ctrl+Alt+L	to open the Block layout window
Ctrl+Alt+M	to open the Mosaic module
Ctrl+Alt+O	to open the Project management window
Ctrl+Alt+P	to open the Settings window
Ctrl+Alt+R	to open the Relative orientation report settings window
Ctrl+Alt+T	to open the Triangulation points window on the All triangulation points tab
Ctrl+Alt+W	to open the 2D-window (stereopair) window

2. Navigation

2.1. Windows with a list of files/folders of Windows file system

Keyboard shortcut	Action
Ctrl+Alt+O	to open the Project management window
Left arrow	to move to a folder that includes selected file, i.e. to rise one level <i>up</i> in the Project management window
Right arrow	to display content of selected folder, i.e. to open the folder in the Project management window
F3	in the Project management window (Project › Open/manage ) allows to pass from the projects list to input field used for input of key word for project search. Moreover, you can click the F3 button after keyword input for projects search to perform sequential search for projects in the list

2.2. The Explorer window and windows for resources load/save

Keyboard shortcut	Action
Ctrl+Alt+E	to open the Explorer window
Left arrow	to move at one subfolders level <i>up</i>
Right arrow	to show content of selected folder, i.e. to open the folder



For example, keys **Left arrow** and **Right arrow** also work in **Raster Converter**, **Add images**, **Add pushbroom images** windows.

3. The main system window and layer manager

The following hotkeys are available in the main system window:

Keyboard shortcut	Action
F1	to open user manual
Shift+F8	to show/hide brightness/contrast/gamma correction pane located on the bottom of the window
Ctrl+F8	to show/hide scroll bars
Ctrl+F11	to show/hide layer manager window, and also navigation window
Ctrl+Shift+F11	to expand/collapse 2D-window, and also show/hide layer manager window, and also navigation window
Ctrl+S	to save active layer
Ctrl+Shift+S	to save active layer with a new name
Ctrl+Q	to close active layer
Ctrl+I	to display information about active layer
H	to show/hide active layer
Ctrl+H	to show/hide titles in active layer
Ctrl+Shift+H	to show/hide titles in <i>all</i> layers
Shift+arrows	“panning” for 0,9 of the window size, i.e. shift of the window content for 0,9 of the window size
Alt+arrows	“panning” for 8 pixels, i.e. shift of the window content for 8 pixels
Ctrl+arrows	move selected objects in plane by 4 directions
Ctrl+2 / Ctrl+4 / Ctrl+6 / Ctrl+8 [numeric key-board]	move selected objects in plane by 8 directions
Ctrl+PgUp / Ctrl+PgDn / Ctrl+mouse wheel	move selected objects along Z axis
Mouse wheel	scroll list of points/coordinates/files in windows with scrollbars
Tab	to temporarily hide toolbars

- **Ctrl+O** – allows to open context (custom) menu, containing layer loading preferences

Keyboard shortcuts in context menu	Action
L	to open Load LAS window
G	to open layer, containing Grid
T	to open layer, containing DTM, represented as a triangular irregular network (TIN)
V	to open layer, containing vector objects
D	to open layer, containing DTM, represented as a DEM
R	to open layer, containing georeferenced rasters (from resources)
W	to open 3D-window

- **Ctrl+N** – allows to open context (custom) menu, containing the options of data construction or new layer preferences

Keyboard shortcuts in context menu	Action
D	to create DTM as a DEM, based on triangular irregular network (TIN)
T	to create DTM as triangular irregular network (TIN), based on points and structural lines
C	to create a contours, based on triangular irregular network (TIN)
V	to create vector layer
S	to create vector layer with the Classifier
G	to create grid layer

- Press and hold the **Alt** key during opening of new 2D-window for single image (**Window › New 2D-window (single image)**) allows to open the image in 1:1 zoom, otherwise, it will be opened in 2D-window in full.




Press and hold left mouse button during the operation **Window › New 2D-window (single image)** instead of mouse clicks.

