

Description	Keyboard shortcut		
Snaps Action Table			
Snap To Edge/Segment Toggle	Alt+F10	Hide Geometry Toggle	Shift+G
Snap To Endpoint Toggle	Alt+F8	Hide Grids Toggle	G
Snap To Face Toggle	Alt+F11	Hide Helpers Toggle	Shift+H
Snap To Grid Points Toggle	Alt+F5	Hide Lights Toggle	Shift+L
Snap To Midpoint Toggle	Alt+F9	Hide Particle Systems Toggle	Shift+P
Snap To Pivot Toggle	Alt+F6	Hide Shapes Toggle	Shift+S
Snap To Vertex Toggle	Alt+F7	Hide Space Warps Toggle	Shift+W
Main UI		Hold	Alt+Ctrl+H
Adaptive Degradation Toggle	O	Isometric User View	U
Align	Alt+A	Left View	L
Angle Snap Toggle	A	Lock User Interface Toggle	Alt+0
Arc Rotate View Mode	Ctrl+R	Material Editor Toggle	M
Auto Key Mode Toggle	N	Maximize Viewport Toggle	Alt+W
Background Lock Toggle	Alt+Ctrl+B	MAXScript Listener	F11
Backup Time One Unit	,	New Scene	Ctrl+N
Bottom View	B	Normal Align	Alt+N
Camera View	C	Open File	Ctrl+O
Clone	Ctrl+V	Pan View	Ctrl+P
Cycle Active Snap Type	Alt+S	Pan Viewport	I
Cycle Selection Method	Ctrl+F	Percent Snap Toggle	Shift+Ctrl+P
Cycle Snap Hit	Alt+Shift+S	Perspective User View	P
Default Lighting Toggle	Ctrl+L	Place Highlight	Ctrl+H
Delete Objects	.	Play Animation	/
Disable Viewport	D	Quick Align	Shift+A
Display as See-Through Toggle	Alt+X	Quick Render	Shift+Q
Environment Dialog Toggle	8	Redo Scene Operation	Ctrl+Y
Expert Mode Toggle	Ctrl+X	Redo Viewport Operation	Shift+Y
Fetch	Alt+Ctrl+F	Redraw All Views	`
Forward Time One Unit	.	Render Last	F9
Front View	F	Render Scene Dialog Toggle	F10
Go to End Frame	End	Restrict Plane Cycle	F8
Go to Start Frame	Home	Restrict to X	F5
Hide Cameras Toggle	Shift+C	Restrict to Y	F6
		Restrict to Z	F7
		Save File	Ctrl+S
		Scale Cycle	Ctrl+E
		Select All	Ctrl+A

Select Ancestor	PageUp	Virtual Viewport Pan Right	NumPad 6
Select and Move	W	Virtual Viewport Pan Up	NumPad 8
Select and Rotate	E	Virtual Viewport Toggle	NumPad /
Select By Name	H	Virtual Viewport Zoom In	NumPad +
Select Child	PageDown	Virtual Viewport Zoom Out	NumPad -
Select Children	Ctrl+PageDown	Wireframe / Smooth+Highlights Toggle	F3
Select Invert	Ctrl+I	Zoom Extents All Selected	Z
Select None	Ctrl+D	Zoom Extents All	Shift+Ctrl+Z
Selection Lock Toggle	Space	Zoom Extents	Alt+Ctrl+Z
Set Key Mode	,	Zoom In 2X	Alt+Shift+Ctrl+Z
Set Keys	K	Zoom Mode	Alt+Z
Shade Selected Faces Toggle	F2	Zoom Out 2X	Alt+Shift+Z
Show Floating Dialogs	Ctrl+`	Zoom Region Mode	Ctrl+W
Show Main Toolbar Toggle	Alt+6	Zoom Viewport In	[, Ctrl+=
Show Safeframes Toggle	Shift+F	Zoom Viewport Out], Ctrl+-
Show Selection Bracket Toggle	J		
Snap To Frozen Objects Toggle	Alt+F2	Track View	
Snaps Toggle	S	Add Keys	A
Snaps Use Axis Constraints Toggle	Alt+D, Alt+F3	Apply Ease Curve	Ctrl+E
Sound Toggle	\	Apply Multiplier Curve	Ctrl+M
Spacing Tool	Shift+I	Assign Controller	C
Spot/Directional Light View	Shift+4	Copy Controller	Ctrl+C
Sub-object Level Cycle	Insert	Expand Object Toggle	O
Sub-object Selection Toggle	Ctrl+B	Expand Track Toggle	Enter, T
Top View	T	Filters	Q
Transform Gizmo Size Down	-	Lock Selection	Space
Transform Gizmo Size Up	=	Lock Tangents Toggle	L
Transform Gizmo Toggle	X	Make Controller Unique	U
Transform Type-In Dialog Toggle	F12	Move Highlight Down	Down Arrow
Undo Scene Operation	Ctrl+Z	Move Highlight Up	Up Arrow
Undo Viewport Operation	Shift+Z	Move Keys	M
Update Background Image	Alt+Shift+Ctrl+B	Nudge Keys Left	Left Arrow
View Edged Faces Toggle	F4	Nudge Keys Right	Right Arrow
Viewport Background	Alt+B	Pan	P
Virtual Viewport Pan Down	NumPad 2	Paste Controller	Ctrl+V
Virtual Viewport Pan Left	NumPad 4	Scroll Down	Ctrl+Down Arrow
		Scroll Up	Ctrl+Up Arrow

