

LightWave 8 Layout Menus

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Tool	Placement	Key
About LightWave 3D...	Top Menu Group > Help	
About OpenGL...	Top Menu Group > Help	
Add Plug-ins	Utilities > Plugins	
Add to Position	Modify > Translate	
Add to Rotation	Modify > Rotate	
Add to Scale	Modify > Transform	
Additonal	Utilities > Plugins	
Align Pitch	Setup > Modify: Orientation	
All Bones	Items > Delete: Clear	
All Cameras	Items > Delete: Clear	
All Lights	Items > Delete: Clear	
All Objects	Items > Delete: Clear	
Area Light	Items > Add: Lights	
Auto Key	Bottom Edge	+F1
Backdrop Options...	Top Menu Group > Window	^F5
Background Booster	Top Menu Group > Window	
Bone	Setup > Add	
Bone Connect	Setup > Detail	
Bone Fuse	Setup > Detail	
Bone Split	Setup > Detail	
Bone Twist	Setup > Modify	^K
Bones	Bottom Edge	B
Bones Off	Setup > General: Bones	
Bones On	Setup > General: Bones	
Camera	Items > Add	
Cameras	Bottom Edge	C
Child	View > Select: Related	
Child Bone	Setup > Add	=
Children	View > Select: Related	
Classic Scene Editor...	Top Menu Group > Scene Editor	
Clear Scene	Top Menu Group > File	N
Clear Selected	Items > Delete	-
Clone	Items > Add	
Clone Hierarchy	Items > Add	
Cmd History	Utilities > Commands	
Collision	Items > Add: Dynamic Obj	
Command Input	Utilities > Commands	

Tool	Placement	Key
Compositing Options...	Top Menu Group > Window	^F7
Content Manager	Top Menu Group > File	
Contents	Top Menu Group > Help	F1
Convert Luxigons	Items > Add: Lights	
Coordinate System: Local	Modify > General: Coord System	+F7
Coordinate System: Parent	Modify > General: Coord System	+F6
Coordinate System: World	Modify > General: Coord System	+F5
Copy Hierarchy	Setup > Edit	
Create Key	Bottom Edge	ret
Cvt Powergons	Items > Add	
Cvt Skelegons	Setup > Add	
Decrease Grid	View > Grid	[
Delete Bone	Setup > Edit: Delete	
Delete Hierarchy	Setup > Edit: Delete	
Delete Key	Bottom Edge	del
Display Options...	Top Menu Group > Edit	d
Distant Light	Items > Add: Lights	
Draw Bones	Setup > Add	
Draw Child Bones	Setup > Add	
Edit Keyboard Shortcuts...	Top Menu Group > Edit	*F9
Edit Menu Layout...	Top Menu Group > Edit	*F10
Edit Plug-ins	Utilities > Plugins	*F11
Edit Tool	Modify > Tools	^E
Enable Deform	Setup > General	
Enable IK	Setup > General	+F8
Enable VIPER	Render > Options	
Enter Bone Edit Mode	Setup > General: Bone Edit	E
Enter License	Top Menu Group > Help	
Exit Bone Edit Mode	Setup > General: Bone Edit	D
Export RIG	Setup > Edit	J
Export Scene as VRML97	Top Menu Group > File: Export	
Fit All	View > Viewports	
Fit Selected	View > Viewports	
From Scene	Items > Load	
FX Browser	Utilities > Plugins: Additional	
FX Linker	Utilities > Plugins: Additional	
FX Property	Utilities > Plugins: Additional	
General Options...	Top Menu Group > Edit	o
Graph Editor	Top Menu Group	^F2
Gravity	Items > Add: Dynamic Obj	

Tool	Placement	Key
Grid Size	View > Grid	
Hide Floating Windows On/Off	Top Menu Group > Window	tab
Hierarchy	View > Select: Related	
IK BoostTool	Modify > Tools	^B
IKB Calculate	Modify > Tools	^X
Image Editor	Top Menu Group	F6
Image List	Top Menu Group > File: Export	
Image Processing...	Top Menu Group > Window	^F8
Import RIG	Setup > Edit	I
Increase Grid	View > Grid]
Joint Move	Setup > Modify	^J
Keyframer	Utilities > Plugins: Additional	
Last Plug-in	Utilities > Plugins	
Lightgen2lw	Top Menu Group > File: Import	
Lights	Bottom Edge	L
Limited Region	Render > Options	l
Linear Light	Items > Add: Lights	
Load Items from Scene...	Top Menu Group > File: Load	
Load Motion File...	Top Menu Group > File: Load	
Load Multiple	Top Menu Group > File: Load	
Load Object Layer...	Top Menu Group > File: Load	
Load Object...	Top Menu Group > File: Load	+
Load Scene	Top Menu Group > File: Load	^O
LS Commander	Utilities > LScript	
LSCompiler	Utilities > LScript	
LScript	Utilities > LScript	
LScript/RT	Utilities > LScript	
Master Plug-ins	Utilities > Plugins	^Q
MB Preview	Render > Render	+F9
MD Controller	Utilities > Plugins: Additional	
Mirror	Items > Add	
Mirror Hierarchy	Setup > Edit	^W
MoCap_BVH_Setup	Top Menu Group > File: Import	
Motify	Utilities > Plugins: Additional	
Motion Mixer	Top Menu Group > Window	F2
Motion Options	Setup > Motions	m
Motion Options...	Top Menu Group > Window	m
Move	Modify > Translate	t
Move Path	Modify > Translate	
Move Pivot	Modify > Translate	

