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User Interface > Keyboard Shortcuts

Various keyboard shortcuts or “hotkeys” can be found throughout the Modeler. Here is a table of important keyboard shortcuts.

Overview

The following tables outline each of the hotkey combinations for the various parts of the user interface. Some actions are carried out with a single button press, a button press with a modifier, or a mouse gesture with a modifier.

Acronyms

- LMB - left mouse button
- MMB - middle mouse button

Navigation

To view and set the navigation controls, view this help section.

Menu Shortcuts

Action	Modifier	Key
New	CTRL	N
Open	CTRL	O
Close	CTRL	W, F4
Save	CTRL	S
Save as...	CTRL + SHIFT	S
Export mesh	CTRL	E
Export tree image		F9
File menu	ALT	F
Open recent file {number listed}	ALT + F +	{num}
Edit menu	ALT	E
Tools menu	ALT	T
Window menu	ALT	W
Cycle fullscreen mode	ALT	ENTER
Help menu	ALT	H
Launch help manual		F1
Cancel action		ESC

Tree Window Shortcuts

Action	Mouse	Modifier	Key
Zoom all	double-click		A
Zoom selected			S
Reset camera		SHIFT	>
Translate manipulator			Z
Rotate manipulator			C
Scale manipulator			X
Allow node selection mode			TAB
Hand draw a branch	LMB drag		SPACE
Compute ambient occlusion			O
Select first child			↑
Select parent			↓
Select previous sibling			←
Select next sibling			→
Select all children	LMB click	SHIFT	
Toggle selected	LMB click	CTRL	
Cycle node manipulator			N
Rename selected			F2
Delete node/force/collision object			DEL
Toggle visibility			H
Toggle isolation mode			I
Toggle leaves			1
Toggle fronds			2
Toggle branches			3
Toggle zones			4
Toggle proxies			5
Toggle forces			6
Toggle collision objects			7
Toggle wind			8
Toggle degradation			9
Toggle tree window properties			0
Toggle extras			E
Toggle selection highlighting			~
Toggle last rendering mode			R
Toggle scribed rendering		SHIFT	S
Realistic rendering mode		CTRL	1
Realistic (no shadows) rendering mode		CTRL	2
Unlit rendering mode		CTRL	3
Untextured rendering mode		CTRL	4
Wireframe rendering mode		CTRL	5, W
Ambient occlusion/dimming rendering mode		CTRL	6
Normal map rendering mode		CTRL	7
Geometry normal map rendering mode		CTRL	8
Overdraw visualization rendering mode		CTRL	9
Cut force/collision object		CTRL	X
Copy force/collision object		CTRL	C
Paste force/collision object		CTRL	V
Duplicate force/collision object		CTRL	D
Select all subsequent control points	LMB click	ALT	
Rotate fan model	LMB drag		F
Scroll wind strength	MMB drag		F
Rotate light	LMB drag		V

Generation Editor Shortcuts

Action	Mouse	Modifier	Key
Zoom all	double-click		A
Rename selected			F2
Toggle visibility			H
Toggle isolation mode			I
Delete selected			DEL
Cut generator		CTRL	X
Copy generator		CTRL	C
Paste generator		CTRL	V
"Paste into" this generator		CTRL + SHIFT	V
Duplicate generator		CTRL	D
Select first child			↑
Select parent			↓
Select previous sibling			←
Select next sibling			→
Group/ungroup children	double-click selected		

Curve Editor Shortcuts

Action	Mouse	Modifier	Key
Zoom all	double-click		A
Zoom selected			Z
Select all control points		CTRL	A
Copy curve		CTRL	C
Paste curve		CTRL	V
Toggle control point handles	double-click control point		H
Delete selected control points			DEL
Add control point	double-click line		
Lock drag axis	LMB drag	SHIFT	

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