

----- Snaps Action Table -----

Snap To Bounding Box Toggle	Alt+F9
Snap To Curve Edge Toggle	Alt+F5
Snap To Grid Lines Toggle	Alt+F8
Snap To Perpendicular Toggle	Alt+F11
Snap To Surf Center Toggle	Alt+F6

----- NURBS -----

CV Constrained Normal Move	Alt+N
CV Constrained U Move	Alt+U
CV Constrained V Move	Alt+V
Display Curves	Shift+Ctrl+C
Display Dependents	Ctrl+D
Display Lattices	Ctrl+L
Display Shaded Lattice	Alt+L
Display Surfaces	Shift+Ctrl+S
Display Toolbox	Ctrl+T
Display Trims	Shift+Ctrl+T
Local Select Sub-Object By Name	Ctrl+H
Lock 2D Selection	Space
Select Next in U	Ctrl+Right Arrow
Select Next in V	Ctrl+Up Arrow
Select Previous in U	Ctrl+Left Arrow
Select Previous in V	Ctrl+Down Arrow
Select Sub-Object By Name	H
Set Tessellation Preset 1	Alt+1
Set Tessellation Preset 2	Alt+2
Set Tessellation Preset 3	Alt+3
Soft Selection	Ctrl+S
Switch To Curve CV Level	Alt+Shift+Z
Switch To Curve Level	Alt+Shift+C
Switch To Imports Level	Alt+Shift+I
Switch To Point Level	Alt+Shift+P
Switch To Surface CV Level	Alt+Shift+V
Switch To Surface Level	Alt+Shift+S
Switch To Top Level	Alt+Shift+T
Transform Degradate	Ctrl+X

----- Editable Poly -----

Bevel Mode	Shift+Ctrl+B
Border Level	3
Chamfer Mode	Shift+Ctrl+C
Chamfer Settings	
Connect	Shift+Ctrl+E
Constrain to Edges	Shift+X
Cut	Alt+C
Edge Level	2
Element Level	5
Extrude Mode	Shift+E
Face Level	4
Object Level	6
Quickslice Mode	Shift+Ctrl+Q
Repeat Last Operation	;
Shrink Selection	Ctrl+PageDown
Target Weld Mode	Shift+Ctrl+W
Unhide All	Alt+U
Vertex Level	1

----- Edit Normals -----

Average Mode	
Average Normals	
Break Normals	B
Copy Normal	Ctrl+C
Edge Level	Ctrl+3
Face Level	Ctrl+4
Make Explicit	E
Normal Level	Ctrl+1
Object Level	Ctrl+0
Paste Normal	Ctrl+V
Reset Normals	R
Specify Normals	S
Unify Normals	U
Vertex Level	Ctrl+2

----- Poly Select -----

Edit Soft Selection Mode	7
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----- Hair Styling -----

Attenuate	Shift+Ctrl+A
Brush	Ctrl+B
Brush Clump	Shift+Ctrl+4
Brush Puff	Shift+Ctrl+3
Brush Rotate	Shift+Ctrl+5
Brush Scale	Shift+Ctrl+6
Brush Stand	Shift+Ctrl+2
Brush Translate	Shift+Ctrl+1
Clump	Ctrl+M

Cut Ctrl+C
 Expand Selection Shift+Ctrl+E
 Guide Ctrl+2
 Hide Selected Shift+Ctrl+H
 Ignore Back Shift+Ctrl+B
 Invert Selection Shift+Ctrl+N
 Lock Shift+Ctrl+L
 Merge Hairgroups Shift+Ctrl+=
 Pop Selected Shift+Ctrl+P
 Pop Zerosized Shift+Ctrl+Z
 Puff Ctrl+P
 Recomb Shift+Ctrl+M
 Reset Rest Shift+Ctrl+T
 Root Ctrl+4
 Rotate Ctrl+R
 Rotate Selection Shift+Ctrl+R
 Scale Ctrl+E
 Select Ctrl+S
 Show Hidden Shift+Ctrl+W
 Soft Falloff Shift+Ctrl+F
 Split Hairgroups Shift+Ctrl+-
 Stand Ctrl+N
 Tip Ctrl+1
 Toggle Collisions Shift+Ctrl+C
 Toggle Hairs Shift+Ctrl+I
 Translate Ctrl+T
 Undo Ctrl+Z
 Unlock Shift+Ctrl+U
 Verts Ctrl+3

