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Letter spacing	<p>Alt+> expand line/paragraph by 1 pixel</p> <p>Shift+Alt+> expand line/paragraph by 10 pixels</p> <p>Alt+< contract line/paragraph by 1 pixel</p> <p>Shift+Alt+< contract line/paragraph by 10 pixels</p> <p><i>These commands (only when editing text) adjust letter spacing in the current line (regular text) or paragraph (flowed text).</i></p> <p><i>The actual adjustment for pixel movements depends on zoom level. Zoom in for finer adjustment.</i></p> <p>Line spacing</p> <p>Ctrl+Alt+> make the text object taller by 1 pixel</p> <p>Shift+Ctrl+Alt+> make the text object taller by 10 pixels</p> <p>Ctrl+Alt+< make the text object shorter by 1 pixel</p> <p>Shift+Ctrl+Alt+< make the text object shorter by 10 pixels</p> <p><i>These commands (only when editing text) adjust line spacing in the entire text object (regular or flowed).</i></p> <p><i>The actual adjustment for pixel movements depends on zoom level. Zoom in for finer adjustment.</i></p> <p>Kerning and shifting</p> <p>Alt-arrows shift characters by 1 pixel</p> <p>Shift+Alt-arrows shift characters by 10 pixels</p> <p><i>These commands work when editing a regular text object. Kerning does not work in flowed text.</i></p> <p><i>With no selection, they shift (horizontally or vertically) the characters after the cursor until the end of line.</i></p> <p><i>With selection, they shift the selection relative to the rest of text (by inserting opposite kerns at both ends of selection).</i></p> <p><i>The actual adjustment for pixel movements depends on zoom level. Zoom in for finer adjustment.</i></p> <p>Rotate</p> <p>Ctrl+I, Ctrl+J rotate character(s) by 90 degrees</p> <p>Alt+I, Alt+J rotate character(s) by 1 pixel</p> <p><i>These commands rotate the next character (without selection) or all characters in the selection (with selection).</i></p> <p><i>Rotation only works in regular text (not flowed text).</i></p> <p><i>The actual angle for pixel rotation depends on zoom level. Zoom in for finer movement.</i></p>
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T tools	<p>F1, s Selector</p> <p>Space Selector (temporary)</p> <p><i>Space switches to the Selector tool temporarily; another Space switches back.</i></p> <p><i>When the "Left mouse button pans when Space is pressed" option is on in Preferences, Space+mouse drag pans canvases instead of switching to Selector.</i></p> <p>F2, n Node tool</p> <p>Shift+F2, w Tweak tool</p> <p>F3, z Zoom tool</p> <p>F4, r Rectangle tool</p> <p>Shift+F4, x 3D box tool</p> <p>F5, e Ellipse/arc tool</p> <p>F6, p Freehand (Pencil) tool</p> <p>Shift+F6, b Bezier (Pen) tool</p> <p>Ctrl+F6, c Calligraphy tool</p> <p>Shift+F7, u Paint Bucket tool</p> <p>Ctrl+F1, g Gradient tool</p> <p>F7, d Dropper tool</p> <p>F8, t Text tool</p> <p>F9, i Spiral tool</p> <p>Shift+F9, * Star tool</p> <p>Ctrl+F2, o Connector tool</p> <p>Double click on the tool buttons opens the Preferences dialog showing the page of the corresponding tool.</p>
Dialogs	<p>Open</p> <p>Shift+Ctrl+F Fill and Stroke</p> <p>Shift+Ctrl+W Swatches</p> <p>Shift+Ctrl+T Text and Font</p> <p>Shift+Ctrl+M Transform</p> <p>Shift+Ctrl+L Layers</p> <p>Shift+Ctrl+A Align and Distribute</p> <p>Shift+Ctrl+O Object Properties</p> <p>Shift+Ctrl+H Undo History</p> <p>Shift+Ctrl+X XML Editor</p> <p>Shift+Ctrl+D Document Preferences</p> <p>Shift+Ctrl+P Inkscape Preferences</p> <p>Shift+Ctrl+E Export to PNG</p> <p>Ctrl+F Find</p> <p>Shift+Alt+B Trace Bitmap</p> <p>Shift+Ctrl+7 Path Effects</p> <p><i>These shortcuts open a new dialog window if it wasn't open yet, otherwise the corresponding dialog gets focus.</i></p> <p>Toggle visibility</p> <p>F12 toggle dialogs</p> <p><i>This temporarily hides all open dialogs; another F12 shows them again.</i></p>

Within a dialog	<p>Esc return to the canvas</p> <p>Ctrl+F4, Ctrl+W close the dialog</p> <p>Tab jump to next widget</p> <p>Shift+Tab jump to previous widget</p> <p>Enter set the new value</p> <p><i>This accepts the new value you typed in a text field and returns focus to canvas.</i></p> <p>Ctrl+Enter in XML Editor, set the attr value</p> <p><i>When editing an attribute value in XML Editor, this sets the new value (same as clicking the "Set attribute" button).</i></p> <p>Space, Enter activate current button or list</p> <p>Ctrl+PgUp, Ctrl+PgDn in a multi-tab dialog, switch tabs</p>
Controls bar	<p>Access</p> <p><i>The Controls bar at the top of the document window provides different buttons and controls for each tool.</i></p> <p>Navigate</p> <p>Alt+X jump to the first editable field</p> <p>Tab jump to next field</p> <p>Shift+Tab jump to previous field</p> <p>Shift+PgUp, PgDn jump to the value in the field you leave, if changed, is accepted.</p>
Change values	<p>Up arrow, Down arrow change value by 0.1</p> <p>PgUp, PgDn change value by 5.0</p> <p>Enter accept the new value</p> <p>Esc cancel changes, return to canvas</p> <p><i>This accepts the new value you typed in a text field and returns focus to canvas.</i></p> <p><i>This cancels any changes you made in a text field and returns focus to canvas.</i></p> <p>Ctrl+Z cancel changes</p> <p><i>This cancels any changes you made in a text field but you stay in the field.</i></p>
Canvas	<p>Zoom</p> <p>=, + zoom in</p> <p>- zoom out</p> <p><i>The keypad +/- keys do zooming even when you are editing a text object, unless NumLock is on.</i></p> <p>middle click, Ctrl+right click zoom in</p> <p>Shift+middle click, Shift+right click zoom out</p> <p>Ctrl+mouse wheel zoom in or out</p> <p><i>When the "Mouse wheel zooms by default" option is on in Preferences, Ctrl-wheel scrolls instead of zooming. To zoom, use wheel without Ctrl.</i></p> <p>Shift+middle button drag zoom into the area</p> <p>Alt+Z activate zoom field</p>

Inkscape 0.46 keyboard and mouse reference

The zoom field in the lower left corner of the window allows you to specify zoom level precisely.

