

DLTdv5 keyboard map



- point nudging (i, j, k, m and 4, 8, 6, 2)
- forward / backward movement in the video stream (f, b and F, B for big steps)
jump to first, last digitized frame of current point in current camera (<, >)
- zoom in / out / reset view (-, =, r)
- digitize a point (space), delete a point (z) (also left mouse click, right mouse click)
- halt auto-tracking (x), enter multi-track mode (X)
- addition of a new point (n), change active point (. and ,)
- nudging for wing-display mode angles (q, w, e, a, s, d) and capitals for big steps
- recompute 3D locations from 2D data (R)
- remove a point from the dataset (D), merge two points (J), swap two points (S),
split a point into two points (Y), undo the last merge/swap/split operation (Z)