

	<b>F1</b>	<b>F2</b>	<b>F3</b>	<b>F4</b>	<b>F5</b>	<b>F6</b>	<b>F7</b>	<b>F8</b>	<b>F9</b>	<b>F10</b>	<b>F11</b>	<b>F12</b>	
<b>SHIFT + CTRL</b>	<b>- key</b> 1 <sup>st</sup> transition radius	<b>= key</b> 2 <sup>nd</sup> transition radius	<b>[ key</b> transition start	<b>] key</b> transition length	<b>' key</b> slewing start	<b># key</b> slewing length	<b>\ key</b> shift group	<b>/ key</b> rotate group	<b>. key</b> move spacing ring	<b>F10</b> move page origin	<b>F11</b> ; key toggle full mouse draw	<b>F12</b> skeleton mouse draw	<b>SHIFT + CTRL</b>
<b>SHIFT</b>	make diamond crossing	make cross- over	make double- track TS	make double- track MS	calibrate printer	rotate group 180 deg	cycle notch	rotate current 180 deg	<b>dec key</b> slide through peg	<b>, key</b> shove timbers	adjust V- crossing entry straight	adjust gaunt offset	<b>SHIFT</b>
<b>CTRL</b>	<b>1 key</b> spot zoom	<b>2 key</b> show zoom/pan controls	<b>3 key</b> blanking length	<b>4 key</b> roll rails and sleepers	<b>5 key</b> orbit	<b>6 key</b> snake	<b>7 key</b> slew amount	<b>8 key</b> move peg	<b>9 key</b> roam along	<b>0 key</b> swell curving	print entire pad	centre pad on mouse	<b>CTRL</b>
	help	info toggle	approach length	overall length	size	curving	shift	rotate	adjust V- crossing angle only	adjust K- crossing angle only	print current	redraw & show	
	<b>F1</b>	<b>F2</b>	<b>F3</b>	<b>F4</b>	<b>F5</b>	<b>F6</b>	<b>F7</b>	<b>F8</b>	<b>F9</b>	<b>F10</b>	<b>F11</b>	<b>F12</b>	