Coot Crib Sheet

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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 too)

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 recentering after reading a new PDB file)

1.7 Previous/Next Rotamer

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

"."	Next Rotamer
","	Previous Rotamer

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

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)

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 point[2]

1.18 Continuous Rotate

i: Toggle continuous spin

1.19 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 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 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

[2] if a skeleton is being displayed
[3] rather than view rotate mode
[4] +/- n residues from the current residue