Animation:Master Keyboard Shortcuts

v18.0

Command	Description	Shortcut
File:New:Choreography	Add a new Choreography to the current Project.	
File:New:Model	Add a new Model to the current Project.	
File:New:Action	Add a new Action to the current Project.	
File:New:Material	Add a new Material to the current Project.	
File:Open	Open an existing document	CTRL+O
File:Exit	Quit the application; prompts to save documents	
Project:New	Create a new project	
Project:Open	Open an existing project	
Project:Close	Close the active project	
Project:Revert	Returns the Project to its previously saved state.	
Project:Save	Save the active project	CTRL+S
Project:Save As	Save the active project with a new name	
Project:Consolidate:Project as text file (*.PRJ)	Consolidate the project as textfile in a different directory	
Project:Consolidate:Project as zipped project (*.ZIP)	Consolidate the project in a different directory and created a zip archive	
Project:Embed All	Embeds all materials, posteffects, models, lights, actions, and choreographies into the project.	
Project:Delete empty folders	Delete empty folders	
Project:Recent Project	Open this project.	
View:Toolbars		
View:Status Bar	Show or hide the Status Bar.	
View:Project Workspace	Show or hide the Project Workspace panel.	ALT+1
View:Timeline	Show or hide the Timeline panel.	ALT+2
View:Libraries	Show or hide the libraries window.	ALT+5
View:Properties	Show or hide the property panel.	ALT+3
View:Pose Sliders	Show or hide the pose sliders panel.	ALT+4
View:Community	Show or hide the Community window.	ALT+6
View:Property Info	Show or hide the Property help window.	ALT+7
View:Workbook	Show documents as worksheets in a workbook.	
Tools:Options	Change options	CTRL+P
Tools:Customize	Customize the toolbars and keyboard shortcuts.	
Help:Help Topics	List Help topics	
Help:Introduction	Displays a Introduction.	
Help:Tip of the Day	Displays a Tip of the Day.	
Help:Reset Settings	Reset all settings to their default values	
Help:Look for updates	Check the hash support page for updates	
Help:About Animation Master	Display program information, version number and copyright	
Edit:Snap Group To Grid	Snap the selected control points to the grid.	'
Previous CP	Select the previous Control Point.	{
Next CP	Select the next Control Point.	}
Perspective	Toggles perspective mode in this view	\
Select Deeper	Jump to next object behind currently selected object.	]
Select Closer	Jump to object in front of currently selected object.	[

Attach Control Point	Attach Control Point	`	
Edit:Group Connected	Select all control points on the selected spline.	/	
Shaded/Wireframe	Set the current drawing mode for this view to shaded with wireframe.	0	
Snap Manipulator To Grid	Snap manipulators to nearest grid interval.	SHIFT+0	
Show Normals	Toggle normals on and off.	SHIFT+1	
Show Grid	Toggle the grid on and off.	SHIFT+3	
View Settings	Open View Settings Dialog.	SHIFT+4	
Onion Skin	Toggels Onion Skin Mode.	SHIFT+5	
Default Interpolation	Set the Interpolation method for the selected CP's to Default.	6	
Toggle Back Face Culling	Toggle back face culling.	SHIFT+6	
Default Drawmode	Use model's draw mode.	7	
Wireframe	Set the current drawing mode for this view to wireframe.	8	
Show Particle/Fur	Toggle particle/fur drawing on and of.	SHIFT+8	
Shaded	Set the current drawing mode for this view to shaded.	9	
Snap to Surface	Snap the added cp to the nearest surface	SHIFT+9	
Snap Group To Surface	Snap the selected control points to the next surface.	CTRL+9	
Add Mode	Enter Add mode	A	
Edit:Select All	Select all control points.	CTRL+A	
Add Lock Mode	Enter Add Lock mode	SHIFT+A	
Bound	Bound	B	
Bound Branch	Set the draw mode for the selected branch to Bound.	SHIFT+B	
Curved	Curved	C	
Edit:Copy Keyframe	Copy the selection and put it on the Clipboard	CTRL+C	
Curved Branch	Set the draw mode for the selected branch to Curved.	SHIFT+C	
Show Decals	Turn Decal drawing On/Off	CTRL+D	
Extrude Mode	Enter Extrude mode	E	
Flip Normals	Flip the normals of all connected control points.	F	
Jump To Frame	Enter the frame number to jump to.	CTRL+F	
Edit:Find longest Actions	Find and expand the longest actions in the choreographys	CTRL+SHIFT +F	
Group Mode	Enter Group mode	G	
Lasso Draw Mode	Enter Lasso Draw mode	SHIFT+G	
Hide CPs	Hide all unselected Control Points	H	
Window:Tile Horizontally	Arrange windows as non-overlapping tiles	ALT+H	
Hide More	Hide all unselected Control Points	SHIFT+H	
Invisible Mode	Set the draw mode for the selected object to Invisible.	I	
Invisible Branch	Set the draw mode for the selected branch to Invisible.	SHIFT+I	
Bone Visible	Make the selected bone visible.	J	
Bones Visible Branch	Make the bones visible for the selected branch.	SHIFT+J	
Break	Break the selected spline	K	
Detach Point	Detach the selected control point.	SHIFT+K	
Lathe	Lathe the selected spline. ALT+L prevent deleting the original spline	L	ALT+L
Move	Enter Move mode	M	
Translate Mode	Set manipulator to translate mode.	N	
New	Create a new document	CTRL+N	
Smooth	Smooth the selected Control Points	O	
Peak	Peak the selected Control Points	P	
Patch Group Mode	Enter Patch Group mode	SHIFT+P	

