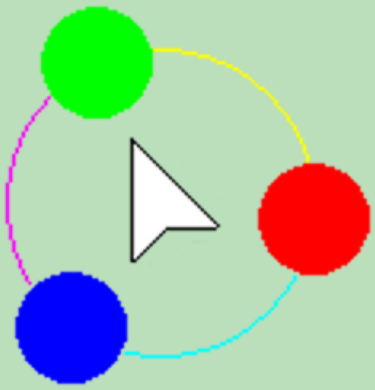
Planet Wheel Shortcuts

Help Document



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1 Introduction

PlanetWheelShortcuts, shorted as PWS, is an indispensable tool for you to commit a command, for example the operating system shortcuts or programs shortcuts, in the fastest way possible. It saves your effort in remembering numerous shortcuts of various commands.

1.1 System Requirements

1) Windows operating systems required，e.g. Windows XP/Vista/7/8/10.
2) For Windows XP，.Net 4.0 has to be installed (Please click the following link to download). https://www.microsoft.com/en-US/download/details.aspx?id=17718

1.2 Registration or Trial

1.2.1 Registration

Double click the .exe file (path: \PlanetWheelShortcuts_en_V1.0.0\PlanetWheelShortcuts.exe), The “Registration or Trial” dialog appears (see Fig. 1.1). Paste the purchased registration code into the text box, then click the button Register. A message box pops up to indicate registration success, then click the button OK, the settings form of PWS shows as Fig. 1.2.

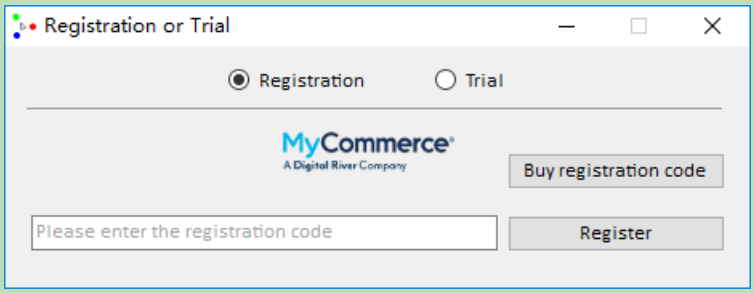


Fig. 1.1 The “Registration or Trial” dialog – registration panel

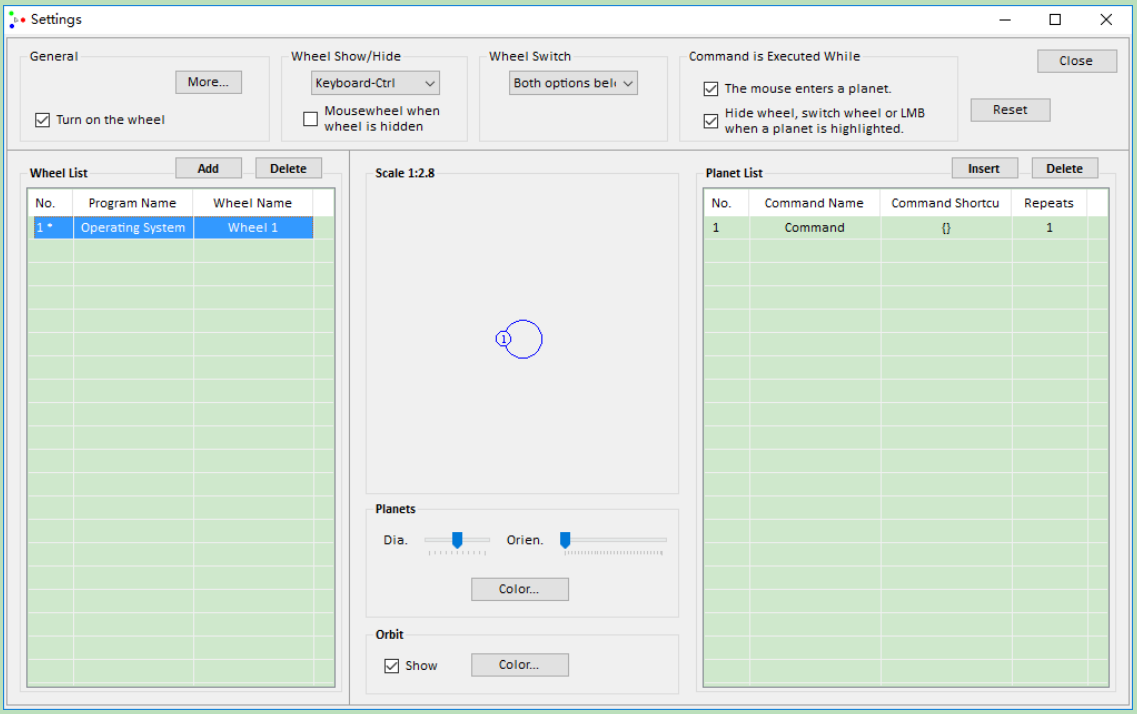


Fig. 1.2 The settings form of PWS

1.2.2 Trial

Double click the .exe file (path: \PlanetWheelShortcuts_en_V1.0.0\PlanetWheelShortcuts.exe), The “Registration or Trial” dialog appears (see Fig. 1.3). Paste the free trial code into the bottom text box, then click the button Try it. A message box pops up to show welcome to try, then click the button OK, the settings form of PWS shows as Fig. 1.2.

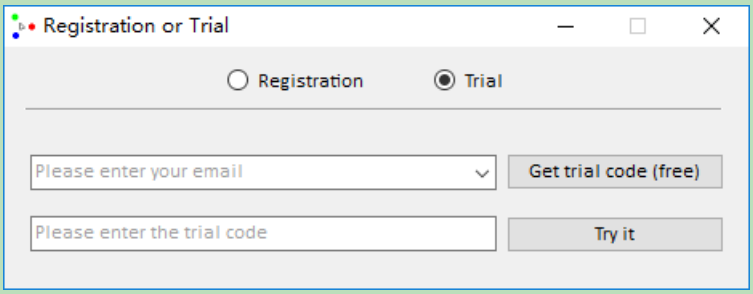


Fig. 1.3 The “Registration or Trial” dialog – trial panel

1.3 Functions of PWS

The functions of PWS contain the following (which are described in detail in the following chapters):

1) Shortcuts Simulation
2) Planets Management
3) Wheels Management
4) General Settings
5) More General Settings

2 Shortcuts Simulation

PWS enables you to simulate almost all shortcuts input via mouse moving, including single shortcut input, multiple shortcuts input, and repeating shortcuts input. An input is hooked with a planet in the wheel. Fig. 2.1 shows a three-planet wheel.