- Press and hold the **Alt** during choosing the **Rasters › Load georeferenced images (files/resources)** menu item to load selected image to 2D-window immediately using parameters of the last loading, otherwise prior to load selected image file a settings window is opened (used to select coordinate system and background color).





Press and hold left mouse button during the operation **Window › New 2D-window (single image)** instead of mouse clicks.



- Press and hold the **Ctrl** key while opening the **Measurement** window (the  button of the main toolbar), that allows to not change current active layer in Manager, otherwise the *Marker* layer becomes active. In the same way, press and hold the **Ctrl** key while closing the **Measurement** window, that allows to not change the *Marker* active

layer (if the window was opened without using the **Ctrl** key), otherwise the layer which was active before opening the window becomes active.



3.1. Scaling

Keyboard shortcut	Action
Alt+1	1:1 zoom
Alt+2–Alt+4	customized zoom
Alt+0	previous zoom
Alt+5	“preset zoom” (used to switch between two customized zooms)
Alt+Enter	show window content in a whole (zoom to fit)
= [main keyboard]	zoom management
- [main keyboard]	zoom management
* [numeric keyboard]	zoom management
/ [numeric keyboard]	zoom management
Ctrl+Alt+mouse move with pressed left button	zoom in of image part located inside of rectangle defined by mouse 
Ctrl+Alt+Shift+ mouse move with pressed left button	zoom out of image part located inside of rectangle defined by mouse 
Ctrl+Alt+mouse wheel	zoom change
Ctrl+Alt+mouse click	1 step zoom in
Ctrl+Alt+Shift+mouse click	1 step zoom out




Press **Ctrl+Alt** hotkeys (or click an appropriate button to enable the  mode) and drag a rectangle by mouse to zoom in area of image. Press **Ctrl+Alt+Shift** hotkeys (or **Shift** key only, if the  mode is already enabled) and drag a rectangle by mouse to zoom out area of image.

3.2. Marker

Keyboard shortcut	Action
Ctrl+Alt+C	to open the Marker window
Ctrl+mouse move with pressed left button	to drag selected object in plane
Alt+mouse move with pressed left button	enables panning mode
Shift+mouse move with pressed left button	to select by rectangle in group selection mode (the  and  buttons in Tools additional toolbar)
Esc	cancel selection
F4	turn on/off “marker=mouse” mode
F6	turn on/off fixed marker mode (<i>roam-mode</i>)
F7	center window by marker
~	move marker to current vertex

Keyboard shortcut	Action
PgUp / PgDn	move marker along Z axis
Alt+Shift+mouse move with pressed left button along vertical line	fast marker move along Z axis
Arrows	move marker in plane by 4 directions
2 / 4 / 6 / 8 [numeric key-board]	move marker in plane by 8 directions
Ctrl+Alt+Ins	to copy position of marker in 2D-window to clipboard (Edit › Copy marker to clipboard)
Alt+Shift+Ins	to move marker to position in 2D-window copied to clipboard (Edit › Paste marker from clipboard)










Objects selection by polygon in group selection mode by polygon (the  button of the **Tools** toolbox): **Shift** + mouse click – used to define first vertex of polygon, mouse click – to specify every next vertex, double click – to define the last vertex of polygon (to finish a polygon drawing), **Esc** – to cancel polygon drawing for objects selecting

3.2.1. Snapping and multi-snapping modes



For work in *snapping* mode (**V**, **B**, **N**, **M**) *only* the hotkeys are used.

Keyboard shortcut	Action
V	to execute 3D snapping to vertices (when the mode was enabled with hotkey, marker moves to the vertex nearest to the marker position)
B	to execute 2D snapping to vertices (when the mode was enabled with hotkey, marker moves to the vertex nearest to the marker position without changing marker's height value)
N	to execute 3D snapping to lines (when the mode was enabled with hotkey, marker moves to the point on vector object segment, closest to the marker position, with exact match with XYZ coordinates)
M	to execute 2D snapping to lines (when the mode was enabled with hotkey, marker moves to the point on vector object segment, closest to the marker position, without changing marker's height value)
2	to turn on/off 2D multi-snapping mode – marker moves to vector object elements (vertices, medians etc.), XY-plane marker coordinates match to coordinates of object elements, Z-height of marker is not changed ( button in Vectors additional toolbar)
3	to turn on/off 3D multi-snapping mode – marker moves to vector object elements (vertices, medians etc.), XYZ marker coordinates match to coordinates of object elements ( button in Vectors additional toolbar)
4	to turn on/off Snapping to points mode – marker snaps to vertices of vector objects. Label End appears near that vertices ( button in Vectors additional toolbar)
5	to turn on/off Snapping to medians mode – marker snaps to medians of vector objects. In case of detecting object segment at the distance of lower than Detect radius , its median is highlighted by small grey circle symbol.