Render Mode	Enter Render mode.	Q	
Render Lock Mode	Enter Render Lock mode.	SHIFT+Q	
Rotate Mode	Set manipulator to rotate mode.	R	
Rotate Group Images	Rotate Group Images	CTRL+R	
Scale Mode	Set manipulator to scale mode.	S	
Edit:Search Object	Display the Search dialog.	CTRL+SHIFT+S	
Turn	Enter Turn mode	T	
Edit CP Weights	Edit CP Weights	U	
Vector	Vector	V	
Edit:Paste Keyframe	Insert Clipboard contents	CTRL+V	
Window:Tile Vertically	Arrange windows as non-overlapping tiles	ALT+V	
Vector Branch	Set the draw mode for the selected branch to Vector.	SHIFT+V	
Edit:Paste Mirrored	Paste the copied keyframe while mirroring "Left" to "Right".	CTRL+SHIFT+V	
Wireframe	Wireframe	W	
Window:New Window	Open another window for the active document	ALT+W	
Wireframe Branch	Toggle Wireframes on and off for the selected branch.	SHIFT+W	
Shaded	Shaded Mode for the Selected Model	X	
Edit:Cut Keyframe	Cut the selection and put it on the Clipboard	CTRL+X	
Shaded Branch	Toggle Shaded on and off for the selected branch.	SHIFT+X	
Insert	Insert a Control Point along the selected spline	Y	
Edit:Redo	Redo the previously undone action	CTRL+Y	
Zoom	Enter Zoom mode	Z	CTRL+SHIFT+Z
Edit:Undo	Undo the last action	CTRL+Z	
Zoom Fit	Zoom to fit in window.	SHIFT+Z	
Edit:Select Spline	Toggle the state of all control points on the selected spline.	,	
Edit:Invert Selection	Toggle the state of all control points.	.	
Next Frame	Advance to the next frame.	+	+ (KEYPAD)
Next Keyframe	Advance to the next keyframe.	SHIFT++	SHIFT++ (KEYPAD)
Delete	Deletes the current selection	DELETE	
Move Down	Move the selected object down one pixel.	PAGE DOWN	SHIFT+PAGE DOWN
Play Range	Play the selected range of frames.	END	
Last Frame	Advance to the last frame.	CTRL+END	
Edit Mode	Enter Edit mode	ESC	
Help	Display help for current task or command	F1	
Help	Display help for clicked on buttons, menus and windows	SHIFT+F1	
Modeling Mode	Enter Modeling mode	F5	
Bones Mode	Enter Bones Editing mode	F6	
Muscle Mode	Enter Muscle Motion mode	F7	
Skeletal Mode	Enter Skeletal Motion mode	F8	
Choreography Mode	Enter Choreography mode	F9	
Loop	Toggles looping mode on and off.	POS1	
First Frame	Jump to the frame 0.	CTRL+POS1	
Edit:Make Keyframe	Force all filtered values on the current frame to be a keyframe using designated keyframe modes. Use Shift for advanced dialog.	INSERT	
Move Left	Move the selected object left one pixel.	LEFT	SHIFT+LEFT
Decrease Subdivisions	Decrease the number of subdivisions in shaded mode.	PAGE DOWN	