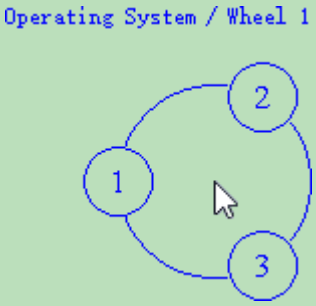


Fig. 2.1 Three-planet wheel

2.1 Single Shortcut Input

Press the “Ctrl” key to show the “Planet Wheel” widget centered by the mouse pointer*, then move the mouse pointer toward the planet ① to highlighted it, with the tool tip showing the command, shortcuts and repeats (Fig. 2.2).

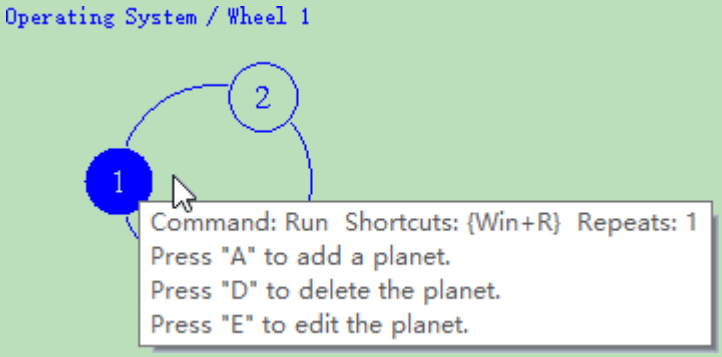


Fig. 2.2 Single shortcut

Finally move the mouse pointer into the interior of the planet ① to simulate this single shortcut input {Win + R}, which opens the “Run” dialog of windows (Fig. 2.3).

* Press the “Ctrl” key again to hide the “Planet Wheel” widget.

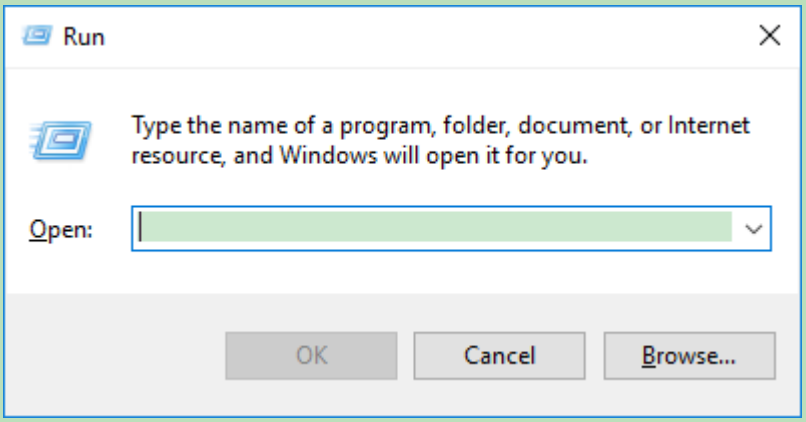


Fig. 2.3 The “Run” dialog of windows

2.2 Multiple Shortcuts Input

The planet ② contains two shortcuts, {Ctrl + C} and {Alt + Tab}, which are used for copying and switching active window respectively. Move the mouse pointer into the interior of the planet ② to simulate this input of multiple shortcuts (Fig. 2.4).

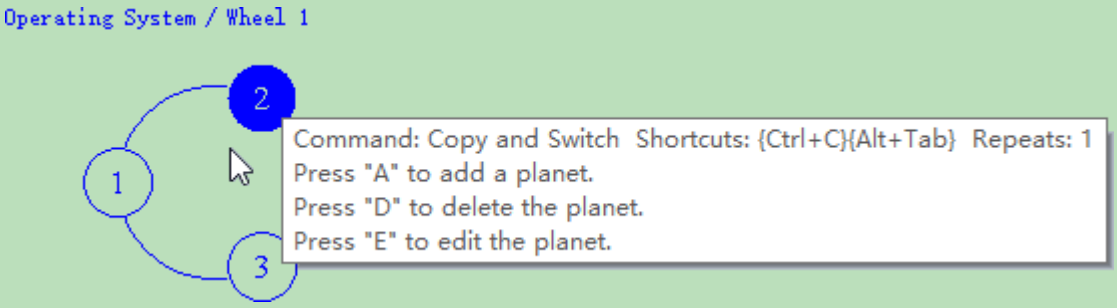


Fig. 2.4 Multiple shortcuts

2.3 Repeat Shortcuts Input

The planet ③ contains three shortcuts, {End}, {Shift + 2} and {DownArrow}, and the number of repeats is 3 (Fig. 2.5). Move the mouse pointer into the interior of the planet ③ to repeat this input of shortcuts for three times (Fig. 2.6).

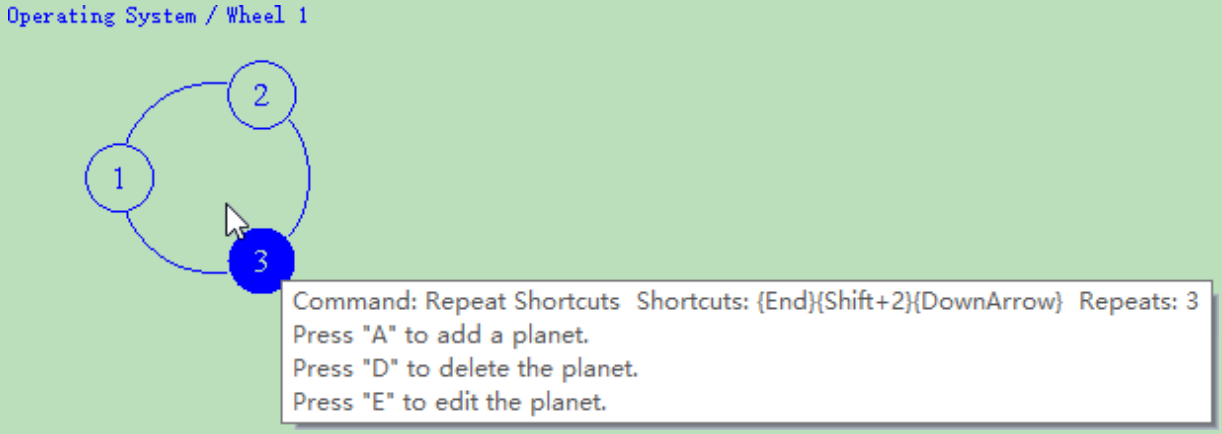


Fig. 2.5 Repeat shortcuts

a) Before inputting b) After inputting

Fig. 2.6 The effect of repeat shortcuts input

3 Planets Management

PWS enables you to manage (add, delete or edit) the planets pretty easily via the controls in the Planet List group box (Fig. 3.1).