----- Particle Flow -----

Clean Up Particle Flow Alt+Ctrl+P
 Open PFlow Preset Manager dialog Alt+Ctrl+M
 Repair PFlow Cache System Alt+Ctrl+C
 Reset Particle View Alt+Ctrl+R
 Synchronize Particle Flow Layers Alt+Ctrl+L

----- Particle Flow Tools -----

Copy Selected In Data View Ctrl+C
 Cut Selected In Data View Ctrl+X
 Move Selected Down In Data View S
 Move Selected Down x10 In Data View Shift+S
 Move Selected Left In Data View A
 Move Selected Left x10 In Data View Shift+A
 Move Selected Right In Data View D
 Move Selected Right x10 In Data View Shift+D
 Move Selected Up In Data View W
 Move Selected Up x10 In Data View Shift+W
 Paste In Data View Ctrl+V
 Rename Suboperator In Data View F2
 Select All In Data View Ctrl+A
 Select None In Data View Ctrl+D

----- Particle Flow -----

Particle Emission Toggle ;
 Particle View Toggle 6

----- Particle Flow -----

Selected Particle Emission Toggle Shift+;

----- Particle Flow -----

Copy Selected In Particle View Ctrl+C
 Paste In Particle View Ctrl+V
 Select All In Particle View Ctrl+A

----- Edit/Editable Mesh -----

Bevel Mode Ctrl+V
 Chamfer Mode Ctrl+C
 Cut Mode Alt+C
 Delete Isolated Vertices
 Detach Ctrl+D
 Edge Level 2
 Edge Turn Ctrl+T
 Element Level 5
 Extrude Mode Ctrl+E
 Face Level 3
 Polygon Level 4
 Vertex Level 1
 Weld Selected Ctrl+W
 Weld Target Mode Alt+W

----- Edit Patch -----

Edit Soft Selection 7

----- Edit Spline -----

Edit Soft Selection 7

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----- Edit Poly -----
Bevel Mode      Shift+Ctrl+B
Border Level    3
Break          Shift+B
Chamfer Mode    Shift+Ctrl+C
Connect        Shift+Ctrl+E
Constrain to Edges  Shift+X
Cut           Alt+C
Edge Level     2
Element Level  5
Extrude Mode   Shift+E
Grow Selection Ctrl+PageUp
Hide          Alt+H
Hide Unselected Alt+I
Object Level   6
Polygon Level  4
Quickslice Mode Shift+Ctrl+Q
Shrink Selection Ctrl+PageDown
Target Weld Mode Shift+Ctrl+W
Unhide All     Alt+U
Vertex Level   1

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----- HSDS -----

Edit Soft Selection 7

----- Vol. Select -----

Edit Soft Selection 7

----- Mesh Select -----

Edit Soft Selection 7

----- Edit Mesh -----

Edit Soft Selection 7

----- MeshSmooth -----

Edit Soft Selection Mode 7

Edit Soft Selection 7

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Break Selected Vertices Ctrl+B
Detach Edge Verts      D, Ctrl+D
Edit UVW's            Ctrl+E
Filter Selected Polygons      Alt+F
Freeze Selected      Ctrl+F
Get Polygon Selection From Stack  Alt+Shift+Ctrl+F
Get Selection From Polygons      Alt+Shift+Ctrl+P
Hide Selected        Ctrl+H
Load UVW             Alt+Shift+Ctrl+L
Mirror Horizontal    Alt+Shift+Ctrl+N
Mirror Vertical      Alt+Shift+Ctrl+M
Move Horizontal      Alt+Shift+Ctrl+J
Move Vertical        Alt+Shift+Ctrl+K
Pan                  Ctrl+P
Planar map faces/patches      Enter
Show Seams In Viewport  Alt+E
Snap                 Ctrl+S
Texture Vertex Contract Selection  NumPad -, -
Texture Vertex Expand Selection  NumPad +, =
Texture Vertex Move Mode          W
Texture Vertex Rotate Mode        E
Texture Vertex Scale Mode         R
Texture Vertex Weld Selected      Ctrl+W
Texture VertexTarget Weld         Ctrl+T
Unpin Selected
Unwrap Options      Ctrl+O
Update Map          Ctrl+U
Zoom                Alt+Z
Zoom Extents        Alt+Ctrl+Z
Zoom Extents Selected  Z
Zoom Region         Ctrl+X

