



## SurvCE - HOT KEYS

### *Overview*

Carlson's SurvCE software includes useful "Hot Keys" to increase productivity and help select commands using keyboard shortcuts.

To execute a "Hot Key" press the "Alt" button, located just below and left of the "Blue" button on the collector, then the corresponding letter of the function you want, as listed below.

Hot Keys vary by command. For example, in the Sideshot/Traverse (StorePoints) screen the hot keys are as follows.

- **Alt R:** Read
- **Alt S:** Store (or Shot/Store)
- **Alt O:** Offset
- **Alt C:** Configure Reading
- **Alt B:** Backsight

Many of the hot keys work only within related data gathering commands, as in the Sideshot/Traverse screen mentioned above, as opposed to working from the main menus. Here is a list of other common hot keys:

- **Alt E:** Target Elevation – from any Stakeout screen, Alt E will allow the user to enter an alternate design elevation different from the computed current design elevations. (See page 427/428 of the SurvCE manual.)
- **Alt F:** Foresight Only Toggle. When in the Sideshot/Traverse graphic screen and taking new shots, Alt F will freeze all but the setup point number, backsight point number and current foresight shot. This is helpful when points are densely located. Alt F again returns to the full point plot.
- **Alt H:** Help. Takes you into the SurvCE help menu.
- **Alt I:** Inverse. Does a quick inverse and upon exit returns you to the command you were in.
- **Alt J:** Joystick. Applies only to Robotic Total Stations. Takes you to the Settings option. Alt J typically only functions if you are configured for a robotic total station. Alt J will work from within data gathering commands and from the main menus.
- **Alt L:** List, as in Feature Code List. When entered in any Description field this will recall the Feature Code List, which displays the characteristics (layer/linework) of the feature code. This serves not only as a way to select the code and apply it to the



description, but it also serves as a handy reminder of the code's properties.

- **Alt M:** Menu. Returns you to the dialog of the local command keeping all current inputs. For example, in Intersection, you are returned to the entry dialog, with all entered point numbers, distances and azimuths intact, allowing you to alter one or more and re-calculate. Except when used as a "local" menu return, Alt M will switch to the map screen.
- **Alt N:** Next. Moves you to the Next point in the stakeout commands, and moves you to the Next calculation (all entries nulled out) in commands such as Intersection.
- **Alt T:** Traverse. Takes a shot but moves the instrument up to the next foresight and backsights the current occupied Station, and moves you to the Backsight screen (for verification.)
- **Alt V:** View. Shortcut to View Raw Data.
- **Alt W:** Write a "Note" anytime with this command. Notes are stored Keyboard Input.
- **Alt X:** Shortcut to "Exit" most commands. Similar to "Esc" (escape key)

For questions or comments on this tech note, contact your regional CAE Support Coordinator.