Preset zooms

- 1 zoom 1:1
- 2 zoom 1:2
- 3 zoom to selection
- 4 zoom to drawing
- 5 zoom to page
- Ctrl+E, 6 zoom to page width

Zoom history

Shift+` next zoom
 ` (back quote) previous zoom

With these keys, you can travel back and forth through the history of zooms in this session

Scroll (pan)

Ctrl+arrows scroll canvas
middle button drag pan canvas
Shift+right button drag,
Ctrl+right button drag pan canvas
mouse wheel scroll canvas vertically

When the "Mouse wheel zooms by default" option is on in Preferences, mouse wheel zooms instead of scrolling. To scroll, use Ctrl+wheel.

When the "Left mouse button pans when Space is pressed" option is on in Preferences, Space+mouse drag also pans canvas.

Guides, grids, snapping

mouse drag drag off a ruler to create guide
 Drag off the horizontal or vertical ruler to create a new guideline. Drag a guideline onto the ruler to delete it.
 | Shift+A toggle guides and snapping to guides (% key).
 When you create a new guide by dragging off the ruler, guide visibility and snapping are turned on.
 #, Shift+3 toggle grids and snapping to grids
 If you want to see the guides but not snap to them, use the global snapping toggle (% key).
 None then only the 3 key on the main keyboard works, not on the keypad.
 % toggle snapping on and off
 This toggle affects snapping to grids, guides, and objects in all tools.

Display mode

Ctrl+keypad 5 toggle normal/outline mode

Palette

These keys work both in the floating palette dialog and in the palette frame at the bottom of the window.

click set fill color on selection
Shift+click set stroke color on selection

right click set stroke color on selection
mouse drag drag fill color to objects

Shift+mouse drag drag stroke color to objects
 To change fill/stroke of an object by dragging color on it, that object need not be selected.
 You can also drag colors to the Fill (F) and Stroke (S) indicators in the statusbar to change the selection.

File

Ctrl+N create new document
 Ctrl+O open an SVG document
Shift+Ctrl+E export to PNG
 Ctrl+I import bitmap or SVG
 Ctrl+P print document
 Ctrl+S save document
Shift+Ctrl+S save under a new name
 Shift+Ctrl+Alt+S save a copy
 Ctrl+Q exit Inkscape

Window

Ctrl+R toggle rulers
 Ctrl+B toggle scrollbars
 F11 toggle fullscreen
 F10 main menu
 Menus can also be activated by Alt with the letter underscored in the menu name.
Shift+F10, right click drop-down (context) menu
 Ctrl+F4, Ctrl+W close document window
 This shuts down Inkscape if it was the only document window open.
 Ctrl+Tab next document window
Shift+Ctrl+Tab previous document window
 These cycle through the active document windows forward and backward.

Layers

Shift+PgUp move to layer above
 Shift+PgDn move to layer below
 These commands move the selected objects from one layer to another.
Shift+Ctrl+PgUp raise layer
Shift+Ctrl+PgDn lower layer
Shift+Ctrl+Home raise layer to top
Shift+Ctrl+End lower layer to bottom
 These commands move the current layer among its siblings (normally other layers).

Object

Undo/redo
 Shift+Ctrl+Y, Ctrl+Z undo
 Shift+Ctrl+X, Ctrl+Y redo

Inkscape 0.46 keyboard and mouse reference

Dragging the handle in the lower right corner of the selected flowed text changes width/height of the frame.

Ctrl+mouse drag lock width, height, or ratio of frame
 Dragging the corner handle with Ctrl resizes the frame preserving either width, or height, or ratio.

Flowed text (external frame)

Alt+W flow text into frame
 With a text object and a shape/path selected, this flows text into the shape/path. Both remain separate objects, but are linked; editing the shape/path causes the text to reflow.

Alt+Shift+W unflow text from frame

This cuts the flowed text's link to the shape/path, producing a single-line regular text object.

Shift+D select external frame

To find out which object is the frame of this flowed text, select it and press Shift+D. The frame will be selected.

Text on path

Shift+D select path from text

To find out which path this text is put on, select it and press Shift+D. The path will be selected.

Edit text

To type + and - characters, use the main keyboard; keypad + and - are reserved for zoom (unless NumLock is on).

Enter start a new line or paragraph

Enter in regular text creates new line; in flowed text it creates a new paragraph

Ctrl+U toggle Unicode entry

To insert an arbitrary Unicode character, type Ctrl+U, then the hexadecimal code point, then Enter.

For example, type Ctrl+U 2 0 1 4 Enter for an em-dash; Ctrl+U 9 Enter for a copyright sign.

To stay in Unicode mode after inserting the character, press Space instead of Enter. Press Esc or another Ctrl+U to cancel Unicode mode without inserting the character.

Ctrl+Space insert no-break space

A no-break space is visible even in a text object without whitespace="preserve".

Select text

mouse drag select text
 Left-dragging over a text object selects a text span.

Shift+arrows select text by character

Ctrl+Shift+arrows select text by word

Shift+Home, Shift+End select to beginning/end of line

Ctrl+Shift+Home, Ctrl+Shift+End select to beginning/end of text

clickclick select word

clickclickclick select line

Ctrl+A select all text

This selects the entire text of the current text object.

Style selection

Ctrl+B make selection bold
 Ctrl+I make selection italic

Also, you can use the Text&Font or Fill&Stroke dialogs to assign any style to text selection.