Zoom To Gizmo      Shift+Space
Initialize         P
Update             U

```

----- ViewCube -----

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Home      Alt+Ctrl+H
Toggle ViewCube Visibility  Alt+Ctrl+v

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----- Steeringwheels -----

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Decrease walk Speed  Shift+Ctrl+,
Increase walk Speed  Shift+Ctrl+.
Toggle Steeringwheels  Shift+W

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Tour Building Wheel Shift+Ctrl+J

----- SME -----

Assign Material to Selection A
 Auto Update Selected Previews Alt+U
 Enable Global Rendering Alt+Ctrl+U
 Hide Unused Nodeslots H
 Lay Out All L
 Lay Out Children C
 Material/Map Browser O
 Move Children Alt+C
 Navigator N
 Pan to Selected Alt+P
 Pan Tool Ctrl+P
 Parameter Editor P
 Rename F2
 Select All Ctrl+A
 Select Children Ctrl+C
 Select Invert Ctrl+I
 Select None Ctrl+D
 Select Objects By Material
 Select Tool S
 Select Tree Ctrl+T
 Show Grid G
 Update Selected Previews U
 Zoom Extents Alt+Ctrl+Z
 Zoom Extents Selected Z
 Zoom Region Tool Ctrl+W
 Zoom Tool Alt+Z

----- walkThrough -----

Accelerate Toggle Q
 Back S, Down Arrow
 Decelerate Toggle Z
 Decrease Rotation Sensitivity
 Decrease Step Size [
 Down C, Shift+Down Arrow
 Forward W, Up Arrow
 Increase Rotation Sensitivity
 Increase Step Size]
 Invert Vertical Rotation Toggle
 Left A, Left Arrow
 Level Shift+Space
 Lock Horizontal Rotation
 Lock Vertical Rotation Space
 Reset Step Size Alt+[
 Right D, Right Arrow
 Up E, Shift+Up Arrow

----- Scene Explorer -----

Close Last Activated Explorer Alt+Ctrl+P
 Open Explorer: [Last Used] Alt+Ctrl+O

----- User Interface -----

Launch Global Search X

----- Main UI -----

Adaptive Degradation Toggle O
 Angle Snap Toggle A
 Auto Key Mode Toggle N
 Background Lock Toggle Alt+Ctrl+B
 Backup Time One Unit ,
 Bottom View B
 Camera View C
 Clone Ctrl+V
 Create Animated Sequence File... Shift+V
 Cycle Active Snap Type Alt+S
 Cycle Selection Method Ctrl+F
 Cycle Snap Hit Alt+Shift+S
 Disable Viewport D
 Display as See-Through Toggle Alt+X
 Enable Axis Constraints in Snaps Toggle Alt+D, Alt+F3
 Environment Dialog Toggle 8
 Expert Mode Toggle Ctrl+X
 Fetch Alt+Ctrl+F
 Front View F
 Go to Start Frame Home
 Hide Cameras Toggle Shift+C
 Hide Frozen Objects Toggle
 Hide Geometry Toggle Shift+G
 Hide Grids Toggle G
 Hide Helpers Toggle Shift+H
 Hide Lights Toggle Shift+L
 Hide Particle Systems Toggle Shift+P
 Hide Shapes Toggle Shift+S
 Hide Space warps Toggle Shift+Ctrl+W
 Hold Ctrl+H
 Isolate Selection Alt+Q L
 Lock User Interface Toggle Alt+O

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Material Editor Toggle M
Maximize Viewport Toggle Alt+W
MAXScript Listener F11
New Scene Ctrl+N
Normal Align Alt+N