Keyboard shortcut	Action
	Label Midpoint appears near that medians ( button in Vectors additional toolbar)
6	to turn on/off Snapping to lines mode – marker snaps to segments of vector objects. Label Nearest appears near segment point closest to the marker position ( button in Vectors additional toolbar)
7	to turn on/off Perpendicular snapping mode (allows to build orthogonal polylines/polygons and to snap segments of drawing objects to segments of existed objects in perpendicular manner) –  button in Vectors additional toolbar
8	to turn on/off Snapping to coords mode (allows to build polylines/polygons orthogonal to the basic or additional coordinate system, as well as accurately orient drawing objects regarding vertices of existed vector objects) –  button in Vectors additional toolbar



2D snapping is used while creation an object coinciding with existing one only in XY plane. If, for example, it is necessary to add an extension to building with different height.



In snapping mode there is a possibility to draw a part of the created object over existing one.

4. Other system windows

4.1. Progress bar

- **Ctrl+C** / **Ctrl+Ins**, as well as the **Copy** context menu item, allow to copy event log to clipboard.
- **Ctrl+Shift+C** / **Ctrl+Shift+Ins** allow to copy event log to clipboard in inner format.







Click an event log area to use hotkeys.

4.2. The “Block editor” window

Keyboard shortcut	Action
Ctrl+Alt+B	to open the Block editor window
Ctrl+F	search for an image by name (part of name)
Ctrl+A	choosing (highlighting) of all block images
Shift+Ins	add a new strip
Shift+Del	delete chosen strip
Ins	add images from files, located <i>out</i> of active profile resources
Del	delete chosen images
Ctrl+arrows	move chosen images right/left/up/down



4.3. The “Camera” window

- **Ctrl+Ins/Ctrl+Del** in tables of the **Camera** window (,  in the **Manage project cameras** window) allow to add/delete the table row. Press the **Shift** key while clicking the $10^3/10^{-3}$ buttons to multiply/divide distortion coefficients specified in the table by 10, otherwise by 1000.
- Press and hold the **Alt** key during closing of the **Camera** window (the ,  buttons in the **Project management** window) that allows to not re-calculate interior orientation.











4.4. The “Classifier” window



- **Ctrl+F** on the **Codes** tab in the **Classifier** window (**Window > Classifier**) allows to search for specified keyword in the Code table, **F3** – to move to the next code, containing the keyword specified.

4.5. The “Undo log” window

Keyboard shortcut	Action
Ctrl+Z	to cancel the last operation of vector objects editing on a layer ( button in main toolbar)
Ctrl+Shift+Z	to redo the last undone operation ( button in main toolbar)

5. Work in “Points measurement” module

Keyboard shortcut	Action
Ctrl+=	to add a tie point to marker position on selected image (duplicates the  button)
Space, Ctrl+Space	are used to search for and add a tie point on two (Space) or on all (Ctrl+Space) opened images (duplicate the  or  buttons)
Q	shows correlation coefficient of current image and left image in the marker position (duplicates the  button)
F, Ctrl+F	to perform search for a point with marker position, but without proposition about new point adding (or press and hold the Alt key while clicking the  or  button)
Shift+C	to synchronize markers in all windows with images and center by marker the image in active window
Shift+* / Shift+ / [numeric keyboard]	to zoom images in all opened windows at once (synchronously)
Ctrl+123456789	to adjust a step of move in Stereowindow ()
Alt+Ins / Alt+Del / Ctrl+F	to add/delete/search for GCP on the GCP list tab () of the Triangulation points window (with automatic enabling of editing mode during points adding or deleting)
Alt+	Alt during adding of GC point () allows to add only one measurement on selected image, otherwise – on all opened images