<p>These commands change the last (red) segment of the path to straight line or curve.</p> <p>Create dots</p> <p>Ctrl+click create a dot</p> <p>Shift+Ctrl+click create a double-sized dot</p> <p>Alt+Ctrl+click create a random-sized dot</p> <p>Finish</p> <p>Enter finish current line</p> <p>right click finish current line</p> <p>clickclick finish current line</p> <p>Enter, right click, or double left click finish the current line, discarding the last unfinished (red) segment.</p> <p>Cancel</p> <p>Esc, Ctrl+z cancel current line</p> <p>Backspace, Del erase last segment of current line</p>	<p>Gradient tool</p> <p>Select objects</p> <p>click click an object to select</p> <p>Alt+click select under</p> <p>Shift+click toggle selection</p> <p>Create gradients</p> <p>mouse drag create gradient</p> <p>This creates gradient on selected objects. The Control bar lets you select linear/radial and fill/stroke for the new gradient.</p> <p>clickclick create default gradient</p> <p>horizontal edge-to-edge for linear, centered edge-to-edge for radial gradient on clicked object.</p> <p>Select handles</p> <p>click select a handle</p> <p>Shift+click add handle to selection</p> <p>Shift+mouse drag select by rubberband</p> <p>Tab select next handle</p> <p>Shift+Tab select previous handle</p> <p>Ctrl+A select all handles</p> <p>Esc deselect all handles</p> <p>Single click outside all handles also deselects all handles.</p> <p>Create/delete intermediate stops</p> <p>Ctrl+Alt+click create a stop</p> <p>clickclick create a stop</p> <p>Ctrl+Alt+click or double click on a gradient line creates a new intermediate stop</p> <p>Ctrl+Alt+click delete stop</p> <p>Ctrl+Alt+click on a stop's handle deletes the stop; if it was an end stop, gradient shortens or disappears</p> <p>Ins insert new stop(s)</p> <p>This adds new stop(s) in the middle(s) of selected segment(s), so it requires that more than two adjacent handles be selected.</p> <p>Del delete selected stops</p> <p>Move handles/stops</p> <p>mouse drag move selected handle(s)</p> <p>Ctrl+mouse drag move stops in 1/10 range increments</p> <p>Ctrl+dragging selected intermediate stops moves them snapping to 1/10 steps of the available range</p> <p>Alt+mouse drag sculpt selected stops</p> <p>Sculpting moves the selected intermediate stops depending on how close each one is to the stop being dragged, using a smooth bell-like curve similar to the node sculpting feature in Node tool.</p> <p>arrows move selected handle by the nudge distance</p> <p>Shift+arrows move selected handle by 10x nudge distance</p> <p>Alt+arrows move selected handle by 1 pixel</p> <p>Alt+Shift+arrows move selected handle by 10 pixels</p> <p>The default nudge distance is 2 px (SVG pixel units, not screen pixels).</p>
<p>Calligraphy tool</p> <p>mouse drag draw a calligraphic line</p> <p>Shift+mouse drag add to selected path</p> <p>Ctrl+mouse drag track a guide path</p> <p>Drawing with Ctrl tracks a selected guide path at the constant distance</p> <p>Left arrow, Right arrow adjust pen width by 1</p> <p>Home, End set pen width to 1 or 100</p> <p>Up arrow, Down arrow adjust pen angle</p> <p>Width and angle can be adjusted while drawing.</p> <p>Esc deselect</p>	<p>Paint Bucket</p> <p>click fill a bounded area</p> <p>Shift+click add to selected path</p> <p>mouse drag fill from each point</p> <p>Clicking with Shift unions the newly created fill with the previous selection</p> <p>From each point, the fill spreads to the neighbors with the colors similar to that point. This can be used to fill an area currently filled with a gradient or blur.</p> <p>Alt+mouse drag fill from each point same as initial point</p> <p>From each point, the fill spreads to the neighbors with the colors similar to the initial point of the drag.</p> <p>This can be used to fill several disjoint bounded areas by starting in one and dragging over all of the areas.</p> <p>Ctrl+click set fill color</p> <p>Shift+Ctrl+click set stroke color</p> <p>Ctrl+clicking an object sets its fill (or stroke with Shift) to the tool's current style; the object need not be selected</p>

<p>Clipboard</p> <p>Ctrl+C copy selection</p> <p>Ctrl+X cut selection</p> <p>Ctrl+V paste clipboard</p> <p>This places the clipboard objects at the mouse cursor, or at the center of the window if mouse is outside the canvas.</p> <p>When editing text with the text tool, this pastes the text from the system clipboard into the current text object.</p> <p>Ctrl+Alt+V paste in place</p> <p>This places the clipboard objects to the original location from which they were copied.</p> <p>Shift+Ctrl+V paste style</p> <p>This applies the style of the (first of the) copied object(s) to the current selection.</p> <p>If a gradient handle (in Gradient tool) or a text span (in Text tool) are selected, they get the style instead of the entire object.</p> <p>Ctrl+7 paste path effect</p> <p>This applies the path effect of the copied path to the paths/shapes in current selection.</p> <p>Duplicate</p> <p>New object(s) are placed exactly over the original(s) and selected.</p> <p>Clone</p> <p>Alt+D clone object</p> <p>A clone can be moved/scaled/rotated/skewed independently, but it updates the path, fill, and stroke from its original.</p> <p>The clone is placed exactly over the original object and is selected.</p> <p>You can only clone one object at a time; if you want to clone several objects together, group them and clone the group.</p> <p>Shift+Alt+D unlink clone</p> <p>Unlinking a clone cuts the link to the original, turning the clone into a plain copy.</p> <p>To find out which object this is a clone of, select the clone and give this command. The original will be selected.</p> <p>Bitmaps</p> <p>Alt+B create a bitmap copy</p> <p>This exports the selected object(s) (all other objects hidden) as PNG in the document's directory and imports it back.</p> <p>The imported bitmap is placed over the original selection and is selected.</p> <p>Shift+Alt+B trace bitmap</p> <p>This opens the Trace Bitmap dialog allowing you to convert a bitmap object to path(s).</p> <p>Patterns</p> <p>Alt-I object(s) to pattern</p> <p>This converts the selection to a rectangle with tiled pattern fill.</p> <p>Shift+Alt-I pattern to object(s)</p> <p>Each selected object with pattern fill is broken into the same object without fill and a single pattern object.</p> <p>Group</p> <p>Shift+Ctrl+U, Ctrl+G group selected objects</p> <p>Use Ctrl+click to select objects within group.</p>	<p>Shift+Ctrl+G, Ctrl+U ungroup selected group(s)</p> <p>This removes only one level of grouping; press Ctrl+U repeatedly to ungroup nested groups.</p> <p>Z-order</p> <p>Home raise selection to top</p> <p>End lower selection to bottom</p> <p>PgUp raise selection one step</p> <p>PgDn lower selection one step</p>
<p>Path</p> <p>Convert to path</p> <p>Shift+Ctrl+C convert selected object(s) to path</p> <p>Ctrl+Alt+C convert stroke to path</p> <p>Boolean operations</p> <p>Ctrl++ union</p> <p>Union combines any number of objects into a single path, removing overlaps.</p> <p>Ctrl+- difference</p> <p>Difference works on 2 objects, extracting the top from the bottom.</p> <p>Ctrl+* intersection</p> <p>Intersection creates a path representing the common (overlapping) area of all selected objects.</p> <p>Ctrl+^ exclusive OR (XOR)</p> <p>XOR is similar to Union, except that it works on 2 objects and removes areas where the objects overlap.</p> <p>Ctrl+/ division (cut)</p> <p>Division cuts the bottom object into pieces by the top object, preserving the fill and stroke of the bottom.</p> <p>Ctrl+Alt+/ cut path</p> <p>Cut Path cuts the bottom object's stroke only where it is intersected by the top path, removing any fill from the result.</p> <p>The result of Union, Difference, Intersection, and XOR inherits the id= attribute and therefore the clones of the bottom object.</p> <p>Division and Cut path normally produce several objects; of them, a random one inherits the id= of the bottom source object.</p>	<p>Offsets</p> <p>Ctrl+(- inset path (towards center)</p> <p>Ctrl+) outset path (away from center)</p> <p>The default offset distance is 2 px (SVG pixel units, not screen pixels).</p> <p>Alt+(- inset path by 1 pixel</p> <p>Alt+) outset path by 1 pixel</p> <p>Shift+Alt+(- inset path by 10 pixels</p> <p>Shift+Alt+) outset path by 10 pixels</p> <p>The exact distance for pixel offsets depends on zoom level. Zoom in for finer adjustment.</p> <p>All the (-) commands convert the object to paths, if necessary, and produce regular paths.</p> <p>Ctrl+J create dynamic offset</p> <p>Ctrl+Alt+J create linked offset</p> <p>These commands produce an offset object, editable by the node tool, standalone or</p>

