

	Key	[T]*	Function	View/Window	Use	Status Panel Options (mouse buttons)
Camera Control						
	CTRL	Y	Orbit/dolly/track	Perspective	Hold down CTRL, use mouse	L:Orbit; M:Dolly; R:Track
	CTRL	Y	Scroll/ Zoom	Ortho	Hold down CTRL, use mouse	L: Scroll; M:Zoom
	O	Y	Orbit	Perspective	Hold down O, use mouse	L: Latitude/ Longitude; M:Longitude; R: Lattitide
	P	Y	Dolly	Perspective	Hold down P, use mouse	L:Slow; M: Meduim; R: Fast
	Z	Y	Track/ Zoom	Perspective	Hold down Z, use mouse	L: Track; M: Field of View
	Z	Y	Scroll/ Zoom / Zoom into region	Ortho	Hold down Z, use mouse	L: Scroll; M:Zoom; R: Zoom into region (drag-select rectangular region)
	R	Y	Roll/ Bank	Perspective	Hold down R, use mouse	L: Bank
Center camera on a 3D point on a surface	I		Center Camera on a point	All	Press I	
Camera framing to objects						
	F		Frame selected	All	Press F	
	Shift+F		Frame selected on all windows	All	Press Shift+F	
	A		Frame all visible	All	Press A	
	Shift+A		Frame all visible on all windows	All	Press Shift+A	
Reset camera - on Apple: also Ctrl+H	Home		Reset camera on current window	All	Press Home, or Ctrl+H	
On Apple, also Shift+Ctrl+H	Shift+Home		Reset camera on all windows	All	Press Shift+Home, or Shift+Ctrl+H	
Selecting						
Models	SPACE bar	Y	Select Model	All	Hold down SPACE, use mouse	L:Node; M: Branch; R:Tree
Models and Objects	←, →, ↑, ↓		“Walk” up / down / left / right	All	Press cursor key (arrow)	
Models and Objects	Ctrl + ←, →		Move selected Model or Object within the hierarchy			
Objects	G	Y	Select Geometry: Mesh	All	Hold down G, use mouse	L: Mesh; M: Polygroup; R:Polygon
Depends on what's under the pointer			Select Geometry: Spline	All	Hold down G, use mouse	L: Spline; M: Spline Segment
Fill-select Polygons / PolyGroups	L	Y	Fill-select	All	Hold down L, use mouse	L: Polygons within PolyGroup, M: Polygons within Mesh, R: PolyGroups
Points	T	Y	Select Points	All	Hold down T, click and drag	L: Tag Point; M: Untag Point; R:Invert Tags
Editing						
Move point under the pointer	M	Y	Move point under the pointer	All	Hold down M, use mouse	L: Move point
Edit attributes of selected Model, Object etc.	E		Edit attributes	All	Press E	
Duplicate	D		Duplicate selected Models or Objects			
Create new instance	Shift+D		Create a new instance of an Object			

Glossary

LMB or L	Left Mouse Button
MMB or M	Middle Mouse Button
RMB or R	Right Mouse Button
Orbiting	Moving an object (camera) around an “aim-point”.
Dollying	Moving the camera along the line of sight.
Tracking	Moving the camera and the interest point parallel to the view (“film”) plane.
Zooming	On an orthogonal window (TOP, FRONT, Schematics etc.): changing the “magnifying factor”. On a perspective window: changing the field-of-view of the camera.
Camera framing	(Automatically) positioning and orienting the camera in a way that makes viewing and editing an object easier. Framing works for Models, Geometries (Meshes, Splines etc.), PolyGroups, or Polygons.
Perspective	Only applies to windows with a perspective view
Ortho	Only applies to windows with an orthogonal view (Top, Front, Right, Schematics, Animation, Texture)
All	Applies to windows with any view
[T]*: transient mode	A mode, only active while a key is pressed. Releasing the key will revert to the previous mode. Mouse button functions depend on the mode. See the StatusBar.