Snap Frames	S	Toggle Toolbar (Docked)	Space
Zoom Horizontal Extents Keys	Alt+X	Video Post	
Zoom	Z	Add Image Filter Event	Ctrl+F
Material Editor		Add Image Input Event	Ctrl+I
Background	B	Add Image Layer Event	Ctrl+L
Backlight	L	Add Image Output Event	Ctrl+O
Cycle 3X2, 5X3, 6X4 Sample Slots	X	Add New Event	Ctrl+A
Get Material	G	Add Scene Event	Ctrl+S
Go Backward to Sibling	Left Arrow	Edit Current Event	Ctrl+E
Go Forward to Sibling	Right Arrow	Execute Sequence	Ctrl+R
Go to Parent	Up Arrow	New Sequence	Ctrl+N
Make Preview	P	NURBS	
Options	O	CV Constrained Normal Move	Alt+N
Schematic View		CV Constrained U Move	Alt+U
Add Bookmark	B	CV Constrained V Move	Alt+V
Display Floater	D	Display Curves	Shift+Ctrl+C
Filters	P	Display Dependents	Ctrl+D
Free All	Alt+F	Display Lattices	Ctrl+L
Free Selected	Alt+S	Display Shaded Lattice	Alt+L
Invert Selected Nodes	Ctrl+I	Display Surfaces	Shift+Ctrl+S
Move Children	Alt+C	Display Toolbox	Ctrl+T
Next Bookmark	Right Arrow	Display Trims	Shift+Ctrl+T
Previous Bookmark	Left Arrow	Local Select Sub-Object By Name	Ctrl+H
Rename Object	R	Lock 2D Selection	Space
Select All Nodes	Ctrl+A	Select Next in U	Ctrl+Right Arrow
Select Children	Ctrl+C	Select Next in V	Ctrl+Up Arrow
Select None	Ctrl+D	Select Previous in U	Ctrl+Left Arrow
Show Grid	G	Select Previous in V	Ctrl+Down Arrow
Toggle Shrink	Ctrl+S	Select Sub-Object By Name	H
Use Connect Tool	C	Set Tessellation Preset 1	Alt+1
Use Select Tool	S	Set Tessellation Preset 2	Alt+2
Zoom Selected Extents	Z	Set Tessellation Preset 3	Alt+3
ActiveShade		Soft Selection	Ctrl+S
Close	Q	Switch To Curve CV Level	Alt+Shift+Z
Draw Region	D	Switch To Curve Level	Alt+Shift+C
Render	R	Switch To Imports Level	Alt+Shift+I
Select Object	S	Switch To Point Level	Alt+Shift+P

