LightWave 8 Modeler Menus
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Tool	Key	Placement
About LightWave Modeler		Top Menu Group > Help
Absolute Size		Modify > Transform: More
Action Center: Mouse	+F5	Bottom Edge > Modes
Action Center: Origin	+F6	Bottom Edge > Modes
Action Center: Pivot	+F7	Bottom Edge > Modes
Action Center: Selection	+F8	Bottom Edge > Modes
Add Edges		Detail > Edges
Add Luxigon		Setup > Layout Tools
Add Plug-ins	F11	Utilities > Plug-ins
Add Points		Multiply > Subdivide
Add Powergon		Setup > Layout Tools
Additional		Utilities > Plug-ins: Additonal
Adjust Polygon Map		Map > Texture: Poly Map
Airbrush		Map > General
Align		Detail > Polygons
Aligner		Modify > Translate: More
All BG Layers		View > Layers: More
Angle Tool		Detail > Edges: Measure
Apply Morph		Map > Morph
Array	^Y	Multiply > Duplicate
Auto Patch		Construct > Patches
Backdrop Options		Top Menu Group > Edit
Ball	O	Create > Primitives
Band Glue		Construct > Reduce: More
Band Saw		Multiply > Subdivide: More
Band Saw Pro		Multiply > Subdivide
Begin Control Point On/Off		Detail > Curves: Control Points
Bend	~	Modify > Rotate
Bevel	b	Multiply > Extend
Bezier		Create > Curves
BGConform		Modify > Transform: More
Bkg to Morph		Map > Morph
Bone Weights		Map > Weight
Boolean	B	Construct > Combine
Bounding Box		Detail > Edges: Measure
Box	X	Create > Primitives
Bridge	l	Construct > Combine

Tool	Key	Placement
Bubbles		Create > Primitives: More
C (Vertex Color Maps)		VMap Bar
Calculate		Detail > Edges: Measure
Capsule		Create > Primitives
Center	F2	Modify > Translate
Center 1D		Modify > Translate: More
Center Scale		Modify > Transform: More
Center Stretch		Modify > Transform: More
(Change Surface)	q	Bottom Edge > Surface
Clear Map	_	Map > General
Clear Polygon Map		Map > Texture: Poly Map
Clear Powergons		Setup > Layout Tools
Clone	c	Multiply > Duplicate
Clone to Layer		Multiply > Duplicate: More
Close All Objects		Top Menu Group > File
Close Object		Top Menu Group > File
Collapse Polygons		Construct > Reduce: More
Cone		Create > Primitives
Connected	]	View > Selection
Contents	F1	Top Menu Group > Help
Contract	{	View > Selection
Convert Metaballs		Construct > Convert: Meta
Convert Metaedges		Construct > Convert: Meta
Convert Metafaces		Construct > Convert: Meta
Convert Skelegons		Setup > Skelegons: More
Copy	^C	Top Menu Group > Edit
Copy UVs		Map > Texture: More
Copy Vertex Map…		Map > General: Edit Maps
Create Part		View > Selection Sets
Create Skelegons		Setup > Skelegons
Create Skin		Multiply > Extend: More
CreateJointMorph		Map > Morph
Cull Map		Map > General: More
Cut	^X	Top Menu Group > Edit
Cut	U	Multiply > Subdivide
Dangle		Modify > Rotate: More
Delete	del	Top Menu Group > Edit
Delete Layer	hom	View > Layers
Delete Vertex Map…		Map > General: Edit Maps
Disc		Create > Primitives