linked to the original.

Shift+D select source
Selecting a linked object and giving this command, will select the source path of the linked object.

Combine
Ctrl+K combine paths
This is different from grouping in that combined paths create one object. This is different from Union in that overlapping areas are not affected. Whether overlapping areas are filled is controlled by the Fill, winding/ordering switch on the Fill & Stroke dialog.

Shift+Ctrl+K break paths apart
This attempts to break an object into constituent paths; it will fail if the object is one solid path.

Simplify
Ctrl+L simplify
This command attempts to simplify selected path(s) by removing extra nodes. It converts all objects to paths first. If you invoke this command several times in quick succession, it will act more and more aggressively.

Invoking Simplify again after a pause restores the default threshold (settable in the Inkscape Preferences dialog).

Selector

Select (mouse)

click select an object

When you left-click on an object, previous selection is deselected.

Shift+click toggle selection
Shift+click adds an object to the current selection if it was not selected, or deselects it otherwise.

click&click edit the object
For paths, double clicking switches to Node tool; for shapes, to corresponding shape tool; for text, to Text tool.

For groups, double clicking performs the "Enter group" command (the group becomes temporary layer).

Double clicking in empty space switches to the parent layer in the hierarchy, if any.

Rubberband, touch selection

mouse drag select by rubberband

Dragging around objects does "rubberband" selection; previous selection is deselected.

Shift+mouse drag add objects to selection
Normally, you need to start from an empty space to initiate a rubberband. However, if you press Shift before dragging, Inkscape will do rubberband selection even if you start from an object.

Alt+mouse drag select by touch
Shift+Alt+mouse drag select by touch
Alt+dragging over objects selects those objects that are touched by the path. To start touch selection with Alt, you must have nothing selected; otherwise use Shift+Alt.

You can switch rubberband selection to touch selection and back while dragging by pressing/releasing Alt.

Select (keyboard)

Tab select next object

Shift+Tab select previous object

These keys pick objects in their z-order (Tab cycles from bottom to top, Shift+Tab cycles from top to bottom). Unless you did manual rearrangements, the last object you created is always on top. As a result, if nothing is selected, pressing Shift+Tab once conveniently selects the object you created last.

This works on objects within the current layer (unless you change that in preferences).
Ctrl+A select all (current layer)
Ctrl+Alt+A select all (all layers)

This works on objects within the current layer (unless you change that in preferences). This works on objects in all visible and unlocked layers.

! invert selection (current layer)
Alt+! invert selection (all layers)
This inverts selection (deselects what was selected and vice versa) in the current layer. This inverts selection (deselects what was selected and vice versa) in visible and unlocked layers.

Backspace, Del delete selection
Select within group, select under
Ctrl+click select within group

Ctrl+click selects the object at click point disregarding any levels of grouping that this object might belong to.
Ctrl+Shift+click toggle selection within group
Alt+click select under
Alt+click selects the object at click point which is beneath (in z-order) the lowest selected object at click point.

If the bottom object is reached, Alt+click again selects the top object. So, several Alt+clicks cycle through z-order stack at point.
On Linux, Alt+click and Alt+drag may be reserved by the window manager. If you reconfigure your window manager to not map Alt+click, then it will be free for Inkscape to use. If your keyboard has a Meta key, you may wish to set your "Modifier key" to use it instead of Alt.
(Sometimes you can also use Ctrl+Alt+click (select under in groups) with the same effect as Alt+click.)

Shift+Alt+click toggle under
Ctrl+Alt+click select under, in groups
Shift+Ctrl+Alt+click toggle under, in groups
Ctrl+Enter enter group
Ctrl+Backspace go to parent group/layer

Move (mouse)
mouse drag select + move
Dragging an object selects it. If it was not selected, then moves selection.

Alt+mouse drag move selected
Alt+drag moves the current selection (without selecting what is under cursor), no matter where you start the drag.
On Linux, Alt+click and Alt+drag may be reserved by the window manager. Reconfigure it so you can use them in Inkscape.

Ctrl+mouse drag restrict movement to horizontal or vertical
Shift+mouse drag temporarily disable snapping
This temporarily disables snapping to grid or guides when you are dragging with grid or guides on.

