
Cadence Hotkeys - Layout

- **r** → draw rectangle. Select layer first.
- **k** → measurement rule.
- **k+right-click** → ruler options.
- **shift+k** → remove all rulers.
- **s** → stretch edge.
- **a** → align.
- **m** → move.
- **c** → copy.
- **p** → add path.
- **shift+p** → create polygon.
- **f** → fit to screen.
- **g** → toggle gravity.
- **o** → create via.
- **u** → undo.
- **shift+u** → redo.
- **ctrl+p** → create pin.
- **shift+c** → cut/chop objects.
- **shift+m** → merge objects.
- **shift+o** → rotate objects.
- **shift+x** → descend into object.
- **shift+b** → ascend out of object.
- **scroll** → zoom in and out.
- **ctrl+scroll** → move up and down.
- **shift+scroll** → move left and right.
- **shift+click** → select multiple instances.
- **ctrl+click** → de-select multiple instances.
- **shift+a** → select all.
- **shift+m** → merge layouts.
- **left-click and drag** → select objects.
- **right-click and drag** → zoom in to region.
- **center-click and drag** → drag view.
- **shift+f** → make instance layout visible.
- **ctrl+f** → make instance layout invisible.
- **q** → edit parameters.
- **e** → display options.
- **shift+e** → layout editor options.

Cadence Hotkeys - Schematic

- **f** → fit to screen.
- **i** → insert instance from library.
- **w** → add wire.
- **m** → move.
- **c** → copy.
- **q** → edit parameters.
- **l** → add label.
- **u** → undo.
- **r** → rotate.
- **shift+u** → redo.
- **shift+x** → check and save. Cannot undo after this.
- **scroll** → zoom in and out.
- **ctrl+scroll** → move up and down.
- **shift+scroll** → move left and right.
- **left-click and drag** → select objects.
- **right-click and drag** → zoom in to region.
- **center-click and drag** → drag view.
- **shift+e** → descend. Double click does the same.
- **ctrl+e** → ascend.
- **shift+click** → select multiple instances.
- **ctrl+click** → de-select multiple instances.
- **p** → add pin.
- **v** → add vertical marker to graph.
- **h** → add horizontal marker to graph.
- **ctrl+e** → delete all markers.