Keyboard shortcut	Action
mouse double click	click in the Map window (opened using the  button in the Points measurement window) allows to search for marker position only on opened images of the Points measurement window;
Shift+mouse double click	click in the Map window (opened using the  button in the Points measurement window) allows to search and open only the images that contain marker position
D	to turn on/off the distance measuring mode in windows of opened images
H+mouse wheel	to change the horizontal size of the frame around the marker
V+mouse wheel	to change the vertical size of the frame around the marker
B+mouse wheel	to change the size of the frame around marker on both axes



To display the frame around the marker choose the **Show frame for centering on area objects** item in the right-click menu (in the window of opened image).

In order to hide the frame choose the **Show frame for centering on area objects** item in the right-click menu once more.

6. Work in stereomode

- **F9** – turn on/off stereomode in 2D-window with stereopair;
- **F11** – toggle a phase in stereo window when stereomode is enabled, or toggle left/right frame when stereomode is disabled;
- **F2** – adjust depth – allows to change images parallax to superpose marker;
- **F3** – restore depth – allows to set images parallax to stereopair default value;
- **Shift+PgUp** / **Shift+PgDn** / **Shift+mouse wheel** – used to change parallax of image (not marker);
- **Shift+F2** – set marker parallax to zero value (at current images parallax);
- **Shift+F3, Home** – set marker parallax to default value for stereopair;
- **Shift+F7** – turn on/off mode of fixed parallax marker;
- **Ctrl+Shift+mouse wheel** – change images Y-parallax;
- **Alt+Shift+mouse move with pressed middle button along horizontal line** – fast change of image parallax;
- Press and hold the **Shift** key while clicking OK in the **Select stereopair** window (**Window** › **Stereopairs** › **Select stereopair**) after *highlighting* of one of two *selected* images on the **All images** tab, leads to opening of the *highlighted* image in 2D-window as a *right* stereopair image, otherwise (by default) images position in a strip is considered during stereopair opening.



Enabled checkbox in the list means choosing the object, blue highlight – object highlighting in the list.

- **Space** – allows to place marker on a model surface automatically using correlator.

6.1. “Change stereopair” toolbar / “Stereopairs” menu

Keyboard shortcut	Action
Ctrl+Alt+Right arrow	to open next stereopair in strip
Ctrl+Alt+Down arrow	to open stereopair one strip down
Ctrl+Alt+Left arrow	to open previous stereopair in the strip
Ctrl+Alt+Up arrow	to open stereopair one strip up
Ctrl+J	to jump to the best stereopair automatically





7. Rasters

















Keyboard shortcut	Action
Ctrl+Shift+1	to use one of three modes of displaying raster images in 2D-window: Cached only
Ctrl+Shift+2	to use one of three modes of displaying raster images in 2D-window: Depending on zoom
Ctrl+Shift+3	to use one of three modes of displaying raster images in 2D-window: Source only

8. Vectors


Keyboard shortcut	Action
Ctrl+O,V	to open layer, containing vector objects
Ctrl+N,V	to create vector layer
Ctrl+N,S	to create vector layer with the classifier
Ctrl+N,C	to create a contours, based on triangular irregular network (TIN)
I	to display selected vector object properties (Vectors › Polyline properties)
Z	to open Elevations interpolating window (see the “ Vectorization ” User Manual)







8.1. The “Vectors” toolbar

Keyboard shortcut	Action
P	to enable point objects input mode ( button in Vectors additional toolbar)
L	to enable non-closed polylines input mode ( button in Vectors additional toolbar)
G	to enable polygons input mode ( button in Vectors additional toolbar)
C	to enable CAD-objects creating mode ( button in Vectors additional toolbar)