Open File Ctrl+O
Orbit View Mode Ctrl+R
Orthographic User View U
Paint Selection Region
Pan Non-Camera View Mode
Pan View Ctrl+P
Pan Viewport I
Percent Snap Toggle Shift+Ctrl+P
Perspective User View P
Quick Align Shift+A
Redo Scene Operation Ctrl+Y
Redo Viewport Operation Shift+Y
Render Shift+Q
Render Last F9
Render Setup... F10
Save File Ctrl+S
Save Incremental (+)
Scale Cycle Ctrl+E
Select All Ctrl+A
Select Ancestor PageUp
Select and Link
Select and Manipulate
Select and Move W
Select and Rotate E
Select and Scale
Select By Color
Select by Crossing
Select By Layer
Select By Name H
Select by window
Select Child PageDown
Select Children Ctrl+PageDown
Select Invert Ctrl+I
Select None Ctrl+D
Select Similar Ctrl+Q
Selection/Preview Highlights Toggle Alt+J
Set Key Mode `
Set Keys K
Show Floating Dialogs Ctrl+`
Show Last Rendering
Show Main Toolbar Toggle Alt+6
Show Statistics Toggle 7
Snap To Frozen Objects Toggle Alt+F2
Snaps Toggle S
Sound Toggle \
Spacing Tool Shift+I
Spot/Directional Light View Shift+4
Sub-object Selection Toggle Ctrl+B
Top View T
Transform Gizmo Plane Constraint Cycle F8
Transform Gizmo Size Down -
Transform Gizmo Size Up =
Transform Gizmo Toggle Shift+Ctrl+X
Transform Gizmo X Constraint F5
Transform Gizmo Y Constraint F6
Transform Gizmo Z Constraint F7
Transform Type-In Dialog Toggle F12
Undo Scene Operation Ctrl+Z
Undo Viewport Operation Shift+Z
View Edged Faces Toggle F4
Viewport Background Alt+B
Viewport SafeFrames Toggle Shift+F
Viewport Selection Shade Selected Faces Toggle F2
Viewport Selection Show Selection Bracket Toggle J
Virtual Viewport Pan Down NumPad 2
Virtual Viewport Pan Left NumPad 4
Virtual Viewport Pan Right NumPad 6
Virtual Viewport Pan Up NumPad 8
Virtual Viewport Toggle NumPad /
Virtual Viewport Zoom In NumPad +
Virtual Viewport Zoom Out NumPad -
Wireframe / Smooth+Highlights Toggle F3
Zoom Extents Alt+Ctrl+Z
Zoom Extents All Shift+Ctrl+Z
Zoom Extents Selected Z
Zoom In 2X Alt+Shift+Ctrl+Z
Zoom Mode Alt+Z
Zoom Out 2X Alt+Shift+Z
Zoom Region Mode Ctrl+W
Zoom Viewport In [, Ctrl+=
Zoom Viewport Out ], Ctrl+-

----- Track View -----

Add Keys A
Apply Ease Curve Ctrl+E
Apply Multiplier Curve Ctrl+M
Assign Controller C

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Copy Controller Ctrl+C
 Expand Object Toggle O
 Expand Track Toggle Enter, T
 Filters Q
 Frame Horizontal Extents Alt+Ctrl+Z
 Frame Horizontal Extents Keys Alt+X
 Lock Tangents Toggle L
 Locked
 Make Controller Unique U
 Modify Subtree Toggle
 Move Highlight Down Down Arrow
 Move Highlight Up Up Arrow
 Move Keys M
 Paste Controller Ctrl+V
 Retime Move Left Ctrl+Left Arrow
 Retime Move Right Ctrl+Right Arrow
 Scroll Down Ctrl+Down Arrow
 Scroll Up Ctrl+Up Arrow
 Snap Frames S
 Zoom Alt+Z
 Zoom Region Ctrl+W
 ----- Material Editor -----