Switch To Surface CV Level	Alt+Shift+V	Face Level	3
Switch To Surface Level	Alt+Shift+S	Polygon Level	4
Switch To Top Level	Alt+Shift+T	Vertex Level	1
Transform Degrade	Ctrl+X	Weld Selected	Ctrl+W
Editable Poly		Weld Target Mode	Alt+W
Bevel Mode	Shift+Ctrl+B	Edit Normals	
Border Level	3	Break Normals	B
Chamfer Mode	Shift+Ctrl+C	Copy Normal	Ctrl+C
Connect	Shift+Ctrl+E	Edge Level	Ctrl+3
Constrain to Edges	Shift+X	Face Level	Ctrl+4
Cut	Alt+C	Make Explicit	E
Edge Level	2	Normal Level	Ctrl+1
Element Level	5	Object Level	Ctrl+0
Extrude Mode	Shift+E	Paste Normal	Ctrl+V
Face Level	4	Reset Normals	R
Grow Selection	Ctrl+PageUp	Specify Normals	S
Hide Unselected	Alt+I	Unify Normals	U
Hide	Alt+H	Vertex Level	Ctrl+2
Object Level	6	FFD	
Quickslice Mode	Shift+Ctrl+Q	Switch To Control Point Level	Alt+Shift+C
Repeat Last Operation	;	Switch To Lattice Level	Alt+Shift+L
Select Edge Loop	Alt+L	Switch To Set Volume Level	Alt+Shift+S
Select Edge Ring	Alt+R	Switch To Top Level	Alt+Shift+T
Shrink Selection	Ctrl+PageDown	Edit Poly	
Unhide All	Alt+U	Bevel Mode	Shift+Ctrl+B
Vertex Level	1	Border Level	3
Weld Mode	Shift+Ctrl+W	Chamfer Mode	Shift+Ctrl+C
Edit/Editable Mesh		Connect	Shift+Ctrl+E
Bevel Mode	Ctrl+V, Ctrl+B	Constrain to Edges	Shift+X
Chamfer Mode	Ctrl+C	Cut	Alt+C
Cut Mode	Alt+C	Edge Level	2
Detach	Ctrl+D	Element Level	5
Edge Invisible	Ctrl+I	Extrude Mode	Shift+E
Edge Level	2	Grow Selection	Ctrl+PageUp
Edge Turn	Ctrl+T	Hide Unselected	Alt+I
Element Level	5	Hide	Alt+H
Extrude Mode	Ctrl+E	Object Level	6

Polygon Level	4	Texture Vertex Expand Selection	NumPad +, =
Quickslice Mode	Shift+Ctrl+Q	Texture Vertex Move Mode	Q
Repeat Last Operation	;	Texture Vertex Rotate Mode	Ctrl+R
Select Edge Loop	Alt+L	Texture Vertex Weld Selected	Ctrl+W
Select Edge Ring	Alt+R	Texture VertexTarget Weld	Ctrl+T
Shrink Selection	Ctrl+PageDown	Unwrap Options	Ctrl+O
Unhide All	Alt+U	Update Map	Ctrl+U
Vertex Level	1	Zoom Extents Selected	Alt+Ctrl+Z
Weld Mode	Shift+Ctrl+W	Zoom Extents	X
Physique		Zoom Region	Ctrl+X
Copy Envelope	Ctrl+C	Zoom To Gizmo	Shift+Space
Delete	Ctrl+D	Zoom	Z
Next	PageDown	Crowd	
Paste Envelope	Ctrl+V	Solve	S
Previous Selection Level	Shift+	Biped	
Previous	PageUp	Change Leg State	Alt+Ctrl+S
Reset Envelopes	Ctrl+E	Collapse Move All Mode changes	Alt+M
Unwrap UVW		Copy Posture	Alt+C
Break Selected Vertices	Ctrl+B	Fix Graphs	Alt+Ctrl+F
Detach Edge Verts	D, Ctrl+D	Lock Selected Keys (toggle)	Alt+Ctrl+L
Edit UVW's	Ctrl+E	Paste Posture Opposite	Alt+B
Filter Selected Faces	Alt+F	Paste Posture	Alt+V
Freeze Selected	Ctrl+F	Play Biped	V
Get Face Selection From Stack	Alt+Shift+Ctrl+F	Reset all limb keys	Alt+K
Get Selection From Faces	Alt+Shift+Ctrl+P	Scale In Transform (toggle)	Alt+Ctrl+E
Hide Selected	Ctrl+H	Set Key	0
Load UVW	Alt+Shift+Ctrl+L	Set Range	Alt+R
Lock selected vertices	Space	Toggle Biped Keys in TrackBar	Alt+T
Mirror Horizontal	Alt+Shift+Ctrl+N	TV Select end of footsteps	Alt+D
Mirror Vertical	Alt+Shift+Ctrl+M	TV Select entire foostep	Alt+S
Move Horizontal	Alt+Shift+Ctrl+J	TV Select start of footsteps	Alt+A
Move Vertical	Alt+Shift+Ctrl+K	Biped Curve Editing	
Pan	Ctrl+P	Pos Curve Relative To Bip Root	Ctrl+A
Planar map faces/patches	Enter	Pos Curve Relative To World	Ctrl+A
Show Seams In Viewport	Alt+E	Show Pos Accel Curve	Ctrl+A
Snap	Ctrl+S	Show Pos Curve	Ctrl+A
Texture Vertex Contract Selection	NumPad -, -	Show Pos Jerk Curve	Ctrl+A

