

Coot Crib Sheet

February 28, 2012

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 available¹:

"." 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

¹note: 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 Quick Save As

Ctrl-s to save the state

1.11 Keyboard Residue Info

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

1.12 Keyboard Translation

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

1.13 Keyboard Undo

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

1.14 Keyboard Zoom and Clip

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

1.15 Crosshairs

c: cross-hairs

1.16 Skeleton

s: Generate skeleton around current point²

1.17 Continuous Rotate

i: Toggle continuous spin

1.18 Baton Mode

b: toggle into baton rotate mode³

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 |
| | 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 range⁴ with a single-click. Useful in Refinement and Regularization.

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

²if a skeleton is being displayed
³rather than view rotate mode

⁴+/- n residues from the current residue