Keyboard shortcut	Action
R	to enable roofs creating mode ( button in Vectors additional toolbar)
A	to enable orthogonal input mode of vector objects ( button in Vectors additional toolbar)
S	to enable orthogonal input mode of vector objects for additional coordinate system ( button in Vectors additional toolbar)
Y	to enable streamline input mode of vector objects ( button in Vectors additional toolbar)
T	to turn on tracing mode ( button in Vectors additional toolbar)
X	to enable curve check points editing ( button in Vectors additional toolbar)
W	to select a vertex, located in marker area on a distance specified in the Swath field (Service > Settings > Vectors) ( button in Vectors additional toolbar)
E	to move marker to the selected vertex automatically ( button in Vectors additional toolbar)
2	to turn on/off 2D multi-snapping mode – marker moves to vector object elements (vertices, medians etc.), XY-plane marker coordinates match to coordinates of object elements, Z-height of marker is not changed ( button in Vectors additional toolbar)
3	to turn on/off 3D multi-snapping mode – marker moves to vector object elements (vertices, medians etc.), XYZ marker coordinates match to coordinates of object elements ( button in Vectors additional toolbar)
4	to turn on/off Snapping to points mode – marker snaps to vertices of vector objects. Label End appears near that vertices ( button in Vectors additional toolbar)
5	to turn on/off Snapping to medians mode – marker snaps to medians of vector objects. In case of detecting object segment at the distance of lower than Detect radius , its median is highlighted by small grey circle symbol. Label Midpoint appears near that medians ( button in Vectors additional toolbar)
6	to turn on/off Snapping to lines mode – marker snaps to segments of vector objects. Label Nearest appears near segment point closest to the marker position ( button in Vectors additional toolbar)
7	to turn on/off Perpendicular snapping mode (allows to build orthogonal polylines/polygons and to snap segments of drawing objects to segments of existed objects in perpendicular manner) –  button in Vectors additional toolbar
8	to turn on/off Snapping to coords mode (allows to build polylines/polygons orthogonal to the basic or additional coordinate system, as well as accurately orient drawing objects regarding vertices of existed vector objects) –  button in Vectors additional toolbar
D	to change default axes direction of additional coordinate system ( button in Vectors additional toolbar)

8.2. The “Tools” toolbar













Keyboard shortcut	Action
Ctrl+Alt+A	turns the alignment mode on ( button in Tools additional toolbar)



Keyboard shortcut	Action
Ctrl+Alt+S	to scale vector objects during their transformation in the alignment mode ( button in Tools additional toolbar)
Ctrl+Alt+Ins	to copy position of marker in 2D-window to clipboard ( button in Tools additional toolbar)
Alt+Shift+Ins	to move marker to position in 2D-window copied to clipboard ( button in Tools additional toolbar)
Ctrl+Shift+V	to paste vector objects from clipboard to active vector layer into marker position ( button in Tools additional toolbar)
Shift+mouse move with pressed left button	to select by rectangle in group selection mode (the  and  buttons in Tools additional toolbar)



Objects selection by polygon in group selection mode by polygon (the  button of the **Tools** toolbox): **Shift** + mouse click – used to define first vertex of polygon, mouse click – to specify every next vertex, double click – to define the last vertex of polygon (to finish a polygon drawing), **Esc** – to cancel polygon drawing for objects selecting

8.3. The “Topology” toolbar / The “Topology” menu

Keyboard shortcut	Action
Shift+C	to convert polyline to polygon ( button in Topology additional toolbar)
Shift+B	to convert polygon to polyline ( button in Topology additional toolbar)
Shift+P	to merge selected polylines into a single one by adding a segment between two last vertices of merging polylines ( button in Topology additional toolbar)
Shift+G	to merge selected polygons that have overlap or common border ( button in Topology additional toolbar)
Shift+X	to split a polyline into two ones in the closest to marker vertex ( button in Topology additional toolbar)
Shift+I	to split several polygons and polylines using “cutting” polyline ( button in Topology additional toolbar)
Shift+D	to remove a segment connecting two vertices of polyline/polygon ( button in Topology additional toolbar)
Ctrl+D	to remove a vertex with adjoining segments
Shift+S	to select polyline/polygon vertex closest to marker position
Shift+V	to connect creating line to existed one in a closest to marker vertex ( button in Topology additional toolbar)
Shift+L	to connect creating line to existed one in arbitrary place of segment ( button in Topology additional toolbar)
Shift+N	to continue construction of the previously created polyline
Shift+M	to draw a border of one polygon along a border of another one ( button in Topology additional toolbar)
Shift+A	to create polyline along another polyline up to marker position ( button in Topology additional toolbar)
Shift+F	to continue creating polyline along another polyline up to nearest join vertex ( button in Topology additional toolbar)

