

NODE EDITING HOTKEYS

Key	Operation
N	Node editing mode
I	Insert a Point
D	Delete Point / Span
S	Smooth / Unsmooth Point
C	Cut Vector opens the vector
B	Convert span to Bezier
A	Convert Sspan to Arc
L	Convert span to Line
P	Makes the selected node the Start Point for machining
X	Displays a single node's X and Y Location properties (Node Properties)