That CAD Girl
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Mouse Button Cheat Sheet

RIGHT MOUSE	
The right mouse key can be configured in different ways depending on whether entities have been pre-selected and whether or not a command is in progress. Go to Tools> Options> User Preferences to set "Right Click Customization".	
Default Mode No entities selected and no commands active	Can be configured through Options to: • Repeat the last command • Bring up a shortcut menu at the cursor
Edit Mode At least one entity is selected	Can be configured through Options to: • Repeat the last command • Bring up a shortcut menu at the cursor
Command Mode Command is active	Can be configured through Options to: • Be an Enter Key • Bring up a shortcut menu at the cursor • Bring up a shortcut menu at the cursor ONLY if command sub-options are available
In a command	Shift+right will bring up a list of OSNAPs at the cursor position

SCROLL WHEEL/MIDDLE MOUSE BUTTON	
	Press and hold to Pan around the drawing Roll away from you to Zoom In centering on the crosshairs. Roll toward you to zoom out centering on your crosshairs. Double-click to Zoom Extents.

LEFT MOUSE	
No command active	Cursor shown as crosshairs. Pick and release on an entity to "grip" it or select it for future modify command. Shift+Left pick on an entity to REMOVE it from a selection set. CTRL+Left pick to "cycle" through overlapping entities. Right-click when desired entity is highlighted. Double click on a Text, MText or Block Attribute entity to open for editing. Double click on a Viewport entity to zoom to the maximum size. Double click on any other type of entity to view the Properties of the entity. Click, hold and drag to the right for a "Window" selection (solid frame) – this will "grip" any entities fully enclosed by the Window frame. Click, hold and drag to the left for a "Crossing" selection (dotted frame) – this will "grip" any entities fully enclosed OR touching the Crossing frame.
In a DRAW command such as LINE	Cursor shown as crosshairs. Pick and release to specify an arbitrary point on the screen. Shift+Left when picking points to override current ORTHO setting.
	Cursor shown as crosshairs with an aperture (square or target) in the middle. Aperture signifies that Running OSNAPs are set. Hovering over different types of entities will make an OSNAP marker appear at the specific snap point of the object. Shift+Left when picking points to override current ORTHO setting.
In a MODIFY command such as ERASE	Cursor shown as a pickbox. Pick and release to select one entity at a time to be modified. Shift+Left pick on an entity to remove it from the selection set. CTRL+Left pick to "cycle" through overlapping entities. Right-click when desired entity is highlighted. Click, hold and drag to the right for a "Window" selection (solid frame) – this will "grip" any entities fully enclosed by the Window frame. Click, hold and drag to the left for a "Crossing" selection (dotted frame) – this will "grip" any entities fully enclosed OR touching the Crossing frame.
In FILLET command when prompted to "Select second object or shift-select to apply corner:"	Pick and release on second FILLET object to override current radius to be 0.