Background B
 Backlight L
 Cycle 3X2, 5X3, 6X4 Sample Slots X
 Get Material G
 Make Preview P
 Options O

----- Schematic View -----

Add Bookmark B
 Display Floater D
 Filters P
 Free All Alt+F
 Free Selected Alt+S
 Invert Selected Nodes Ctrl+I
 Move Children Alt+C
 Previous Bookmark Left Arrow
 Refresh View Ctrl+U
 Rename Object R
 Select All Nodes Ctrl+A
 Select Children Ctrl+C
 Select None Ctrl+D
 Show Grid G
 Toggle Shrink Ctrl+S
 Unlink Selected
 Use Connect Tool C
 Use Pan Tool Ctrl+P
 Use Select Tool S, Q
 Use Zoom Region Tool Ctrl+W
 Use Zoom Tool Alt+Z
 Zoom Extents Alt+Ctrl+Z
 Zoom Selected Extents Z

----- ActiveShade -----

Act Only on Mouse Up
 Close Q
 Draw Region D
 Render R
 Select Object S

----- Video Post -----

Add Image Filter Event Ctrl+F
 Add Image Input Event Ctrl+I
 Add Image Layer Event Ctrl+L
 Add Image Output Event Ctrl+O
 Add New Event Ctrl+A
 Add Scene Event Ctrl+S
 Edit Current Event Ctrl+E
 Execute Sequence Ctrl+R
 New Sequence Ctrl+N

----- FFD -----

Switch To Control Point Level Alt+Shift+C
 Switch To Lattice Level Alt+Shift+L
 Switch To Set Volume Level Alt+Shift+S
 Switch To Top Level Alt+Shift+T

----- weightTable -----

Select All Ctrl+A
 Select Invert Ctrl+I
 Select None Ctrl+D

----- Physique -----

Copy Envelope Ctrl+C
 Delete Ctrl+D
 Reset Envelopes Ctrl+E

----- Crowd -----

Solve S

----- Biped -----
 Copy/Paste - Copy Alt+C
 Copy/Paste - Paste Alt+V
 Copy/Paste - Paste Opposite Alt+B
 Fix Graphs Alt+Ctrl+F
 Move All - Collapse Alt+M
 Play Biped V
 Reset All Limb Keys Alt+K
 Scale In Transform Alt+Ctrl+E
 Set Animation Range Alt+R
 Trackbar - Toggle Biped Keys Alt+T
 TV Select end of footsteps Alt+D
 TV Select entire foostep Alt+S
 TV Select start of footsteps Alt+A

Set Max Influence Ctrl+I
 Set Min Influence Alt+I

----- Macro Scripts -----

Add/Edit Parameters... (TV) Ctrl+1
 Asset Tracking... Shift+T
 Bevel (Poly) Shift+Ctrl+B
 Cap (Poly) Alt+P
 Chamfer (Poly) Shift+Ctrl+C
 Collapse (Poly) Alt+Ctrl+C
 Collect Parameters SV Alt+3
 Collect Parameters TV Alt+4
 Connect (no dialog) (Poly) Shift+Ctrl+E
 Create Camera (Physical) From View Ctrl+C
 Cut (Poly) Alt+C
 Edge Constraint Toggle (Poly) Shift+X
 Extrude along Spline (Poly) Alt+E
 Extrude Face (Poly) Shift+E
 Hide Unselected (Poly) Alt+I
 Ignore Backfacing Toggle (Poly) Shift+Ctrl+I
 Meshsmooth (Poly) Ctrl+M
 Parameter Collector Alt+2
 Parameter Editor Alt+1
 Parameter Wiring Dialog... Alt+5
 Smart Place Y
 Smart Scale R
 Smart Select Q
 Start Parameter Wiring... Ctrl+5
 Unhide All (Poly) Alt+U
 weld (Poly) Shift+Ctrl+W

----- Quad Menu Sets -----

Animation [Alt+RMB]
 Custom [Shift+Ctrl+Alt+RMB]
 Custom [Shift+Ctrl+RMB]
 Lighting | Render [Ctrl+Alt+RMB]
 MassFX [Shift+Alt+RMB]
 Modeling [Ctrl+RMB]
 Snap [Shift+RMB]
 Viewports V