Quick Reference Guide

BCFramer®

Modeling

Result	Command	Result	Command
Input Post (column)	Alt + P	Input Opening	Alt + O
Input Beam	B	Input Opening (floor)	Alt + S
Input Floor Container	F	Input Plane	P
Input Wall	W	Input Skip Gap in Wall	Ctrl + Shift + S
Cap Wall	Z	Input Horizontal Obstruction (duct)	H
Close	C	Input Vertical Obstruction (drain)	Alt + V
Gable End	G	AutoFrame (Floor)	Ctrl + Shift + A
Hip End	H	AutoFrame (Trusses)	A

Editing

Result	Command	Result	Command
Copy	Ctrl + C	Offset Dialog	, (comma key)
Cut	Ctrl + X	Quick Floor Framing	Ctrl + Q
Paste	Ctrl + V	Advanced Selection	Ctrl + A
Smart Move	S	Zoom to Object	T
Undo	Ctrl + Z	Move	M
Redo	Ctrl + Y	View Cut	Shift + V
Extend to Line	Alt + X	Roof Trusses - Adjust Ends	Ctrl + E

Actions

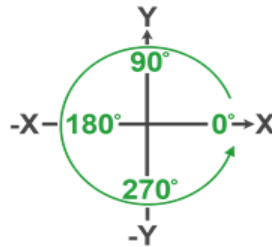| Result	Command	Result	Command
New File	Ctrl + F	Create Hatch Legend	Ctrl + H
New Job (folder & file)	Ctrl + N	Input Workline	Ctrl + W/L
Open (file)	Ctrl + O	Elevation View	E
Save	Ctrl + S	Repeat Last Command	Space Bar
Print Layout	Ctrl + P	Reference Line Parallel to a Line	Ctrl + Shift + P
Erase All Reference Lines	Shift + E	Generate Group Labels	Ctrl + G
Move up a Level	Ctrl + PgUp	Move down a Level	Ctrl + PgDn

Constrain Object Input

Result	Command	Result	Command
Up	Up Arrow	Left	Left Arrow
Down	Down Arrrow	Right	Right Arrow
Up	Shift + Num 8	Left	Shift + Num 4
Down	Shift + Num 2	Right	Shift + Num 6
135 Degrees (Up Left)	Shift + Num 7	45 Degree (Up Right)	Shift + Num 9
225 Degrees (Dwn Left)	Shift + Num 1	315 Degree (Dwn Right)	Shift + Num 3

Function Keys

Result	Command	Result	Command
Pan	F3	Selection Control	F4
Quickline	F6	Zoom Best Fit	F7
Ortho	F8	Zoom Previous	F9
3D - Solid View	F11	3D - Plottable Hidden Line	F12
Viewport - Zoom Window	Ctrl + F10	3D - Exportable Solid View	Ctrl + F11
Viewport - Zoom Best Fit	Ctrl + F7		

Axes and Angles

BC FRAMER® uses a Cartesian coordinate system with horizontal X axis (positive right), and vertical Y axis (positive up).

BC EWP Software Support