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Suggested Technique for Making Mapkeys "Hot Keys" on the Tool Bar

Procedure

1. Record mapkeys, by selecting **Utilities**, **Mapkeys...** The Record Mapkey dialog box will appear.

^{2.} When naming mapkeys, insert the "&" before the letter to be used as a hot key for example "sha&deview", will cause the "d" to become a hot key. See Figure 1. In this example the mapkey is being recorded to shade a model. Select **Record**, select the Shade icon from the toolbar, **Stop**, **OK**, **Changed**, **Close**.

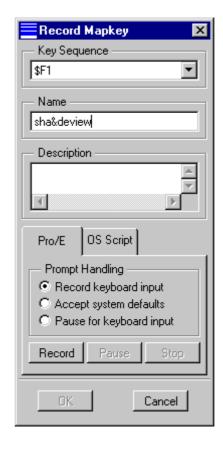


Figure 1

^{3.} Add the new mapkey to a pulldown menu by selecting **Utilities**, **Customize Screen...**, **Mapkeys** from the Categories listing, select the mapkey name, let mouse-click on the item, and move the newly created mapkey to the desired menu. In this example the "d" will be underlined signifying the hot key. See Figure 2. To activate it, hold down the <ALT> key and select the hot key for the menu the mapkey has been added to, (in this example the letter "m"). The menu will expand as shown in Figure 2. With the <ALT> key still being selected select "d" to activate the mapkey hot key. If <ALT> has been released bef the "d" hot key was selected, the <TAB> key can be used with the hot key to activate it as long as the menu is expanded.



Figure 2

Note:

If there is already a "hot key" defined for a particular letter, the first definition of that hot key will be executed. Refer to the *Pro/HELP Online Documentati* for further information on mapkeys.

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