Tool	Key	Placement
Display Options	d	Top Menu Group > Edit
Divide		Multiply > Subdivide
Double Sided		Detail > Polygons: More
Drag	^T	Modify > Translate
Drag Net	;	Modify > Translate
Drill	R	Construct > Combine
Drop Selection	/	View > Selection
Edge Bevel	^B	Multiply > Extend
Edit Commands		Utilities > Commands
Edit Keyboard Shortcuts...	*F9	Top Menu Group > Edit
Edit Menu Layout...	*F10	Top Menu Group > Edit
Edit Metaballs		Construct > Convert: Meta
Edit Modeler Tools		Top Menu Group > Edit
Edit Plug-ins	*F11	Utilities > Plug-ins
Edit Skelegons		Setup > Skelegons
Edit Startup		Utilities > Commands
End Control Point On/Off	^N	Detail > Curves: Control Points
EPSF Loader		Top Menu Group > File: Import
Equilateral Tri		Create > Primitives: More
Exe Command		Utilities > LScript
Expand	}	View > Selection
Export 3DS		Top Menu Group > File: Export
Export DXF		Top Menu Group > File: Export
Export Encapsulated PostScript		Top Menu Group > File: Export
Export LightWave 5		Top Menu Group > File: Export
Export OBJ		Top Menu Group > File: Export
Export Preferences File...		Top Menu Group > Edit: Preferences
Extender		Multiply > Extend: More
Extender Plus	e	Multiply > Extend
Extrude	E	Multiply > Extend
Fast Triple Fan		Multiply > Subdivide: More
Fast Triple Traverse		Multiply > Subdivide: More
Find Center		Detail > Edges: Measure
Fit All	a	View > Viewports
Fit Selected	A	View > Viewports
Fix 3-5		Detail > Polygons: More
Fix Poles		Detail > Polygons: More
Flatten Layers		View > Layers
Flip	f	Detail > Polygons
Flip UVs		Map > Texture

Tool	Key	Placement
Flip UVs (Per Poly)		Map > Texture: More
Fractalize		Multiply > Subdivide: More
Freeze	^D	Construct > Convert
Gear		Create > Primitives: More
Gears		Create > Primitives: More
Gemstone		Create > Primitives: More
General Options	o	Top Menu Group > Edit
Guess Viewport UV Image	+F9	Map > Texture: More
Helix		Multiply > Duplicate: More
Hide Floating Windows On/Off	*F1	Top Menu Group > Windows
Hide Invert	|	View > View
Hide Selected	-	View > View
Hide Toolbar On/Off	*F2	Top Menu Group > Windows
Hide Unselected	=	View > View
Image Editor	F6	Top Menu Group
Import Preferences File...		Top Menu Group > Edit: Preferences
Info		Bottom Edge
Insert Layer	ins	View > Layers
Invert	"	View > Selection
Invert Connected	?	View > Selection
Jitter	J	Modify > Transform
Julienne		Multiply > Subdivide: More
Knife	K	Multiply > Subdivide
Lathe	L	Multiply > Extend
Layer Settings		View > Layers
Layers Panel…	F7	Top Menu Group > Windows
Load Object into Layer...		Top Menu Group > File
Load Object…	^O	Top Menu Group > File
Lock UVs to Polygon		Map > Texture: Poly Map
Logo		Create > Text
LSCompiler		Utilities > LScript
LScript		Utilities > LScript
LScript/RT		Utilities > LScript
M (Endomorphs)		VMap Bar
Magic Bevel		Multiply > Extend: More
Magnet	:	Modify > Translate
Magnify		View > Viewports
Make	ret	Bottom Edge
Make Closed Curve		Create > Curves: Make Curve
Make Open Curve	^P	Create > Curves: Make Curve

Tool	Key	Placement
Make Pole		Multiply > Subdivide: More
Make Polygon	p	Create > Polygons
Make Triangle Fan		Create > Polygons: More
Make Triangle Strip		Create > Polygons: More
Make UVs		Map > Texture
Manage Fonts	F10	Create > Text
Measure Tool	^E	Detail > Edges: Measure
Merge Points	m	Detail > Points
Merge Polys	Z	Detail > Polygons
Metaballs		Create > Polygons
Metaedges		Create > Polygons
MetaFormPlus		Multiply > Subdivide: More
Mirror	V	Multiply > Duplicate
MoCap Skelegons		Setup > Skelegons: More
Morph Polygons…		Multiply > Extend: More
Motion Path Clone…		Multiply > Duplicate: More
Motion Path Extrude…	P	Multiply > Extend: More
Move	t	Modify > Translate
Move Plus		Modify > Translate: More
Multi Text		Create > Text
New Color Map		Map > Color
New Endomorph		Map > Morph
New Object	N	Top Menu Group > File
New Quad Polygon Map		Map > Texture: Poly Map
New UV Map		Map > Texture
New Weight Map		Map > Weight
Next Empty Layer		View > Layers: More
Normal Baker		Map > General: More
Normalize Map		Map > General: More
Numeric	n	Bottom Edge
Object Collapse	end	View > Layers
Pan		View > Viewports
ParametricObj		Create > Primitives: More
Particle Clone		Multiply > Duplicate: More
Paste	^V	Top Menu Group > Edit
Paste Tool		Top Menu Group > Edit
Paste UVs		Map > Texture: More
Patch	^F	Construct > Patches
Path to Motion		Top Menu Group > File: Export
pdbreaderv3		Top Menu Group > File: Import

