# Coot Crib Sheet

June 28, 2011

## 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 Closest Residue

"P" go to an atom of the closest residue (the "CA" atom if the residue has one)

### 1.4 Next NCS Chain

"O" - other NCS chain.

### 1.5 Previous/Next Rotamer

When in "Rotamer" mode, these keyboard short-cuts are available[1]:

| | |
|---|---|
| "." | Next Rotamer |
| "," | Previous Rotamer |

### 1.6 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.*

### 1.7 Keyboard Contouring

Use + or - to change the contour level

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

### 1.8 Keyboard Labelling

"l" to label closest atom

### 1.9 Keyboard Go To Residue

`Ctrl-G` then key in a residue number and (optionally) a chain-id and press Return

### 1.10 Keyboard Translation

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

### 1.11 Keyboard Undo

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

### 1.12 Keyboard Zoom and Clip

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

### 1.13 Crosshairs

C: cross-hairs

### 1.14 Skeleton

S: Generate skeleton around current point[2]

### 1.15 Continuous Rotate

I: Toggle continuous spin

[2] if a skeleton is being displayed

### 1.16 Baton Mode

B: toggle into baton rotate mode[3]

## 2 Mouse

Mouse actions are occassionally 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<br>The movement is along orthogonal axes:<br>up+right/down+left shifts in z,<br>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 range[4] with a single-click. Useful in Refinement and Regularization.

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

[3] rather than view rotate mode

[4] +/- *n* residues from the current residue