Show Pos Speed Curve	Ctrl+A	Forward	W, Up Arrow
Show Quat Curve	Ctrl+A	Increase Step Size]
Show Rot Accel Curve	Ctrl+A	Left	A, Left Arrow
Show Rot Speed Curve	Ctrl+A	Level	Shift+Space
Toggle Draw Every Frame	Ctrl+A	Lock Vertical Rotation	Space
Toggle Layered Edit	Ctrl+A	Reset Step Size	Alt+[
Toggle Limit Quat Curve to 180	Ctrl+A	Right	D, Right Arrow
Toggle Manipulate Subanim	Ctrl+A	Up	E, Shift+Up Arrow
Toggle Show Z	Ctrl+A	Macro Scripts	
Toggle Show X	Ctrl+A	Add/Edit Parameters... (TV)	Ctrl+1
Toggle Show Y	Ctrl+A	Cap (Poly)	Alt+P
Toggle Subanim	Ctrl+A	Collapse (Poly)	Alt+Ctrl+C
Reaction Manager		Collect Parameters SV	Alt+3
Set Max Influence	Ctrl+I	Collect Parameters TV	Alt+4
Set Min Influence	Alt+I	Create Camera From View	Ctrl+C
Particle Flow		Cut (Poly)	Alt+C
Particle Emission Toggle	;	Extrude Face (Poly)	Alt+E
Particle View Toggle	6	Geometry Selection Visibility Toggle	Alt+G
Particle Flow		Isolate Selection	Alt+Q
Selected Particle Emission Toggle	Shift+;	Meshsmooth (Poly)	Ctrl+M
Copy Selected In Particle View	Ctrl+C	Parameter Collector	Alt+2
Paste In Particle View	Ctrl+V	Parameter Editor	Alt+1
Select All In Particle View	Ctrl+A	Parameter Wiring Dialog...	Alt+5
ActiveShade (Scanline)		Render to Texture Dialog Toggle	0
Initialize	P	Smart Scale	R
Update	U	Smart Select	Q
ToneOperatorAndRadiosityActionTable		Start Parameter Wiring...	Ctrl+5
Advanced Lighting Panel	9	Sub-Object Level 1	1
Object Display Culling		Sub-Object Level 2	2
Object Display Culling	Alt+O	Sub-Object Level 3	3
WalkThrough		Sub-Object Level 4	4
Accelerate Toggle	Q	Sub-object Level 5	5
Back	S, Down Arrow	WalkThrough View Mode	Up Arrow
Decelerate Toggle	Z		
Decrease Step Size	[
Down	C, Shift+Down Arrow		

Quad Menu Sets

Animation	[Alt+RMB]
Custom	[Shift+Ctrl+Alt+RMB]
Custom	[Shift+Ctrl+RMB]
Lighting Render	[Ctrl+Alt+RMB]
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reactor	[Shift+Alt+RMB]
Snap	[Shift+RMB]
Viewports	V