

	FUNCTIONS
DELETE	Delete Key
INSERT	Pause
HOME	First Frame
END	Last Frame
PAGE UP	Play Forward
PAGE DOWN	Play Backward
SHIFT + F1	Auto Key On/Off
SHIFT + F2	X Axis/Heading Angle On/Off
SHIFT + F3	Y Axis/Pitch Angle On/Off
SHIFT + F4	Z Axis/Bank Angle On/Off
SHIFT + F5	Coördinate Systems: World
SHIFT + F6	Coördinate Systems: Parent
SHIFT + F7	Coördinate Systems: Local
SHIFT + F8	Enable Inverse Kinematics
SHIFT + F9	Motion Blur On/Off Preview
SHIFT + F10	Scene Editor Open/Close
CTRL + F1	Graph Editor Open/Close
CTRL + F2	Backdrop Options
CTRL + F5	Volumetrics And Fog Options
CTRL + F6	Compositing Options
CTRL + F7	Image Processing
CTRL + F8	Hide Toolbar On/Off
ALT + F2	Show Subpatch cages On/Off
ALT + F3	Show Motion Paths On/Off
ALT + F4	Show Handles On/Off
ALT + F5	Show IK Chains On/Off
ALT + F6	Show Safe Areas On/Off
ALT + F7	Show Field Chart On/Off
LIGHTWAVE SHORTCUTS	



LIGHTWAVE SHORTCUTS



TOOLS MENU		VIEW MENU	
CTRL + A	Select All Objects	,	Select Item By Name
CTRL + B	Ik Boost Tool	+	Load Object
CTRL + C	Clone Current Item	,	Zoom Out
CTRL + D	Sliders	-	Clear Selected Items
CTRL + E	Edit Tool	.	Zoom In
CTRL + F	Lens Flare Options	/	Camera Zoom Tool
CTRL + G	Move TCB Tool	0	Single View On/Off
CTRL + H	Light Intensity Tool	1	View Mode: Back
TAB	Hide Floating Windows On/Off	2	View Mode: Top
CTRL + J	Joint Move	3	View Mode: Right
CTRL + K	Bone Twist	4	View Mode: Perspective
CTRL + L	Limited Region On/Off	5	View Mode: Light
RETURN	Create Key	6	View Mode: Camera
CTRL + N	Add Null	7	View Mode: Schematic
CTRL + O	Load Scene	<	Zoom Out 2x
CTRL + P	Add Partigon	=	Add Child Bone
CTRL + Q	Master Plug-ins	>	Zoom in 2x
CTRL + R	Bone Activation On/Off	MODIFY MENU	
CTRL + S	Save Scene As	A	Fit Selected Items In View
CTRL + T	Tip Move	B	Edit Mode: Bones
CTRL + U	Unparent Bone	C	Edit Mode: Cameras
CTRL + V	Volumetric Lighting Options	D	Exit Setup Mode
CTRL + W	Mirror Hierarchy	E	Enter Setup Mode
CTRL + X	FX Start	F	Lens Flare On/Off
CTRL + Y	Path Tool	H	Size Tool
CTRL + Z	Undo	I	Import Hierarchy
SPACE	Remove	J	Export Hierarchy
	Change Tool	L	Edit Mode: Lights