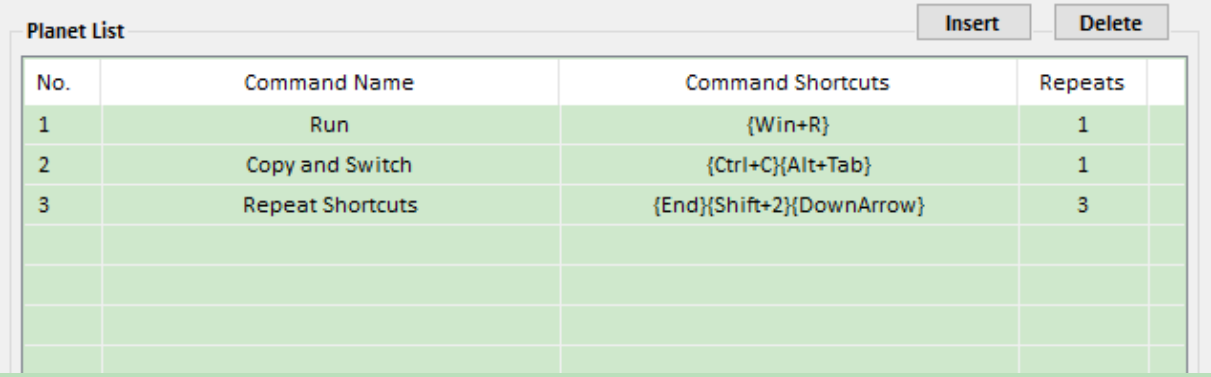


Fig. 3.1 The Planet List group box in the settings form

3.1 Add a Planet

Select a row in the planet list (Fig. 3.1), click the button Insert, to add a new planet row under the selected one* (Fig. 3.2).

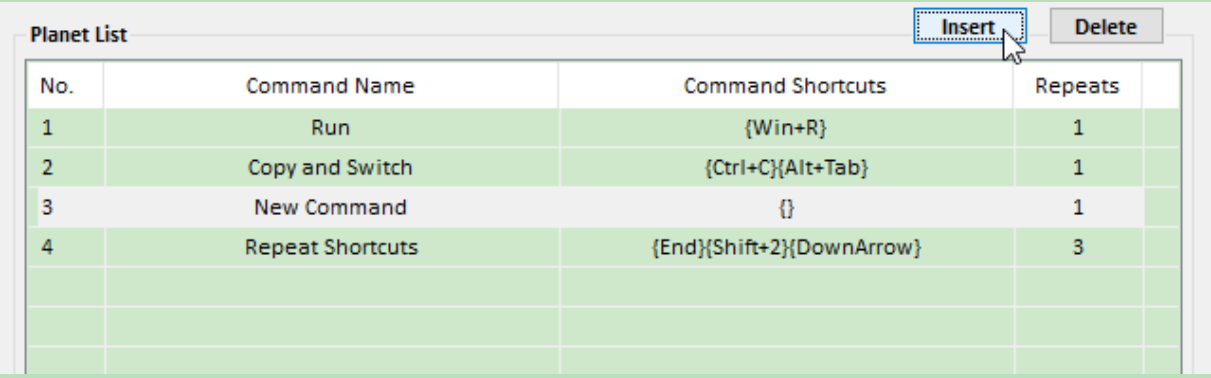


Fig. 3.2 Add a planet via the Planet List group box

Or move the mouse pointer toward a planet (Fig. 2.4), when the planet is highlighted, press “A” key to add a new planet after the highlighted one. After the new planet is added, it’s highlighted and in planet-editing mode automatically (Fig. 3.3).

* The maximum number of planets in a wheel is 26.

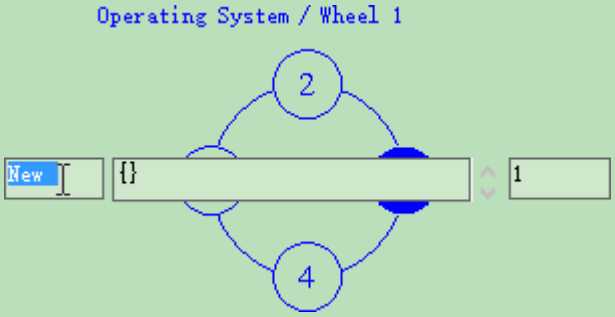
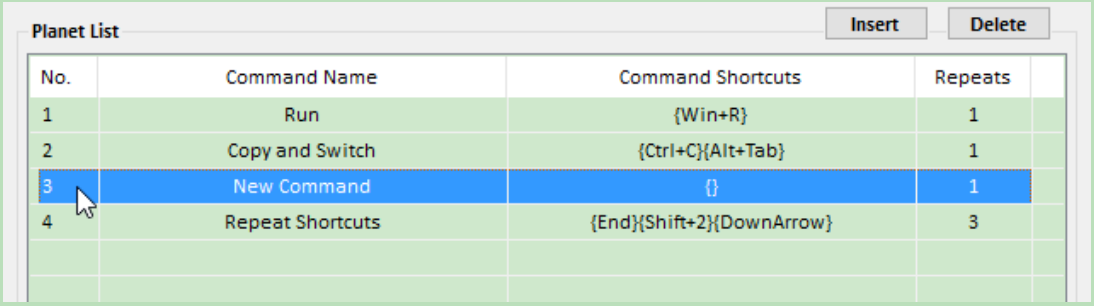


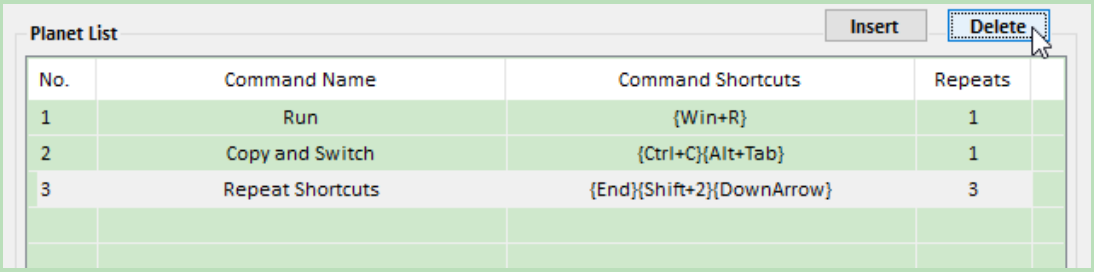
Fig. 3.3 Add a planet via the “Planet Wheel” widget

3.2 Delete a Planet

Select a row in the planet list (Fig. 3.4 a)), click the button Delete, to delete the selected planet row (Fig. 3.4 b)).