Tool	Placement	Key
Move TCB	Modify > Tools	^G
Network Render	Render > Utilites	
New Instance... (Scene Editor)	Top Menu Group > Scene Editor	
Next Layout	View > View Layout	F4
Null	Items > Add	
Object	Items > Load	+
Object Layer	Items > Load	
Objects	Bottom Edge	O
Open... (Scene Editor)	Top Menu Group > Scene Editor	^F1
Parent	View > Select: Related	
Particle	Items > Add: Dynamic Obj	
Particle2Partigon	Utilities > Plugins: Additional	
Path Tool	Modify > Translate	^Y
Point Light	Items > Add: Lights	
Presets...	Top Menu Group > Window	F8
Prev Layout	View > View Layout	F3
Preview	Bottom Edge	
Print Assistant	Render > Utilites	
Properties	Bottom Edge	p
Quit	Top Menu Group > File	Q
Recent Content Directories	Top Menu Group > Edit	
Recent Scenes	Top Menu Group > File: Load	
Record Bone Rest Position	Setup > Modify: Orientation	r
Record Maximum Joint Angles	Setup > Motions: Limits	}
Record Minimum Joint Angles	Setup > Motions: Limits	{
Record Piv Rot	Setup > Modify: Orientation	P
Redo	Bottom Edge	z
Redo	Top Menu Group > Edit	z
Remove Piv Pos	Setup > Modify: Orientation	
Remove RPR	Setup > Modify: Orientation	
Rename	Items > Replace	
Rename Hierarchy	Setup > Edit	
Render Frame	Render > Render	F9
Render Options	Render > Options	
Render Scene	Render > Render	F10
Reset	Modify > General	
Revert Scene to Last Saved	Top Menu Group > File: Load	
Rotate	Modify > Rotate	
Rotate Pivot	Modify > Rotate	
Save 5.6 Scene...	Top Menu Group > File: Export	

Tool	Placement	Key
Save All Objects	Top Menu Group > File: Save	
Save Cmd List	Utilities > Commands	
Save Current Light ...	Top Menu Group > File: Save	
Save Current Object...	Top Menu Group > File: Save	
Save Endomorph...	Top Menu Group > File: Save	
Save Layout	View > View Layout	
Save Motion File...	Top Menu Group > File: Save	
Save Object Copy...	Top Menu Group > File: Save	
Save Object Increment	Top Menu Group > File: Save	
Save Scene	Top Menu Group > File: Save	s
Save Scene As...	Top Menu Group > File: Save	^S
Save Scene Copy...	Top Menu Group > File: Save	
Save Scene Increment	Top Menu Group > File: Save	S
Save Trans Object...	Top Menu Group > File: Save	
Scale Hierarchy	Setup > Modify	
Scene	Items > Load	^O
(Scene Editor) New Instance...	Top Menu Group > Scene Editor	
(Scene Editor) Open...	Top Menu Group > Scene Editor	^F1
Scene Statistics...	Top Menu Group > Window	w
Schematic View Tools	Top Menu Group > Edit	
Search By Name	View > Select: All	
Sel Object	Render > Render	F11
Select All Bones of Current Object		View > Select: All
Select All Cameras	View > Select: All	
Select All Lights	View > Select: All	
Select All Objects	View > Select: All	^A
Select First Item	View > Select: Order	+up
Select Item by Name...	View > Select: All	'
Select Last Item	View > Select: Order	+dn
Select Next Item	View > Select: Order	dn
Select Next Sibling	View > Select: Related	^dn
Select Previous Item	View > Select: Order	up
Select Previous Sibling	View > Select: Related	^up
Set Content Directory...	Top Menu Group > Edit	*F12
Shockwave3D	Top Menu Group > File: Export	
Size	Modify > Transform	H
Skelegons To Nulls	Utilities > Plugins: Additional	
Sliders	Modify > Tools	^D
SplineControl	Modify > Tools	
Spotlight	Items > Add: Lights	

Tool	Placement	Key
Squash	Modify > Transform	
Stretch	Modify > Transform	h
Surface Editor	Top Menu Group	F5
Tip Move	Setup > Modify	^T
Undo	Bottom Edge	^Z
Undo	Top Menu Group > Edit	^Z
UnParent Bone	Setup > Detail	^U
View Mode: Back	View > Viewports: View Mode	1
View Mode: Bottom	View > Viewports: View Mode	
View Mode: Camera	View > Viewports: View Mode	6
View Mode: Front	View > Viewports: View Mode	
View Mode: Left	View > Viewports: View Mode	
View Mode: Light	View > Viewports: View Mode	5
View Mode: Perspective	View > Viewports: View Mode	4
View Mode: Right	View > Viewports: View Mode	3
View Mode: Schematic	View > Viewports: View Mode	7
View Mode: Top	View > Viewports: View Mode	2
View Mode: XY	View > Viewports: View Mode	
View Mode: XZ	View > Viewports: View Mode	
View Mode: ZY	View > Viewports: View Mode	
VIPER	Render > Utilites	F7
Volumetrics and Fog Options...	Top Menu Group > Window	^F6
Web-based Help	Top Menu Group > Help	
Wind	Items > Add: Dynamic Obj	
Window Config	Top Menu Group > Edit	
Window Config Loader	Top Menu Group > Edit	
With Layer...	Items > Replace: Replace	
With Null	Items > Replace: Replace	
With Object...	Items > Replace: Replace	
Zoom In	View > Viewports: Zoom	.
Zoom In X 2	View > Viewports: Zoom	>
Zoom Out	View > Viewports: Zoom	,
Zoom Out X 2	View > Viewports: Zoom	<