Zoom tool

click zoom in

Shift+click zoom out

mouse drag zoom into the area

Pencil tool

mouse drag draw a freehand line

Shift+mouse drag add to selected path
If a path is selected, Shift+dragging anywhere creates a new subpath instead of a new independent path.

Shift+mouse drag temporarily disable snapping
Shift also temporarily disables snapping to grid or guides when you are drawing with grid or guides on.

Create dots

Ctrl+click create a dot
This creates a small circle. Its size (relative to the current stroke width) can be set in Preferences.

Shift+Ctrl+click create a double-sized dot

Alt+Ctrl+click create a random-sized dot

Pen (Bezier) tool

Create nodes

click create a sharp node

If no path is being created, this starts a new path.

Shift+click add to selected path

If a path is selected, Shift+clicking anywhere starts a new subpath instead of a new independent path.

mouse drag create a bezier node with two handles

Shift+mouse drag move only one handle

This moves only one handle (instead of both) while creating a node, making it cusp.

Ctrl+mouse drag snap the handle to angle steps

The default angle step is 15 degrees.

Move last node

These commands move the last created node (at the start of the red segment) while creating a path.

arrows move last node by the nudge distance

Shift+arrows move last node by 10x nudge distance

The default nudge distance is 2 px (SVG pixel units, not screen pixels).

Alt+arrows move last node by 1 pixel

Alt+Shift+arrows move last node by 10 pixels
The actual distance for pixel movements depends on zoom level. Zoom in for finer movement.

Create/modify segments

Ctrl+ snap last segment to angle steps
This snaps the new node's angle, relative to the previous node, to angle steps (default 15 degrees).

Shift+L make last segment line

Shift+U make last segment curve

linked to the original.

Shift+D select source
Selecting a linked object and giving this command, will select the source path of the linked object.

Combine
Ctrl+K combine paths
This is different from grouping in that combined paths create one object. This is different from Union in that overlapping areas are not affected. Whether overlapping areas are filled is controlled by the Fill, winding/ordering switch on the Fill & Stroke dialog.

Shift+Ctrl+K break paths apart
This attempts to break an object into constituent paths; it will fail if the object is one solid path.

Simplify
Ctrl+L simplify
This command attempts to simplify selected path(s) by removing extra nodes. It converts all objects to paths first. If you invoke this command several times in quick succession, it will act more and more aggressively.

Invoking Simplify again after a pause restores the default threshold (settable in the Inkscape Preferences dialog).

Selector

Select (mouse)

click select an object

When you left-click on an object, previous selection is deselected.

Shift+click toggle selection
Shift+click adds an object to the current selection if it was not selected, or deselects it otherwise.

click&click edit the object
For paths, double clicking switches to Node tool; for shapes, to corresponding shape tool; for text, to Text tool.

For groups, double clicking performs the "Enter group" command (the group becomes temporary layer).

Double clicking in empty space switches to the parent layer in the hierarchy, if any.

Rubberband, touch selection

mouse drag select by rubberband

Dragging around objects does "rubberband" selection; previous selection is deselected.

Shift+mouse drag add objects to selection
Normally, you need to start from an empty space to initiate a rubberband. However, if you press Shift before dragging, Inkscape will do rubberband selection even if you start from an object.

Alt+mouse drag select by touch
Shift+Alt+mouse drag select by touch
Alt+dragging over objects selects those objects that are touched by the path. To start touch selection with Alt, you must have nothing selected; otherwise use Shift+Alt.

You can switch rubberband selection to touch selection and back while dragging by pressing/releasing Alt.

Select (keyboard)

Tab select next object

The default angle step is 15 degrees.

Select

click click to select

Alt+click, Ctrl+Alt+click select under

Shift+click toggle selection

In this tool, selecting by click disregards any grouping (i.e. acts as clicking with Ctrl in Selector)

Edit by handles

Esc deselect

mouse drag drag a handle to vary the star shape

Ctrl+mouse drag keep star rays radial (no skew)

Shift+mouse drag round the star

Shift+click remove rounding

Alt+mouse drag randomize the star

Alt+click, Ctrl+Alt+click remove randomization

Spiral tool

Draw

mouse drag draw a spiral

Ctrl+mouse drag snap spiral to angle steps

The default angle step is 15 degrees.

Select

click click to select

Alt+click, Ctrl+Alt+click select under

Shift+click toggle selection

In this tool, selecting by click disregards any grouping (i.e. acts as clicking with Ctrl in Selector)

Edit by handles

Esc deselect

mouse drag roll/unroll from inside (inner handle)

Dragging the inner handle adjusts the "inner radius" parameter.

Alt+mouse drag converge/diverge (inner handle)

Alt+click, Ctrl+Alt+click reset divergence (inner handle)

Vertical Alt+drag of the inner handle adjusts the "divergence" parameter, Alt+click resets it to 1.

Shift+click zero inner radius (inner handle)

Shift+click on inner handle makes the spiral start from the center.

mouse drag roll/unroll from outside (outer handle)

Dragging the outer handle adjusts the "turns" parameter. Use Shift+Alt+drag to roll/unroll without changing radius.

Shift+mouse drag scale/rotate (outer handle)

Use Shift+Alt to rotate only (locks the radius of the spiral).

Ctrl+mouse drag snap handles to angle steps

The default angle step is 15 degrees. This works for both handles.