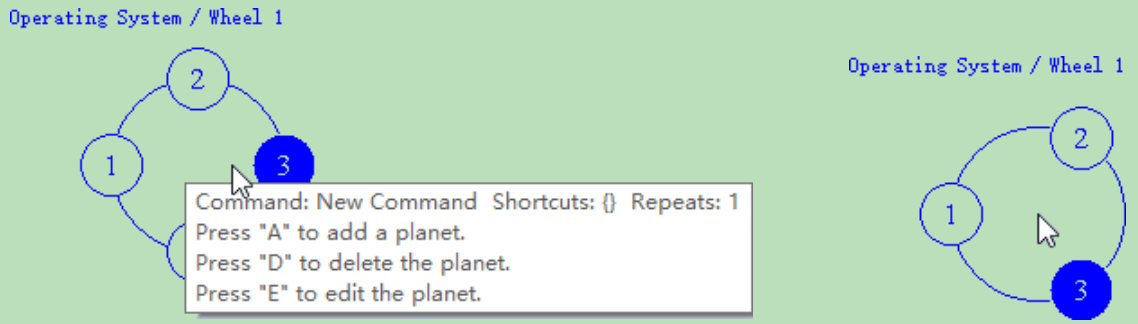
a) Select a row



b) Click the button Delete

Fig. 3.4 Delete a planet via the Planet List group box

Or move the mouse pointer toward a planet (Fig. 3.5 a)), when the planet is highlighted, press “D” key to delete it (Fig. 3.5 b)).



a) Select a planet b) Press the “D” key

Fig. 3.5 Delete a planet via the “Planet Wheel” widget

3.3 Edit a Planet

A planet contains three properties: command name, command shortcuts, and command repeats, which can be edited.

3.3.1 Edit the Command Name

Click the “Command Name” field of a planet row to edit the command name of the planet. Then press “Enter” to confirm the editing, or press “Esc” to cancel the editing (Fig. 3.6).

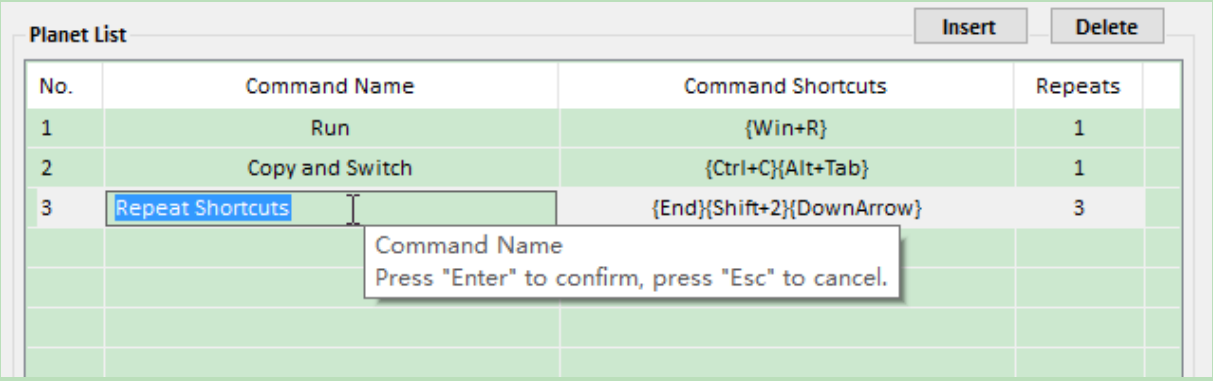


Fig. 3.6 Edit the command name via the Planet List group box

Or move the mouse pointer toward a planet (Fig. 2.5), when the planet is highlighted, press “E” key to edit it (Fig. 3.7).

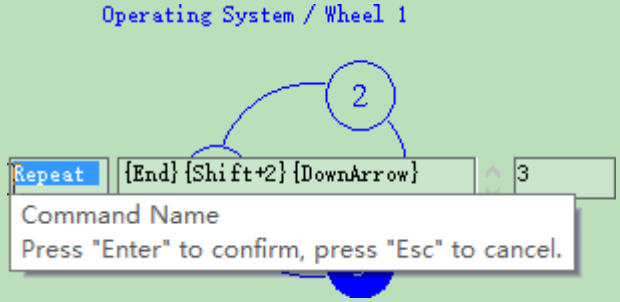
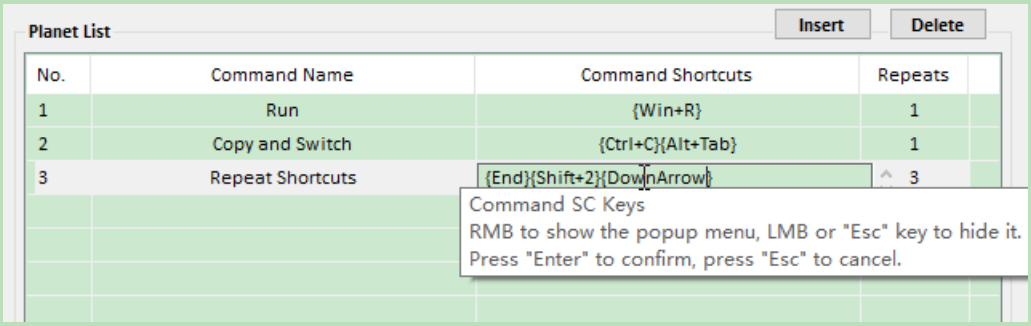


