

Coot Crib Sheet

June 7, 2014

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 Go To Residue

Ctrl-g <Residue-number><Enter>
Jump to the give residue (you can provide a chain-id too¹)

1.5 Next NCS Chain

"o" - other NCS chain.

1.6 "Undo" Move

"u" to undo the move recent screen recentering (e.g. move back after re-centering after reading a new PDB file)

¹The chain-id goes directly before the residue number, i.e.
Ctrl-g <Chain-id><Residue-number><Enter>

1.7 Previous/Next Rotamer

When in "Rotamer" mode, these keyboard short-cuts are available²:

"." Next Rotamer
"," Previous Rotamer

1.8 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.

1.9 Keyboard Contouring

Use "+" or "-" to change the contour level

1.10 Keyboard Labelling

"l" to label closest atom

1.11 Quick Save As

Ctrl-s to save the state and any unsaved molecules (to default file names).

1.12 Keyboard Residue Info

Ctrl-i then click on residue to open Residue Info dialog

1.13 Keyboard Translation

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

²note: focus must be in the graphics window, not the Rotamer dialog

1.14 Keyboard Undo/Redo

Ctrl-z Undo last modification
Ctrl-y Redo last modification
u Undo last move/navigation

1.15 Keyboard Zoom and Clip

n Zoom out
m Zoom in
d Slim clip
f Fatten clip

1.16 Crosshairs

c: cross-hairs

1.17 Skeleton

s: Generate skeleton around current point³

1.18 Continuous Rotate

i: Toggle continuous spin

1.19 Baton Mode

b: toggle into baton rotate mode⁴

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 as above with | |
| with "A" key: | non-linear shear |
| Left-mouse Drag | Move a single atom |
| with "Ctrl": | |

3 Refinement Extras

Use "A" to define a residue range⁵ with a single-click. Useful in Refinement and Regularization.

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

³if a skeleton is being displayed

⁴rather than view rotate mode

⁵+/- n residues from the current residue