Inkscape 0.46 keyboard and mouse reference

<p>Shift+mouse drag draw around the starting point</p> <p><i>This creates a rectangle symmetric around the starting point of the mouse drag.</i></p> <p>Select</p> <p>click click to select</p> <p>Alt+click, Ctrl+Alt+click select under</p> <p>Shift+click toggle selection</p> <p><i>In this tool, selecting by click disregards any grouping (i.e. acts as clicking with Ctrl in Selector)</i></p> <p>Esc deselect</p> <p>Resize by handles</p> <p>mouse drag drag a square handle to resize</p> <p><i>Initially, the two resize (square) handles are in top left and bottom right corners. Resize handles change the width and height of the rectangle in its own coordinate system, before any transforms are applied.</i></p> <p>Ctrl+mouse drag lock width, height, or ratio</p> <p>mouse drag drag a circular handle to round corners</p> <p><i>Initially, the two rounding handles are in the top right corner of the rectangle.</i></p> <p>Ctrl+mouse drag lock the corner circular</p> <p>Ctrl+click set the corner circular</p> <p><i>You can drag both handles for an elliptic rounded corner, or drag/click one with Ctrl to make it circular again.</i></p> <p>Shift+click remove corner rounding</p>	<p>l, rotate X-PLs (if parallel) by the angle step</p> <p><i>The default angle step is 15 degrees. , rotate clockwise, , rotate counterclockwise.</i></p> <p>Alt+I, Alt+J rotate X-PLs (if parallel) by 1 pixel</p> <p>(,) rotate Y-PLs (if parallel) by 1 pixel</p> <p>Alt+G, Alt+H rotate Y-PLs (if parallel) by 1 pixel</p> <p>(;) rotate Z-PLs (if parallel) by the angle step</p> <p>Alt+F, Alt+K rotate Z-PLs (if parallel) by 1 pixel</p> <p>Visual appearance</p> <p>L toggle visibility of PLs</p> <p>A toggle PLs to all corners/only front corners</p>
<p>3D box tool</p> <p>Draw</p> <p>mouse drag draw a 3D box (XY plane)</p> <p>Shift+mouse drag draw a 3D box (extrude in Z)</p> <p>Select</p> <p>click click to select</p> <p>Alt+click, Ctrl+Alt+click select under</p> <p>Shift+click toggle selection</p> <p>Esc deselect</p> <p>Edit by handles</p> <p>mouse drag resize/move box</p> <p><i>All editing operations occur "in perspective", i.e., either along PLs or within planes spanned by these.</i></p> <p>The four front handles and the center normally move within the XY-plane, the four rear handles along the Z-axis.</p> <p>Shift+mouse drag resize/move (with handle behaviour swapped)</p> <p>Ctrl+mouse drag (handles snap to axes or diagonals)</p> <p>Edit perspectives</p> <p><i>In what follows, we use the abbreviations VP = vanishing point, PL = perspective line.</i></p> <p>mouse drag drag square handles to move the VPs</p>	<p>Ellipse tool</p> <p>Draw</p> <p><i>Without Alt the starting and ending point of the mouse drag mark the corners of the bounding box.</i></p> <p><i>With Alt the ellipse is enlarged so that its circumference passes through these two points (Ctrl+Alt is a special case - see below).</i></p> <p>mouse drag draw an ellipse</p> <p>Ctrl+mouse drag make circle or integer-ratio ellipse</p> <p>Shift+mouse drag draw around the starting point</p> <p><i>This restricts ellipse so its height/width ratio is a whole number.</i></p> <p><i>This creates an ellipse symmetric around the starting point of the mouse drag.</i></p> <p>Ctrl+Alt+mouse drag</p> <p><i>This creates a perfect circle whose diameter is defined by the starting and ending point of the mouse drag.</i></p> <p>Select</p> <p>click click to select</p> <p>Alt+click, Ctrl+Alt+click select under</p> <p>Shift+click toggle selection</p> <p>Esc deselect</p> <p>Edit by handles</p> <p>mouse drag resize, make arc or segment</p> <p><i>Initially, the two resize handles are at the topmost and leftmost points; the two arc/segment handles are in the rightmost point.</i></p> <p>Ctrl+mouse drag lock circle (resize handles)</p> <p>Ctrl+mouse drag snap to angle steps (arc/segment handles)</p> <p><i>Resize handles change the width and height of the ellipse in its own coordinate system, before any transforms are applied.</i></p> <p><i>The default angle step is 15 degrees.</i></p> <p>Shift+click make whole (arc/segment handles)</p> <p>Star tool</p> <p>Draw</p> <p>mouse drag draw a star</p> <p>Ctrl+mouse drag snap star to angle steps</p>

