# ITK-SNAP 3.0 Keyboard Shortcuts

## General Commands

| | |
|---|---|
| 1 - 5 | Active tool selection: crosshairs (1), zoom and pan (2), polygon (3), active contour (4), paintbrush (5). |
| < / > | Cycle through foreground (drawing) segmentation labels |
| ^< / ^> | Cycle through background (draw-over) segmentation labels |
| ^L | Show the label inspector window |
| Q / E | Adjust opacity of all loaded overlay image layers |
| W | Toggle all loaded overlay image layers on and off |
| A / D | Adjust segmentation layer opacity |
| S | Toggle segmentation layer on and off |
| X | Toggle the visibility of all annotations and overlays |
| ⇧X | Toggle the visibility of the crosshair in 2D views |
| ^J | Automatically adjust the intensity contrast in all loaded image layers |
| ⇧^J | Reset the intensity contrast in all loaded image layers |
| ^I | Show the layer inspector window |
| ^Z | Undo the last change to the segmentation |
| ⇧^Z | Redo the last change to the segmentation |

## Common Image Input / Output Commands

| | |
|---|---|
| ^G | Open a medical image as the main image layer (G stands for "grayscale") |
| ⇧^G | Open a medical image as the overlay over the main image layer |
| ^O | Open a segmentation image |
| ^S | Save the segmentation image |
| ^U | Unload all image layers |

## Global Zoom Commands

| | |
|---|---|
| ^F | Fit to size in all slice views |
| ⇧^F,1 | Set zoom factor to actual size (1 screen pixel = smallest voxel extent) |
| ⇧^F,2 / ⇧^F,4 | Set zoom factor to 2x / 4x actual size |
| C | Center all slice views on the 3D cursor |

## Slice View Commands

*These commands are active when the mouse cursor is in one of the slice views (axial, coronal or sagittal) and apply only to the selected view*

| | |
|---|---|
| Arrow keys | Move the 3D cursor in-plane by one pixel |
| PgUp/PgDn | Move the 3D cursor out-of-plane by one slice |
| ⇧+Arrow keys | Move the 3D cursor in-plane by five pixels |
| ⇧PgUp / ⇧PgDn | Move the 3D cursor out-of-plane by five slices |
| ^↑, ^↓ | Increase/decrease zoom factor in the slice view |

## 3D Window Commands

| | |
|---|---|
| ^K,U | Update the 3D rendering |
| ^K,C | Toggle automatic continuous updating of 3D rendering |
| ^K,K | Reset the 3D viewpoint |
| ^K,S | Save the 3D viewpoint |
| ^K,R | Restore the 3D viewpoint |

## Commands in Polygon Mode
*When drawing a polygon*

| | |
|---|---|
| Return | Complete polygon and go to polygon editing mode |
| ^Return | Complete polygon and accept it (add to the segmentation) |
| ^V | Paste the last accepted polygon |
| Backspace | Undo the last point added |
| Esc | Clear the polygon |

*When editing a polygon*

| | |
|---|---|
| Return | Accept the polygon (add it to the segmentation) |
| + | Insert new vertices between the selected vertices |
| - | Remove the selected vertices |
| Esc | Clear the polygon |

## Commands in Paintbrush Mode

| | |
|---|---|
| + / - | Adjust the radius of the paintbrush |

## Commands in Active Contour Segmentation Mode
*When adding bubbles (Step 2)*

| | |
|---|---|
| + / - | Adjust the radius of the bubble |
| Return | Add bubble at cursor |
| Backspace | Delete bubble at cursor |