

Coot Crib Sheet

July 11, 2008

1 Keyboard

1.1 Dialog Shortcuts

F5 Post Model/Fit/Refine dialog
F6 Post Go To Atom window
F7 Post Display Control Window
F8 Raster3D "Screenshot"

1.2 Previous/Next Residue

"Space" Next Residue
"Shift" "Space" Previous Residue

1.3 Previous/Next Rotamer

When in "Rotamer" mode, these keyboard short-cuts are available¹:

"/" Next Rotamer
"/" Previous Rotamer

1.4 Keyboard Chi Angles

Instead of pressing the buttons in the Chi Angles button box, you can use keyboard "1" for Chi1, "2" for Chi2 *etc.*

1.5 Keyboard Contouring

Use + or - to change the contour level

1.6 Keyboard Rotation

Q Rotate + X Axis
W Rotate - X Axis
E Rotate + Y Axis
R Rotate - Y Axis
T Rotate + Z Axis
Y Rotate - Z Axis

1.7 Keyboard Translation

Keypad 3 Push View (+Z translation)
Keypad . Pull View (-Z translation)

1.8 Keyboard Undo

Ctrl-Z Undo last modification
U Undo last move/navigation

1.9 Keyboard Zoom and Clip

N Zoom out
M Zoom in
D Slim clip
F Fatten clip

1.10 Skeleton

S: Generate skeleton around current point²

1.11 Continuous Rotate

I: Toggle continuous spin

1.12 Baton Mode

B: toggle into baton rotate mode³

¹note: focus must be in the graphics window, not the Rotamer dialog

²if a skeleton is being displayed
³rather than view rotate mode

2 Mouse

Mouse actions are occasionally augmented with keyboard modifiers:

Left-mouse Drag	Rotate view
Ctrl Left-Mouse Drag	Translates view
Shift Left-Mouse Click	Label Atom
Right-Mouse Drag	Zoom in and out
Shift Right-Mouse Drag	Change clipping and Translate in Screen Z The movement is along orthogonal axes: up+right/down+left shifts in z, up+left/down+right changes the slab
Ctrl Shift Right-Mouse Drag	Rotate View about Screen Z
Middle-mouse Click	Centre on atom
Scroll-wheel Forward	Increase map contour level
Scroll-wheel Backward	Decrease map contour level

Intermediate (white) atoms can be dragged around by clicking on them:

Left-mouse Drag:	Move all intermediate atoms by linear shear
Left-mouse Drag with "A" key:	as above with non-linear shear
Left-mouse Drag with "Ctrl":	Move a single atom

3 Refinement Extras

Use "A" to define a residue range⁴ with a single-click. Useful in Refinement and Regularization.

- Click "Real Space Refine Zone"
- Click on an atom
- Press the "A" key

⁴+/- n residues from the current residue