Inkscape 0.46 keyboard and mouse reference

<p>mouse dragSpace drop a copy</p> <p><i>When dragging or transforming with mouse, each Space leaves a copy of the selected object.</i></p> <p><i>You can press and hold Space while dragging for a nice "trail".</i></p> <p>Move (keyboard)</p> <p>arrows move selection by the nudge distance</p> <p>Shift+arrows move selection by 10x nudge distance</p> <p><i>The default nudge distance is 2 px (SVG pixel units, not screen pixels).</i></p> <p>Alt+arrows move selection by 1 pixel</p> <p>Alt+Shift+arrows move selection by 10 pixels</p> <p><i>The actual distance for pixel movements depends on zoom level. Zoom in for finer movement.</i></p> <p>Transform (mouse)</p> <p>click, Shift+S toggle scale/rotation handles</p> <p>mouse drag scale (with scale handles)</p> <p>mouse drag rotate or skew (with rotation handles)</p> <p>Scale by handles</p> <p>mouse drag scale</p> <p>Ctrl+mouse drag scale preserving aspect ratio</p> <p>Shift+mouse drag symmetric transformation</p> <p><i>Holding Shift while transforming makes transformation symmetric around the center of the selection.</i></p> <p>Alt+mouse drag scale by integer</p> <p><i>Hold Alt while scaling to limit scale to 2, 3, 4, etc. or 1/2, 1/3, 1/4 etc. of the initial size.</i></p> <p>Scale (keyboard)</p> <p>> > scale selection up by the scale step</p> <p>< < scale selection down by the scale step</p> <p><i>The default scale step is 2 px (SVG pixel units, not screen pixels).</i></p> <p>Ctrl+, Ctrl+> scale selection to 200%</p> <p>Ctrl+., Ctrl+< scale selection to 50%</p> <p>Alt+., Alt+> scale selection up by 1 pixel</p> <p>Alt+., Alt+< scale selection down by 1 pixel</p> <p><i>The actual size increment for pixel scaling depends on zoom level. Zoom in for finer scaling.</i></p> <p><i>Scaling is uniform around the center, so that the size increment applies to the larger of the two dimensions.</i></p> <p>Rotate/skew by handles</p> <p>mouse drag rotate or skew</p> <p>Ctrl+mouse drag snap skew angle</p> <p><i>Holding Ctrl when dragging a skew (non-corner) handle snaps the skew angle to angle steps (default 15 degrees).</i></p> <p>Ctrl+mouse drag snap rotation angle</p> <p><i>Holding Ctrl when dragging a rotation (corner) handle snaps the rotation angle to angle steps (default 15 degrees).</i></p> <p>Rotate (keyboard)</p> <p>[.] rotate selection by the angle step</p> <p><i>The default angle step is 15 degrees. / rotates clockwise, \ rotates counterclockwise.</i></p> <p>Ctrl+I, Ctrl+J rotate selection by 90 degrees</p>	<p>Alt+I, Alt+J rotate selection by 1 pixel</p> <p><i>The actual angle for pixel rotation depends on zoom level. Zoom in for finer movement.</i></p> <p><i>These commands use the rotation center, draggable in Selector (by default it's in geometric center).</i></p> <p>Flip</p> <p>h flip selection horizontally</p> <p>v flip selection vertically</p> <p><i>If the tool is in rotate mode (rotation center visible), that center becomes the axis of flipping; otherwise it flips around geometric center of selection</i></p> <p>Rotation center</p> <p>mouse drag move rotation center</p> <p><i>Moved rotation center remembers and saves its position for (all) selected object(s); you can reset it.</i></p> <p>Dragging the center snaps it to the centerlines and bounding box edges of the selection.</p> <p>Shift+mouse drag move without snapping</p> <p>Shift+click reset rotation center</p> <p><i>Resetting rotation center moves it back to the geometric center of the object's or selection's bounding box.</i></p> <p>Cancel</p> <p>Esc. cancel rubberband, move, transformation</p> <p><i>Press Esc while mouse button is still down to cancel rubberband selection, move, or transformation of any kind.</i></p>
<p>3D box tool</p> <p>Draw</p> <p>mouse drag draw a 3D box (XY plane)</p> <p>Shift+mouse drag draw a 3D box (extrude in Z)</p> <p>Select</p> <p>click click to select</p> <p>Alt+click select under</p> <p>Shift+click toggle selection</p> <p><i>These work the same as in Selector. The nodes or handles of the single selected object become editable.</i></p> <p>Select nodes (mouse)</p> <p>click select a node</p> <p><i>Clicking on a node selects it.</i></p> <p>click select two adjacent nodes</p> <p><i>Clicking on a selected path between the nodes selects the two nodes closest to the click point.</i></p> <p>Shift+click toggle selection</p> <p><i>This adds/removes a node (if clicked on node) or two nodes (if clicked on path) to/from the node selection.</i></p> <p>click deselect</p> <p><i>Clicking in an empty space deselects all selected nodes. Next click will deselect the object.</i></p> <p>Rubberband selection</p> <p>mouse drag select multiple nodes</p> <p><i>Dragging around nodes does "rubberband" selection; previous node selection is deselected.</i></p> <p>Shift+mouse drag add nodes to selection</p> <p><i>Normally, you need to start from a point not over a path or a node to initiate a rubberband.</i></p>	<p>Node tool</p> <p>Select objects (mouse)</p> <p>click click a non-selected object to select</p> <p>Alt+click select under</p> <p>Shift+click toggle selection</p> <p><i>These work the same as in Selector. The nodes or handles of the single selected object become editable.</i></p> <p>Select nodes (mouse)</p> <p>click select a node</p> <p><i>Clicking on a node selects it.</i></p> <p>click select two adjacent nodes</p> <p><i>Clicking on a selected path between the nodes selects the two nodes closest to the click point.</i></p> <p>Shift+click toggle selection</p> <p><i>This adds/removes a node (if clicked on node) or two nodes (if clicked on path) to/from the node selection.</i></p> <p>click deselect</p> <p><i>Clicking in an empty space deselects all selected nodes. Next click will deselect the object.</i></p> <p>Rubberband selection</p> <p>mouse drag select multiple nodes</p> <p><i>Dragging around nodes does "rubberband" selection; previous node selection is deselected.</i></p> <p>Shift+mouse drag add nodes to selection</p> <p><i>Normally, you need to start from a point not over a path or a node to initiate a rubberband.</i></p>

Inkscape 0.46 keyboard and mouse reference

However, if you press Shift before dragging, Inkscape will do rubberband selection even if you start over the path.

Select nodes (keyboard)

- Tab** select next node
- Shift+Tab** select previous node

These keys select nodes within the selected path

Ctrl+A select all nodes in subpaths(s)
If the path has multiple subpaths and some nodes selected, this selects all only in subpaths with already selected nodes.

- Ctrl+Alt+A** select all nodes in path

This selects all nodes in the entire path.

- I** invert selection in subpaths(s)

If the path has multiple subpaths and some nodes selected, this inverts selection only in subpaths with already selected nodes.

- Alt+I** invert selection in path

This inverts selection (deselects what was selected and vice versa) in the entire path.
Esc deselect all nodes

Grow/shrink node selection

- PgUp, PgDn** grow/shrink selection (spatial)
- mouse wheel** grow/shrink selection (spatial)
- Ctrl+PgUp, Ctrl+PgDn** grow/shrink selection (along path)
- Ctrl+mouse wheel** grow/shrink selection (along path)

Your mouse pointer must be over a node for growing/shrinking.

Each key press or wheel click selects the nearest unselected node or deselects the farthest selected node.

Distance to nodes can be calculated directly (spatial mode) or along path.

Move nodes (mouse)

- mouse drag** move selected nodes
- Ctrl+mouse drag** restrict movement to horizontal or vertical

Ctrl+Alt+mouse drag move along handles

This restricts movement to the directions of the node's handles, their continuations and perpendiculars (total 8 snaps).

If the node has straight lines on one or both sides, this will snap it to these lines' directions and perpendiculars instead.

- Shift+mouse drag** temporarily disable snapping

Snapping nodes is enabled in Document Preferences. By default, only bounding box of objects snaps to grid/guides.

- Shift+mouse drag** drag out handle

If a node has a retracted handle, dragging with Shift lets you drag it out of the node.

- mouse dragSpace** dup a copy

When dragging nodes with mouse, each Space leaves a copy of the selected object.

You can press and hold Space while dragging for a nice "trail".

- Alt+mouse drag** script selected nodes

Scalping nodes the selected nodes so that the dragged node moves all the way, the farthest selected nodes stay put.

all intermediate selected nodes move intermediate distances, governed by a bell-like curve.

Scalping is pressure-sensitive with a tablet; press harder for a blunter drag profile, press lightly for a sharper profile.

To stop scalping without losing the pressure-sensitive profile, release Alt first and then lift the pen.

