PICKGUI v2 cheat sheet

Key	Action
Commonly used	
3	Toggle display of picked layers
4	Toggle display of surface and bed
a	Adjust current layer; L: cut left of mouse; R: cut right; C: cut right of mouse and left of second click
c	Narrow radargram focus to current layer (± range of x/y axes)
d	Delete current layer; Y: confirm; A: delete all layers with another Y to confirm
e	Reset x-/y- axes to full range
f	Flatten radargram using picked layers
i	Load picks files for this radargram
l	Load radar data block
m	Merge current layer with another
o	Narrow radargram focus to all picked layers (doesn't work well in ~depth view)
p	Semi-automatically pick layers; Left-click: pick layer starting at current location; D: delete closest draft layer; U: undo last action; L: cut left of nearest draft layer; R: cut right; C: cut chunk; M: merge; Q: done; W; widen # vertical samples to search by 1; T: tighten # vertical samples to search by 1
q	Generate separate static figure replicating current display
s	Save picked layers
v	Toggle on/off checking for crossing layers (recommend off if many picked layers)
x	Split current layer; Left click: Candidate x split location; Y: confirm: Q: cancel
y	Toggle fixing the traveltime range
z	Turn figure zoom on (must turn off with GUI button)
←,↑→,↓	Pan display window 25% of current range in arrow direction
spacebar	Toggle display mode (twtt, depth, norm, ARESP or flat; twtt goes to flat if available, backs up to norm; others revert to twtt)
Left-click	Select nearest layer
Less commonly used	
1	Toggle display of ARESP-predicted layers
2	Toggle display of manually predicted layers
b	Assign current layer to surface or bed
g	Toggle grid lines
h	Vertically shift picked layers; U: shift up; D: shift down; then 1:9: # samples shift; then A: Shift all layers and Y: confirm; otherwise just current layer
j	Predict layers using ARESP (if available)
k	Choose ARESP-predicted layers to keep for flattening
n	Select next layer
r	Manually pick a layer
t	Perform debug test
u	Manually pick an approximate layer for flattening
w	Toggle display's color map (bone or jet)
/	Toggle flattening polynomial order (2^{nd} or 3^{rd})
\	Toggle layers used for flattening (predicted or picked)
[	Toggle fixing of color scale
]	Toggle fixing of color to ± 1 standard deviation
'	Toggle fixing of distance scale