








































All Blender Hotkeys 1.67

Works in	 3d Window  Ipo Window  Sequence Window  Render Image Window	 Object Mode  Edit Mode  Object and Edit Mode
Works if	 Object selected  Mesh vertices selected  Ipo keys selected  Sequence strip selected  Button window exists. Global for F4-F10.	 Data selected  Curve handles selected  Ipo handles selected  Render window exists.
Pop's up	 a menu  a file request.	 a toolbox
Use	 left mouse button	 right mouse button















TAB

TAB				Toggle Object Edit mode.	
	TAB			Toggle Meta strip.	
	Shift TAB			Tab in textmode.	T

Function keys

f1	F1	Load a file.		Shift F1	Append Link a file.	
f12	F2	Save a file.		Shift F2	Save file as dxf.	
	F3	Save an image.		Shift F3		
	F4	Lamp buttons.		Shift F4	Data select window.	
	F5	Material buttons.		Shift F5	3d view window.	
	F6	Texture buttons.		Shift F6	Ipo window.	
	F7	Animation buttons.		Shift F7	Button window.	
	F8	World buttons.		Shift F8	Sequence window.	
	F9	Edit buttons.		Shift F9	Object orient window.	
	F10	Render buttons.		Shift F10	Images window.	
	F11	Image window.		Shift F11	Text edit window.	
	F12	Render an image.		Shift F12	Image Select window.	

Numpad keys (WinX users may need to press NumLock.)

	/			Local view.
	*			Rotate view to object.
	0			Cameraview.
	Ctrl 0			Make view.
	Alt 0			Restore last camera to view.
	137			Top front right view.
	Shift 137			Down back left view.

2468	##		Rotate view.	
Shft2468	##		Translate view.	
5	##		Perspective \ ortho.	
9	##		Redraw.	

Numbers

0-9	0-9 ##		Swap layers.	
	Shft0-9 ##		Add to layer setting.	

Characters

A	A ##		Select deselect All.	
	ShftA ##		Add menu.	
	CtrlA ##		Apply location and rotation.	
	AltA ##		Play Animation.	
	ShftCtrlA ##		Apply Lattice Duplicate.	
▲	ShftAltA ##		Play Anim in current and all 3d windows.	

B	B ##		Border select deselect.	
	BB ##		Circle Border select deselect.	
▲	ShftB ##		define render Border.	

C	C ##		Center window around 3d cursor.	
	C		Snap current frame to selected key.	
	C		Change images.	
	ShftC ##		Cursor on origin, window on home.	
	CtrlC ##		Copy menu.	
▲	AltC ##		Convert menu (if possible).	

D	D		Duplicate.	
	ShftD ##		Duplicate.	
	CtrlD ##		Display alpha of image as wire.	
▲	AltD ##		Add <i>data-linked</i> Duplicate.	







































E	E ##		Extrude.	
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F	F ##		Make edge / Face Connect curve.	
	CtrlF ##		Sort Faces.	
	AltF ##		Beauty reFill.	
▲	AltF ##		Make First base.	

G	G ##		Grabber.	
▲	AltG ##		Clear Location.	

H	H ##		Handle type: align \ free (toggle).	
	H ##		Hide selected vertexes.	
	ShftH ##		Handle type: auto. <i>see also V.</i>	
	ShftH ##		Hide deselected vertexes.	

▲	CtrlH		Automatic Handle calculation.	
I	I		Insert Keyframe menu.	
J	J		Swap render page of render window.	
	CtrlJ		Join selected objects. <i>also see P.</i>	
▲	CtrlJ		Join selected keys.	
K	K		Draw \ hide object Keys. (toggle)	
	K		Show Keys \ show curves (toggle)	
▲	ShiftK		Clear vertexpaint colors.	
L	L		Make Local menu. <i>see also U.</i>	
	L		Select verteces linked to cursor.	
	ShiftL		select Linked menu.	
	CtrlL		make Link menu.	
	CtrlL		select verteces linked to selected vertex.	
▲	AltL		make Local menu.	
M	M		Move to layer(s).	
	M		Make a Meta strip.	
N	N		Number buttons.	
	ShiftN		recalculate Normals outside.	
▲	ShiftCtrlN		recalculate Normals inside.	
O	O		clear Origin.	
▲	CtrlO		Open file.	
P	P		separate verteces into objects. <i>also see J.</i>	
	CtrlP		make Parent.	
	CtrlP		make vertex Parent.	
	AltP		clear Parent menu.	
▲	ShiftCtrlP		make Parent without inverse.	
R	R		Rotate.	
	ShiftR		select Row of nurbs.	
▲	AltR		Clear Rotation.	
S	S		Size	
	ShiftS		Snap-to menu.	
	CtrlS		Shear.	
	SX		Mirror X	
▲	SY		Mirror Y	
T	T		Tilt of 3d curve	
	CtrlT		Convert to Triangles.	
	CtrlT		Make Track-to.	
▲	AltT		Clear Track-to.	

U	U	#		Single User menu.	 
				Reload data buffer. (yep, a sort of Undo)	
▲	Ctrl	U		Save current file as user default file.	
V	V	#		Vertexpaint on \ off.	
				Vector handle. <i>see also H.</i>	 
▲	Alt	V	#	Object resize to materials-texture aspect.	
W	W	#		Special edit menu.	
	Shift	W	#	Warp selected verteces around cursor.	
	Ctrl	W		Write file.	 
▲	Alt	W		Write selected as videoscape format.	 
X	X	#		erase menu.	  
▲	Ctrl	X	#	Delete all, reload default file. <i>see U.</i>	
Y	Y	#		Split selected from the rest.	
Z	Z	#		Wire \ Solid toggle	
				Zoom, in render window. <i>see F12 & F11.</i>	
	Shift	Z	#	Wire \ Shaded toggle	
▲	Ctrl	Z	#	Shaded calculation	
		#		Place cursor \ gesture \ vertex paint	
	Ctrl		#	Add vertex.	
			#	Trackball.	
	Shift		#	Translate view.	
	Ctrl		#	Zoom view.	
			#	Select.	
	Shift		#	Add to selection.	
▲	Ctrl		#	Center-select.	