Move nodes (keyboard)

- arrows** move selected node(s) by the nudge distance
- Shift+arrows** move selected node(s) by 10x nudge distance

The default nudge distance is 2 px (SVG pixel units, not screen pixels).

- Alt+arrows** move selected node(s) by 1 pixel
- Alt+Shift+arrows** move selected node(s) by 10 pixels

The actual distance for pixel movements depends on zoom level. Zoom in for finer movement.

Move node handle (mouse)

- mouse drag** move a node handle

- Ctrl+mouse drag** snap the handle to angle steps

The default angle step is 15 degrees. This also snaps to the handle's original angle, its continuation and perpendiculars.

- Shift+mouse drag** rotate both handles

- Alt+mouse drag** lock the handle length

Ctrl, Shift, Alt can be combined when dragging handles.

- Ctrl+click** retract the handle

Retracted handle is zero length; use Shift+drag to drag it back out.

Scale handle (1 node selected)

- <, >** contract/expand both handles by scale step

The default scale step is 2 px (SVG pixel units, not screen pixels). May apply to more than one node.

- Left Ctrl+<, Right Ctrl+>** scale left handle by the scale step

- Right Ctrl+<, Left Ctrl+>** scale right handle by the scale step

- Left Alt+<, Left Alt+>** scale left handle by 1 pixel

- Right Alt+<, Right Alt+>** scale right handle by 1 pixel

The actual size increment for pixel scaling depends on zoom level. Zoom in for finer scaling.

Instead of the < and > keys, you can use the , (comma) and . (period) keys respectively.

Rotate handle (1 node selected)

- I, J** rotate both handles by the angle step

The default angle step is 15 degrees. J rotates clockwise, I rotates counterclockwise. May apply to more than one node.

- Left Ctrl+I, Left Ctrl+J** rotate left handle by the angle step

- Right Ctrl+I, Right Ctrl+J** rotate right handle by the angle step

- Left Alt+I, Left Alt+J** rotate left handle by 1 pixel

- Right Alt+I, Right Alt+J** rotate right handle by 1 pixel

Scale nodes (>1 nodes selected)

These commands scale the selected nodes as if they were an "object".
If mouse is over a node, that node becomes the axis of scaling; otherwise it scales around geometric center of selected nodes.

- >** scale nodes up by the scale step

- <** scale nodes down by the scale step

- Alt+, Alt+>** scale nodes up by 1 pixel

- Alt+., Alt+<** scale nodes down by 1 pixel

Inkscape 0.46 keyboard and mouse reference

The actual size increment for pixel scaling depends on zoom level. Zoom in for finer scaling.

Scaling is uniform around the center, so that the size increment applies to the larger of the two dimensions.

Rotate nodes (>1 nodes selected)

These commands rotate the selected nodes as if they were an "object".

If mouse is over a node, that node becomes the axis of rotation; otherwise it rotates around geometric center of selected nodes.

- I, J** rotate nodes by the angle step

The default angle step is 15 degrees. J rotates clockwise, I rotates counterclockwise.

- Alt+I, Alt+J** rotate nodes by 1 pixel

The actual angle for pixel rotation depends on zoom level. Zoom in for finer movement.

Flip nodes (>1 nodes selected)

These commands flip the selected nodes as if they were an "object", around the center of that object.

- h** flip nodes horizontally

- v** flip nodes vertically

If mouse is over a node, that node becomes the axis of flipping; otherwise it flips around geometric center of selected nodes

Change segment(s)

- Shift+L** make line

- Shift+U** make curve

These commands require that more than two adjacent nodes be selected.

Change node type

- Shift+C** make cusp

- Shift+S** make smooth

- Shift+Y** make symmetric

When making smooth or symmetric, you can lock the position of one of the handles by hovering mouse over it.

- Ctrl+click** toggle smooth/cusp/symmetric

Join/break

- Shift+J** join selected nodes

This requires that exactly two end nodes within the path be selected.

You can lock the position of one of the two joined nodes by hovering mouse over it.

- Shift+B** break selected node(s)

After break, only one of each two new nodes is selected. May apply to more than one node.

Delete, create, duplicate

- Backspace, Del** delete selected node(s)

- Ctrl+Backspace, Ctrl+Del** delete without preserving shape

Deleting without Ctrl adjusts handles on the remaining nodes to preserve the shape of the curve as much as possible.

Deleting with Ctrl does not touch the remaining nodes.

- Ctrl+Alt+click** create/delete node

Ctrl+Alt+click on a node deletes it; Ctrl+Alt+click on the path between nodes creates a new node in the click point.

Deleting nodes this way always tries to preserve the shape of the curve (same as Del/Backspace).

- clickclick** create node

Double clicking on the path between nodes creates a node in the click point.

- Ins** insert new node(s)

This adds new node(s) in the middle(s) of selected segment(s), so it requires that more than two adjacent nodes be selected.

- Shift+D** duplicate selected node(s)

New nodes are created on the same path; they are placed exactly over the old ones and are selected.

Reverse

- Shift+R** reverse path direction

Edit shapes

Node tool can also drag the handles of shapes (rectangles, ellipses, stars, spirals).
Click on a shape to select it.

See the corresponding shape tools for their editing shortcuts, all of which also work in node tool.

Cancel

- Esc** cancel rubberband or move

Press Esc while mouse button is still down to cancel rubberband selection, node move, handle move, or handle move.

Tweak tool

Operation

- mouse drag** act on selected paths in the current mode

- Ctrl+mouse drag** act temporarily switching to shrink mode

- Ctrl+Shift+mouse drag** act temporarily switching to grow mode

The amount of tweaking action is the greatest at the center of the circular area and drops off smoothly towards the edges.

Modes

- Shift+P** push mode

- Shift+S** shrink (inset) mode

- Shift+G** grow (outset) mode

- Shift+A** attract mode

- Shift+E** repel mode

- Shift+R** roughen mode

- Shift+C** color paint mode

- Shift+J** color jitter mode

Parameters

- Left arrow, Right arrow** adjust brush width by 1

- Home, End** set brush width to 1 / 100

- Up arrow, Down arrow** adjust tweaking force

Width and force can be adjusted while drawing. With a pressure-sensitive tablet, force also depends on pen pressure.

Rectangle tool

Draw

- mouse drag** draw a rectangle

- Ctrl+mouse drag** make a square or integer-ratio rectangle

This restricts rectangle so its height/width ratio is a whole number.