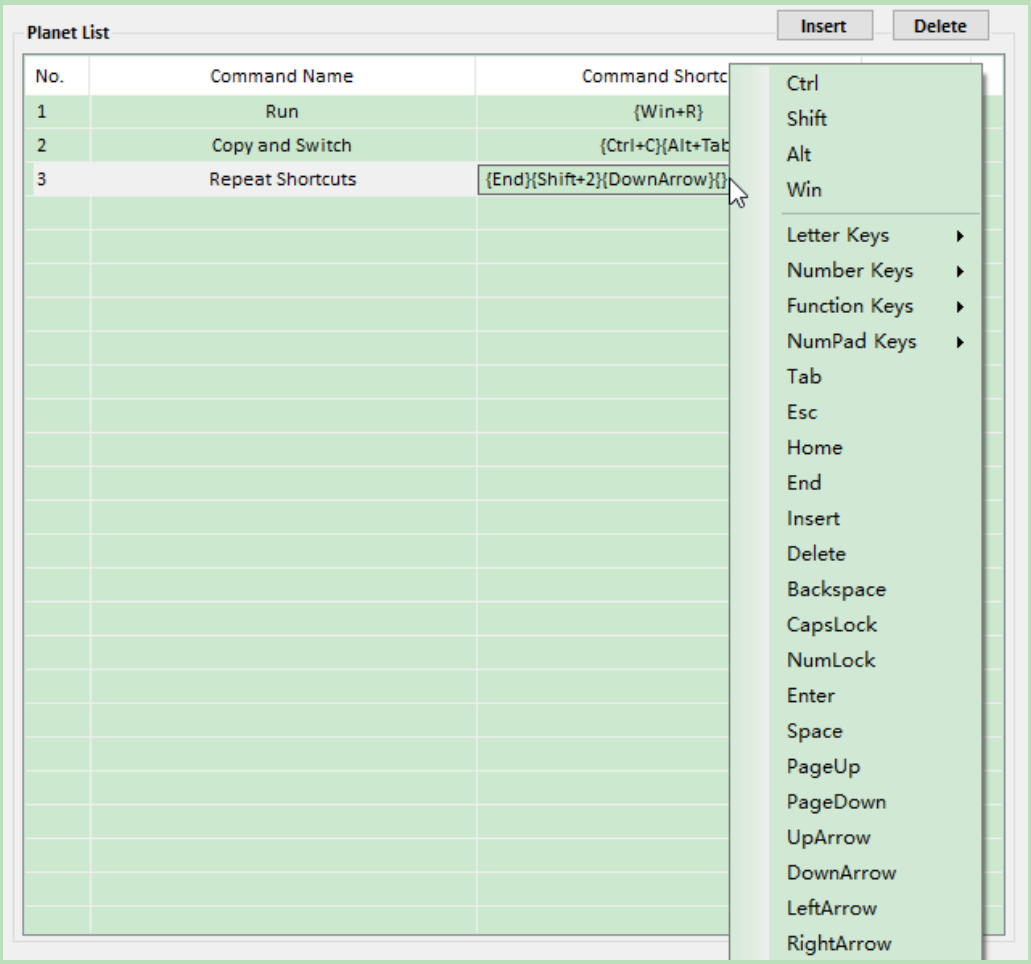
Fig. 3.7 Planet-editing mode of the “Planet Wheel” widget

3.3.2 Edit the Command Shortcuts

Click the “Command Shortcuts” field of a planet row to edit the command shortcuts of the planet. Then press “Enter” to confirm the editing, or press “Esc” to cancel the editing (Fig. 3.8 a)).
Move the cursor in the text box, via left mouse button or keyboard arrow keys, to the location where new shortcuts need to be inserted (Fig. 3.8 b)), press “Delete” or “Backspace” key to delete the shortcut, whose text the cursor is in.



a) The command shortcuts text box



b) The context menu of the text box

Fig. 3.8 Edit the command shortcuts via the Planet List group box

Or edit the command shortcuts of a planet via the “Planet Wheel” widget (Fig. 3.7).

3.3.3 Edit the Command Repeats

Click the “Repeats” field of a planet row to edit the repeats of the planet. Then press “Enter” to confirm the editing, or press “Esc” to cancel the editing (Fig. 3.9).
When the “Repeats” field is set to 0, the command will keep repeating until “Esc” key is pressed.

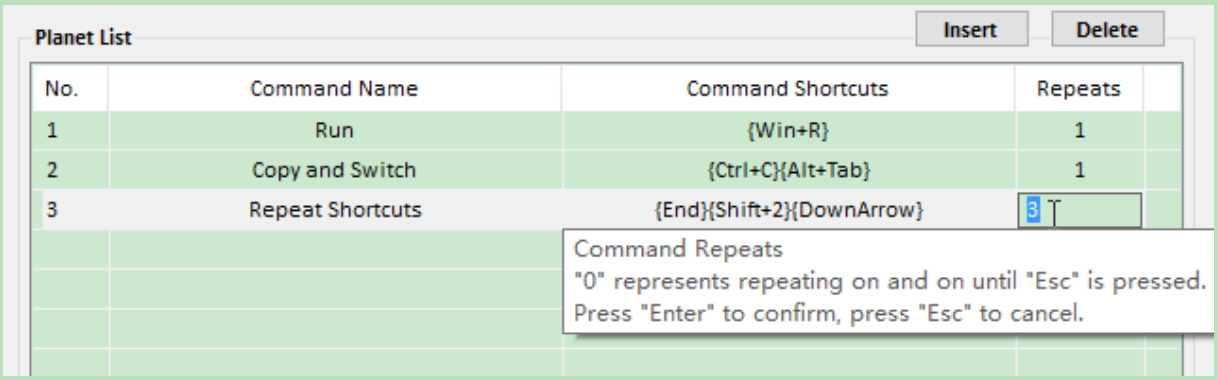


Fig. 3.9 Edit the command repeats via the Planet List group box

Or edit the repeats of a planet via the “Planet Wheel” widget (Fig. 3.7).

4 Wheels Management

PWS enables you to manage (add, delete or edit) the wheels pretty easily via the controls in the Wheel List group box (Fig. 4.1).

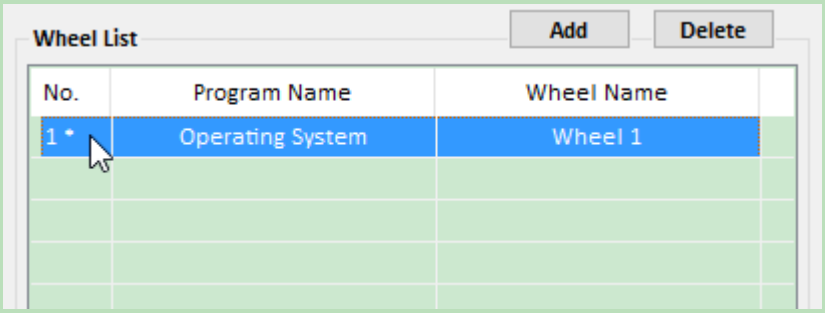
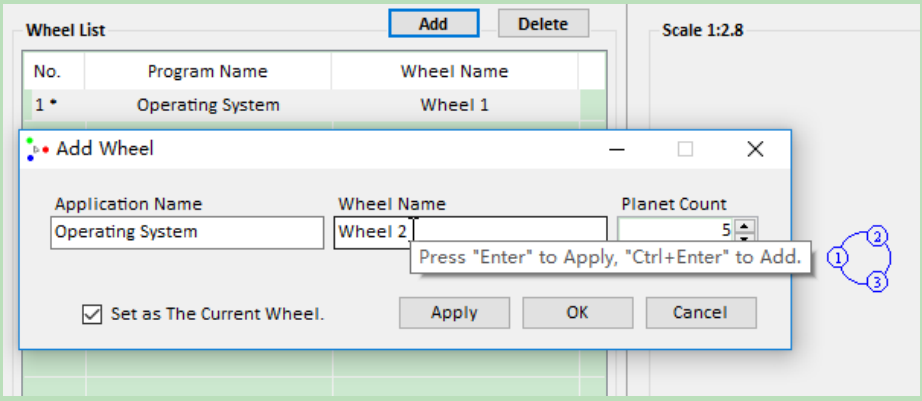