Keyboard shortcut	Action
Shift+Z	to continue creating polyline/polygon along other vector objects up to selected vertex ( button in Topology additional toolbar)
Shift+R	to substitute a polyline/polygon fragment ( button in Topology additional toolbar)
Alt+S	(Vectors › Topology › Object fragment › Select start point of fragment , see the “Adding/deleting object fragment” chapter of the “ Vectorization ” User Manual)
Alt+D	to delete polyline/polygon fragment (Vectors › Topology › Object fragment › Delete line fragment)

8.4. The “Geometry” menu

Keyboard shortcut	Action
J	to move <i>point/vertices to marker position</i> (Vectors › Geometry › Move point to marker)
K	to move <i>all vertices to marker height</i> (Vectors › Geometry › Move to marker height)
~	to move <i>marker to selected vertices</i> (Vectors › Geometry › Move marker to selected point)
Ctrl+F	(Vectors › Geometry › Orthogonalization forward , see the “Vertices editing” chapter of the “ Vectorization ” User Manual)
Ctrl+B	(Vectors › Geometry › Orthogonalization backward , see the “Vertices editing” chapter of the “ Vectorization ” User Manual)

8.5. The “Selection” menu

Keyboard shortcut	Action
Ctrl+<	to select an object, previous to selected
Ctrl+>	to select an object, next to selected
<	to select a polyline vertex located <i>before</i> the selected one; sequence of vertices is displayed when you select a vector object (see the “Vector object properties” chapter of the “ Vectorization ” User Manual)
>	to select a polyline vertex located <i>after</i> the selected one; sequence of vertices is displayed when you select a vector object (see the “Vector object properties” chapter of the “ Vectorization ” User Manual)

8.6. The “Clipboard” menu

Keyboard shortcut	Action
Ctrl+C	to copy selected vector objects to the clipboard
Ctrl+V	to paste vector objects from clipboard to active vector layer
Ctrl+X	to cut vector objects from active layer and copy them to clipboard
Ctrl+Shift+V	to paste vector objects from clipboard to active vector layer into marker position

8.7. Grid

Keyboard shortcut	Action
Ctrl+N,G	to create grid layer

8.8. Snapping mode

Keyboard shortcut	Action
Ctrl+Space	duplicate Edit › Snapping › Select a segment for a snapping menu item. Is used during snapping to the selected segment's prolongation or parallel

9. Terrain

9.1. Points

Keyboard shortcut	Action
Ctrl+O,V	to open layer, containing vector objects (points)

9.2. TIN

Keyboard shortcut	Action
Ctrl+O,T	to open layer, containing DTM, represented as a triangular irregular network (TIN)
Ctrl+N,T	to create DTM as triangular irregular network (TIN), based on points and structural lines
Ctrl+T	to enable/disable editable TIN layer visibility




9.3. DEM

Keyboard shortcut	Action
Ctrl+O,D	to open layer, containing DTM, represented as a DEM
Ctrl+N,D	to create DTM as a DEM, based on triangular irregular network (TIN)

9.4. Contours

Keyboard shortcut	Action
Ctrl+N,C	to create a contours, based on triangular irregular network (TIN)

10. Work in Geomosaic program

- Press and hold the **Shift** key while creating a preview (**Mosaic › Preview**  and **Mosaic › Preview (current sheet)** ) to perform re-calculating of brightness adjustment (duplicate the  **Mosaic › Rebuild brightness adjustment** button).