Bottom View	Set the selected window to Bottom View.	0 (KEYPAD)	
Camera View	Set the selected window to Camera View.	1 (KEYPAD)	
Front View	Set the selected window to Front View.	2 (KEYPAD)	
Light View	Set the selected window to Light View.	3 (KEYPAD)	
Left View	Set the selected window to Left View.	4 (KEYPAD)	
Top View	Set the selected window to Top View.	5 (KEYPAD)	
Right View	Set the selected window to Right View.	6 (KEYPAD)	
Bird's Eye View	Set the selected window to Bird's Eye View.	7 (KEYPAD)	
Back View	Set the selected window to Back View.	8 (KEYPAD)	
Increase Subdivisions	Increase the number of subdivisions in shaded mode.	PAGE-UP-KEY	
Edit:Deselect All	Deselect all selected control points.	ENTER	
Move Right	Move the selected object right one pixel.	RIGHT-KEY	SHIFT+RIGHT-KEY
View:Refresh	Redraw the current view.	LEER	CTRL-SPACE or SHIFT+LEER
Previous Frame	Jump to the previous frame.	-	- (KEYPAD)
Previous Keyframe	Jump to previous keyframe.	SHIFT+-	SHIFT+- (KEYPAD)
Next Object	Select the next object.	TAB	
Previous Object	Select the previous object.	SHIFT+TAB	
Move Up	Move the selected object up one pixel.	UP-KEY	SHIFT+UP-KEY
File:Close	Close the active document		
File:Import:Model (*.MDL)	Import a Model file into the current Choreography.		
File:Import:Prop	Import a Prop into the current Choreography.		
File:Import:Light (*.LIT)	Import a Light file into the current Choreography.		
File:Import:Camera (*.CAM)			
File:Import:Choreography (*.CHO)	Import a Choreograhpy into the current Choreography.		
File:Export:Model (*.MDL)	Export a Model file from the current Choreography.		
File:Export:Light Maps	Export Light Maps from the current Choreography.		
File:Plugins Here			
Edit:Delete Keyframe	Delete the keys in the current frame a keyframe using the designated keyframe modes.		
Edit:Move Frames	Display the Move Frames dialog.		
Edit:Delete Frames	Display the Delete Frames dialog.		
Edit:Reduce Channels	Reduce channels		
Window:Cascade	Arrange windows so they overlap		
Window:Arrange Icons	Arrange icons at the bottom of the window		
Window:Close All	Close all open windows		
File:Create Icon	Renders the current window as an Icon for the library bar.		
File:Import:Model (*.MDL)	Import a Model file into the current Model.		
File:Import:Light Files (*.LIT)	Import a Light file into the current Model.		
File:Import:Camera Files (*.CAM)			
File:Import:V4.x Segment (*.SEG)	Import a Version 4.x Segment file into the current model.		
Edit:Paste with Bones			
File:Import:Model (*.MDL)	Import a Model file into the current Action.		
File:Import:Light (*.LIT)	Import a Light file into the current Action.		
File:Import:Camera (*.CAM)			
File:Export:Model (*.MDL)	Export a Model file from the current Action.		

Action:Clear	Clear the selected action.
Action:Create Pose	Create a pose
Action:Bake (Remove Constraints)	Create a new action from this action that does not have any constraints, but has same motion.
File:Save Light	Save the active document
File:Save Light As	Save the active document with a new name
Edit:Delete	Delete the selection
Edit:Select All	Select all text
File:Add to project	Add Animation to Project
File:Create Preview	Create a still image preview representation of the current view.
Show Rulers	Show Rulers.
Show Polygons	Toggle polygon mode for realtime display on and off.
Key Skeletal Translations	Include skeletal translations when doing keyframe operations.
Key Skeletal Scaling	Include skeletal scaling when doing keyframe operations.
Key Skeletal Rotations	Include skeletal rotations when doing keyframe operations.
Key Constraints	Include constraints when doing keyframe operations.
Key Muscle	Include muscle when doing keyframe operations.
Key Bias	Include muscle bias when doing keyframe operations.
Key Pose	Include pose motion when doing keyframe operations.
Key Other	Include all other channel items when doing keyframe operations.
Key Bone	Use only the currently selected bone when doing keyframe operations.
Key Branch	Use the selected object and descendants when doing keyframe operations.
Key Model	Use the current model when doing keyframe operations.
Frame Scrubber	Slide to set the current frame.
Standard Mode	Set manipulator to standard mode.
World Space	Show manipulators in world space.
Show CPWeights	Show CPWeights for the selected Control Point.
Show Bias Handles	Show bias handles for the selected Control Point.
Show Manipulator Properties	Show manipulator properties
Compensate Mode	Compensate for any change made, so that dependents do not move.
Magnet Mode	Move surrounding CP's proportionally from the selected CP
Mirror Mode	Mirror work across y axis
Define Relationship	Enter define relationship mode
Animate Mode	Moves the object only at this frame versus at all frames.
Distortion Mode	Enter Distortion mode
Grooming Mode	Enter Hair Grooming mode
Dynamics Mode	Enter Dynamics Motion mode
Render Animation Preview	Render Animation Preview
Render to File	Render to File
Play Animation File	Load and play an animation file.
Save a Snapshot	Save a Snapshot
Lasso Line Mode	Enter Lasso Line grouping mode
Lock CPs	Lock all unselected control points.
Make Five Point Patch	Make the selected points a five point patch
Biased Normals	Set group to Biased style normals.
Perpendicular Normals	Set group to Perpendicular style normals.

Attach Bone	Attach the selected bone to its parent's bone
Detach Bone	Detach the selected bone from its parent's bone
Add Spring	Add a spring to the current Spring System.
Lock Bone	Lock the selected bone.
FK Mode	Enter FK Edit Mode
Brush Mode	Enter Brushing Mode
Lengthen Mode	Enter Lengthening Mode
Density Mode	Enter Density Mode
View Project Library	View Project Library
View Choreography Library	View Choreography Library
View Model Library	View Model Library
View Action Library	View Action Library
View Material Library	View Material Library
View Image Library	View Image Library
View Sound Library	View Sound Library