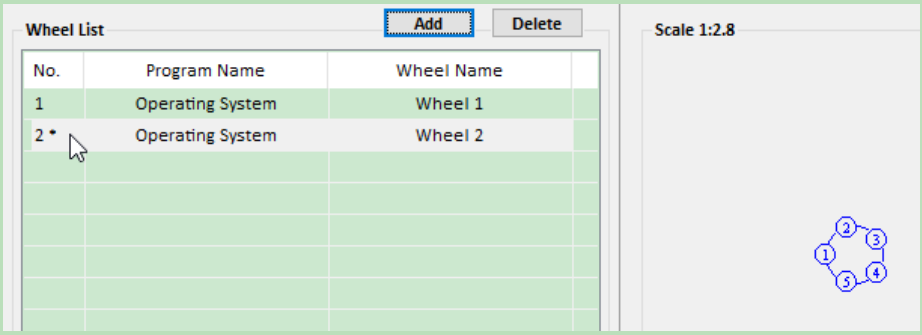
Fig. 4.1 The Wheel List group box in the settings form

4.1 Add a Wheel

Select a row in the wheel list, click the button Add to pop up the “Add Wheel” dialog (Fig. 4.2 a)). After inputting program name, wheel name, and planet count, click the button Apply or press “Enter” to add a new wheel and keep the dialog open, or else click the button OK or press “Ctrl + Enter” to add a new wheel and close the dialog Fig. 4.2 b).



a) Open the “Add Wheel” dialog



b) Add “Wheel 2” and set it as the current wheel

Fig. 4.2 Add a wheel via the Wheel List group box

Or move the mouse pointer around planets and away from the wheel to certain amounts of pixels, to switch to wheel-editing mode (Fig. 4.3). Click the button Add to pop up the “Add Wheel” dialog (Fig. 4.4 a)).
After adding the new wheel, the “Planet Wheel” widget is still in wheel-editing mode, press “Esc” or “Space” key to cancel this mode.

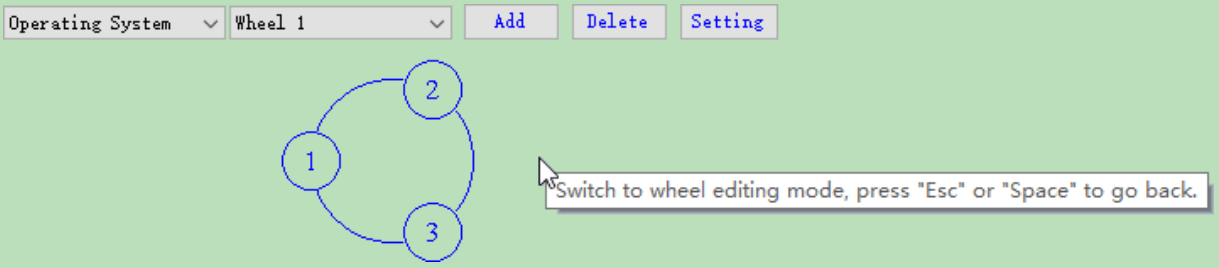
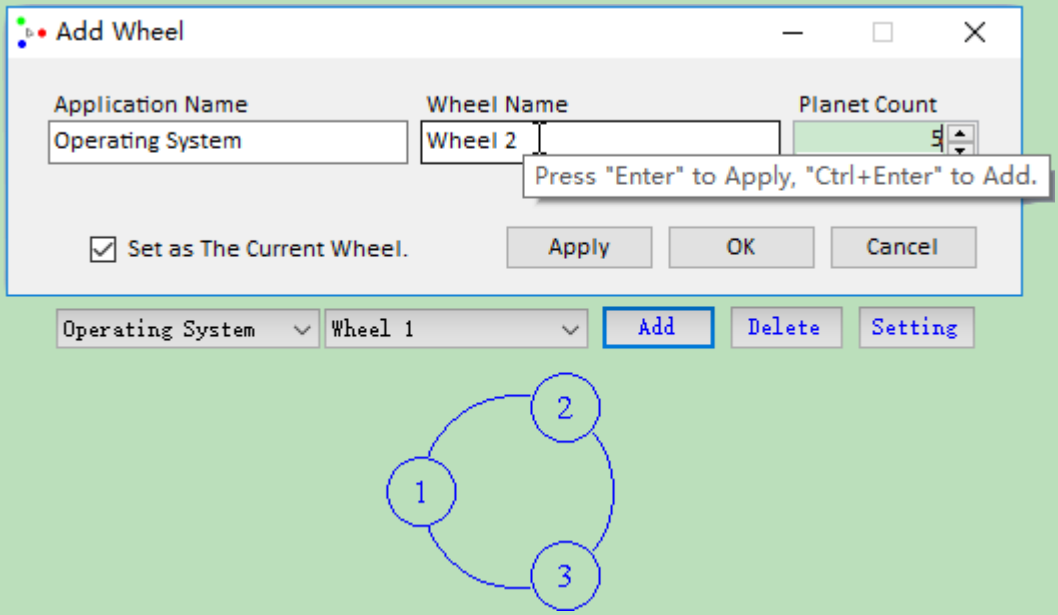
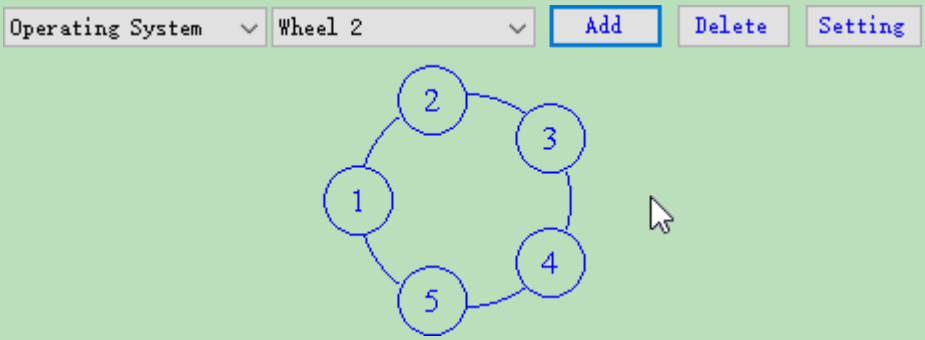


