

# Ayam 1.23 Hot Keys

## File Operations (Main Window):

Action	Key
New	<Ctrl-N>
Insert	<Ctrl-i>
Open	<Ctrl-o>
Save	<Ctrl-s>
Save as	<Ctrl-S>
Export RIB	<Ctrl-E>
Quit	<Ctrl-q>

## Edit Operations (Main Window):

Copy	<Ctrl-c>
Cut	<Ctrl-x>
Paste	<Ctrl-v>
Copy Property	<Ctrl-C>
Paste Property	<Ctrl-V>
Select All	<Ctrl-a>
Select None	<Ctrl-n>
Create/Edit Material	<Ctrl-m>
Find Master	<Ctrl-M>
Preferences	<Ctrl-p>
Apply	<Ctrl-A>
Switch Console	<Shift-Tab>
Repeat Tool	<Ctrl-t>

## View Operations 1 (View Windows):

Quick Render	<Ctrl-r>
Render	<Ctrl-R>
Redraw	<Ctrl-d>
Export RIB	<Ctrl-E>
Close*	<Ctrl-w>
Make Front*	<Ctrl-f>
Make Side*	<Ctrl-s>
Make Top*	<Ctrl-t>
Make Perspective*	<Ctrl-p>
Make Trim*	<Ctrl-F>

\* - external views only

## View Operations 2 (View Windows):

Halve Size*	<Ctrl-H>
Double Size*	<Ctrl-D>
Toggle Redraw	<Ctrl-A>
Toggle Shading*	<Ctrl-S>
Draw Grid	<Ctrl-g>
Use Grid	<Ctrl-u>
Set Gridsize	<Ctrl-G>
Pan to Mark	<period>
Zoom to Object	<Ctrl-o>* / <O>
Align	<Ctrl-a>* / <L>
Toggle Local	<Ctrl-l>* / <l>
Cycle Type	<Prior> / <Next>
Cycle DrawMode	<Ctrl-Prior> / <Ctrl-Next>

## Modelling Actions (View Windows):

Transform Objects / Points	<o> / <p>
Move (restrict to X, Y, Z)	<m> (<mx>, <my>, <mz>)
Rotate (about Mark/Objs./Pnts.)	<r> (<ra> / <rc> / <rC>)
Scale 1D X (about Mark/Objs.)	<sx> (<sxa> / <sxc>)
Scale 1D Y (about Mark/Objs.)	<sy> (<sya> / <syc>)
Scale 1D Z (about Mark/Objs.)	<sz> (<sza> / <szc>)
Scale 2D (about Mark/Objs.)	<s> (<sa> / <sc>)
Scale 3D (about Mark/Objs.)	<S> (<Sa> / <Sc>)
Stretch 2D (about Mark/Objs.)	<T> (<Ta> / <Tc>)
Set Mark / Clear Mark	<a>, <Double-M3> / <D>
Mark Objs. COG / Pnts. COG, BBC	<ac> / <aC>, <aB>
Edit Points (directly)	<e> (<E>)
Edit Weight / Reset all	<w> / <W>
Select Points	<t>
Select all / no Points / Inv. Sel.	<A> / <N> / <I>
Insert / Delete Point	<i> / <d>
Snap Points to Grid (2D / 3D / Mark)	<g> / <G>/ <M>

## Camera Actions (View Windows):

Action	Key
Rotate View	<R>
Zoom View	<Z>
Move View	<v>
Move View (Z)	<V>
Rotate View	<Alt+M1>
Zoom into Region	<Shift+M1>
Zoom View	M2
Move View	M3

## Miscellaneous (View Windows):

Break Action	<Escape>
Rotate View (Y)	<Left> <Right>
Rotate View (X)	<Up> <Down>
Pan View (X)	<Shift-Left> <Shift-Right>
Pan View (Y)	<Shift-Up> <Shift-Down>
Zoom View In	<KP_Add>
Zoom View Out	<KP_Subtract>
Hide Object	<h>
Show Object	<H>
Split Curve	<bar>
Find Parameter (Surf.)	<u> (<U>)
Collapse Points	<q>
Explode Points	<Q>

## Global (All Windows):

Show Property	<0> - <9>
Update Everything	<F5>
Toggle Lazy Notify	<F6>
Redo	<Ctrl-y>
Undo	<Ctrl-z>
Help	<F1>