Fig. 4.3 Wheel-editing mode of the “Planet Wheel” widget



a) Open the “Add Wheel” dialog

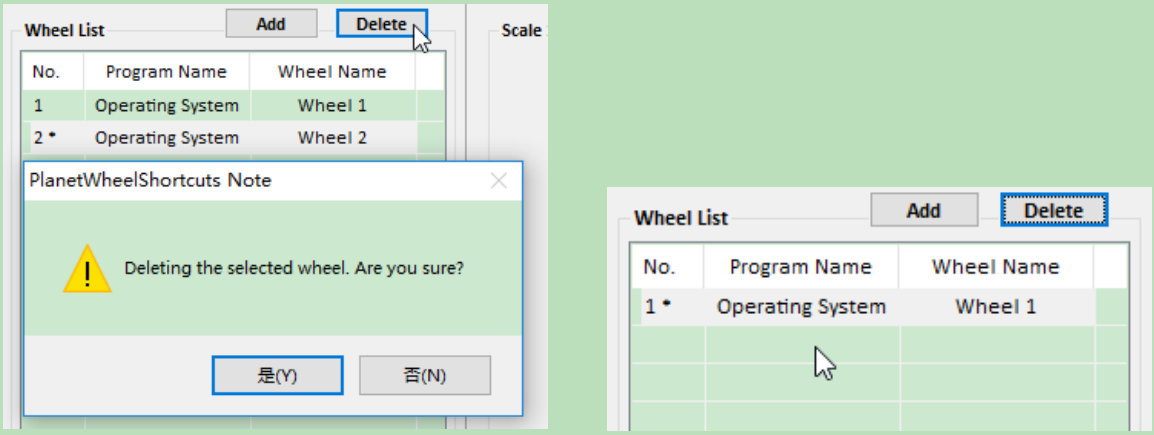


b) Add “Wheel 2” and set It as the current wheel

Fig. 4.4 Add a wheel via the “Planet Wheel” widget

4.2 Delete a Wheel

Select a row in the wheel list, click the button Delete to pop up the message box for confirmation of wheel deletion (Fig. 4.5 a)), then press the button Yes to delete the selected wheel row (Fig. 4.5 b)).



a) Select a row and click the button Delete

b) "Wheel 2" is deleted

Fig. 4.5 Delete a wheel via the Wheel List group box

Or move the mouse pointer around planets and away from the wheel to certain amounts of pixels, to switch to wheel-editing mode (Fig. 4.6). Click the button Delete to delete the current wheel.

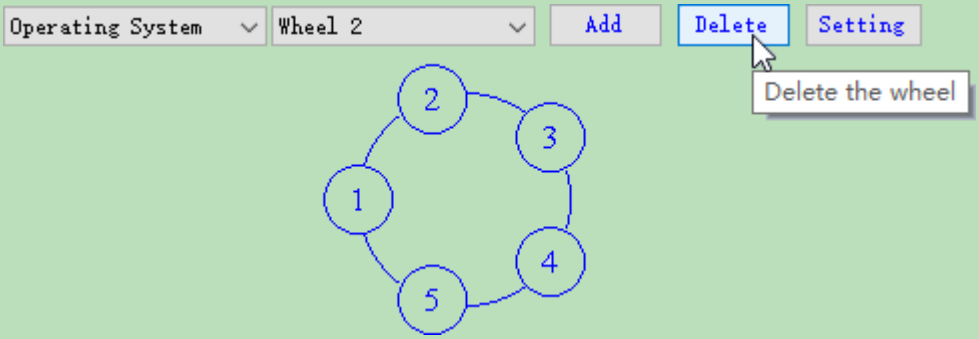


Fig. 4.6 Delete a wheel via the "Planet Wheel" widget

4.3 Edit a Wheel

A wheel contains two properties: program name and wheel name.
PWS allows you to create numerous wheels for a program.

4.3.1 Edit the Program Name

The program name can be changed to any string of characters when it's other than "Operating System". Click the "Program Name" field of a wheel row to edit the program name of the wheel. Then press "Enter" to confirm the editing, or press "Esc" to cancel the editing (Fig. 4.7).

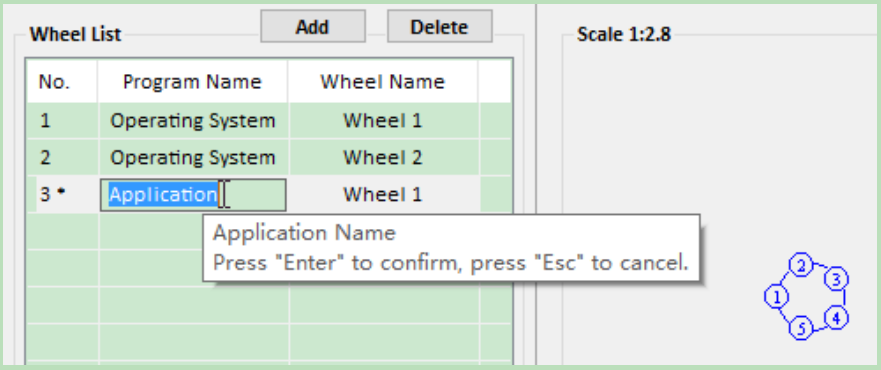


Fig. 4.7 Edit the program name via the Wheel List group box

4.3.2 Edit the Wheel Name

Click the “Wheel Name” field of a wheel row to edit the wheel name of the wheel. Then press “Enter” to confirm the editing, or press “Esc” to cancel the editing (Fig. 4.8)

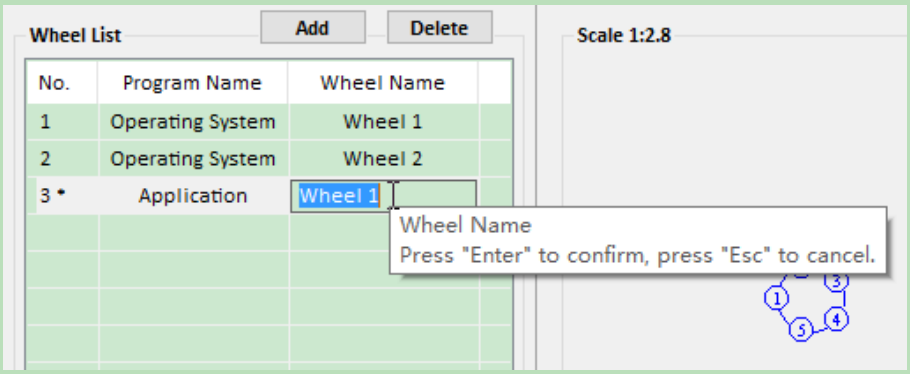


Fig. 4.8 Edit the wheel name via the Wheel List group box

4.3.3 Change the Current Wheel

Right click on a wheel row to pop up the context menu. Then click the menu item Set as Current Wheel (Fig. 4.9) or double click on this wheel row, to set the wheel as the current one.

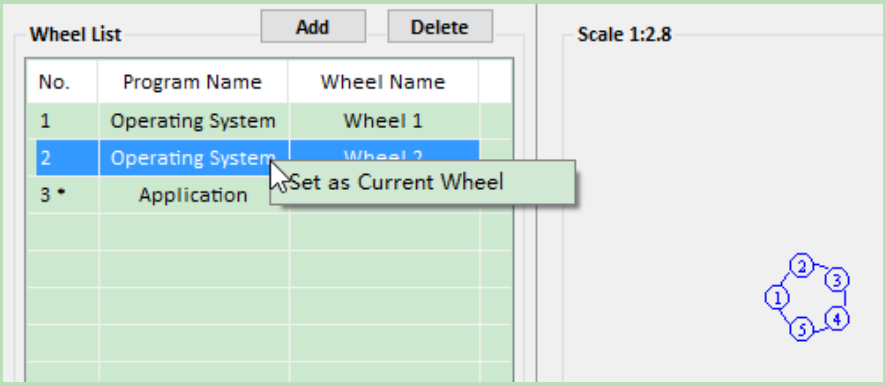


Fig. 4.9 Set the current wheel via the Wheel List group box

Or move the mouse pointer around planets and away from the wheel to certain amounts of pixels, to switch to wheel-editing mode (Fig. 4.10). Then select a wheel from the combo box to set it as the current one.

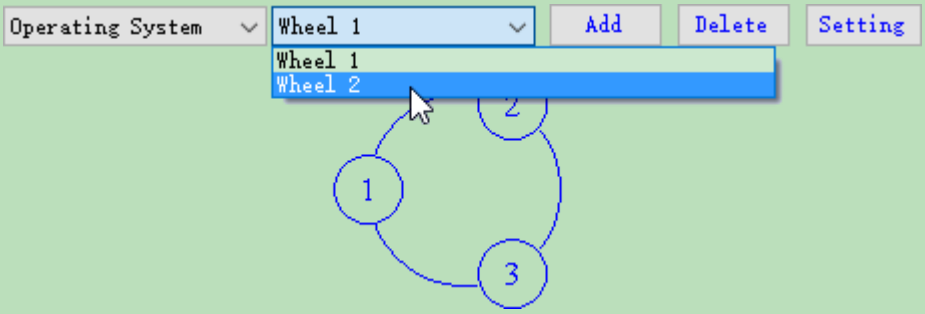


Fig. 4.10 Set the current wheel via the “Planet Wheel” widget

Or set a wheel as the current one via switching wheels (section 5.3).

5 General Settings

The general settings of PWS are listed in the four group boxes, General, Wheel Show/Hide, Wheel Switch and Command is Executed While, at the upper of the settings form (Fig. 1.2).

5.1 The General Group Box

In the General group box, you can turn on the wheel (Fig. 5.1) and click the button More… to open the “More General Settings” dialog (Chapter 6).

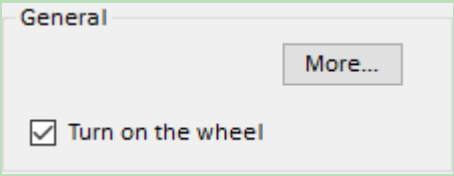


Fig. 5.1 The General group box

5.2 The Wheel Show/Hide Group Box

In the Wheel Show/Hide Group Box, you can set which button (Ctrl, Shift, Alt, MMB, XButton1, or XButton2) to show/hide the wheel, and you can show/hide the wheel via mouse wheel when the wheel is invisible (Fig. 5.2).

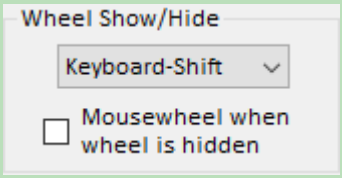


Fig. 5.2 The Wheel Show/Hide group box

5.3 The Wheel Switch Group Box

In the Wheel Switch Group Box, you can set which way to switch the current wheel (keyboard arrow keys or mouse wheel, Fig. 5.3). The wheel is switched among different wheels in the same program, and among different programs while the “Ctrl” key is down.

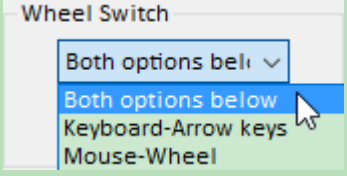


Fig. 5.3 The Wheel Switch group box

5.4 The Command is Executed While Group Box

In the Command is Executed While Group Box, you can set which ways to simulate the shortcuts input (Fig. 5.4):

- The mouse enters a planet.
- Hide wheel, switch wheel or left click when a planet is highlighted.

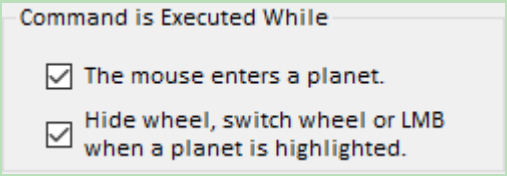


Fig. 5.4 The Command is Executed While group box

6 More General Settings

The more general settings of PWS are listed in the “More General Settings” dialog (Fig. 6.1). Section 5.1 shows how to open this dialog. The more general settings include:

- Autostart PWS on system startup.
- Show splash screen on PWS startup.
- The setting for the planet list displaying around the wheel (No display, Display at left side of wheel, Display at right side of wheel, and Smart display*).
- The setting for form color.

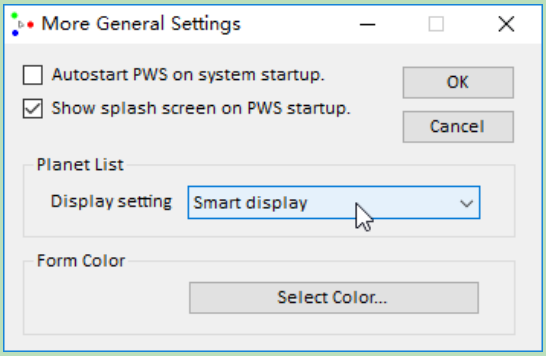


Fig. 6.1 The “More General Settings” dialog

* When “Smart display” is selected, displaying the planet list at left or right is determined by PWS.