Tool	Key	Placement
Pen		Create > Polygons
Pivot		View > Layers
Platonic Solid Tool		Create > Primitives: More
Plot 1D		Create > Curves
Plot 2D		Create > Primitives: More
Point Center		Detail > Edges: Measure
Point Clone Plus		Multiply > Duplicate: More
Point Color		Map > Color
Point Info	i	Bottom Edge > Info
Point Normal Move		Modify > Translate: More
Points	+	Create > Points
Points (Selection)	^G	Bottom Edge
Points to Polys		Create > Polygons
Pole Evenly Tool		Modify > Transform: More
Pole Tool		Modify > Transform: More
Poly Info	i	Bottom Edge > Info
Polygon Map to UVs		Map > Texture: Poly Map
Polygon Normal UVs		Map > Texture: More
Polygons (Selection)	^H	Bottom Edge
Presets Panel…	F9	Top Menu Group > Windows
QS Dbl Term		Multiply > Subdivide: More
QS Double		Multiply > Subdivide: More
QS Term		Multiply > Subdivide: More
Quantize UVs		Map > Texture: Point Maps
Quantize…		Modify > Transform: More
Quick Saw		Multiply > Subdivide: More
QuickCut1		Multiply > Subdivide: More
QuickCut2		Multiply > Subdivide: More
QuickCut3		Multiply > Subdivide: More
Quit	Q	Top Menu Group > File
Radial Array		Multiply > Duplicate: More
Radial Select		View > Selection: More
Rail Bevel		Multiply > Extend: More
Rail Clone...		Multiply > Duplicate: More
Rail Extrude	^R	Multiply > Extend
Random Points		Create > Points
Random Pricks		Multiply > Subdivide: More
Recent Content Directories		Top Menu Group > Edit
Recent Files		Top Menu Group > File
Redo	z	Top Menu Group > Edit

Tool	Key	Placement
Reduce Edges		Detail > Edges
Reduce Points		Construct > Reduce
Reduce Polys		Construct > Reduce
Reduce Polys +		Construct > Reduce
Remove Edges		Detail > Edges
Remove Polygons	k	Construct > Reduce: Remove
Remove Vertices from Polygons		Construct > Reduce: Remove
Rename Skelgns		Setup > Skelegons
Rename Vertex Map…		Map > General: Edit Maps
Rest On Ground	F3	Modify > Translate: More
Revert Current Object		Top Menu Group > File
Revert to Startup Preferences		Top Menu Group > Edit: Preferences
Rotate	y	Modify > Rotate
Rotate About Normal		Modify > Rotate: More
Rotate Any Axis		Modify > Rotate: More
Rotate Arbitrary Axis		Modify > Rotate: More
Rotate HPB		Modify > Rotate: More
Rotate Morph		Modify > Rotate: More
Rotate Skelegons		Setup > Skelegons
Rotate To Ground	F4	Modify > Rotate: More
Rotate To Object		Modify > Rotate: More
Rotate UVs (Per Poly)		Map > Texture: More
Rounder		Multiply > Extend
Router		Multiply > Extend: More
Rove		Modify > Translate: More
S (Point Sets)		VMap Bar
Save All Objects…		Top Menu Group > File
Save Cmd List		Utilities > Commands
Save Incremental	S	Top Menu Group > File
Save Layers as Object...		Top Menu Group > File
Save Object	s	Top Menu Group > File
Save Object As…	^S	Top Menu Group > File
Save-Object-Section		Top Menu Group > File: Sections
Save-Object-Section-Cut		Top Menu Group > File: Sections
Save-Object-Section-Points		Top Menu Group > File: Sections
Save-Object-Section-Points-Cut		Top Menu Group > File: Sections
Scale Morph		Modify > Transform: More
Seashell		Multiply > Extend: More
Segment Scale		Modify > Transform
Sel Switch		View > Selection: More

Tool	Key	Placement
Select by map		View > Selection: Maps
Select By Map Influence		View > Selection: Maps
Select by Polygon Map		View > Selection: Maps
Select Child Skelegon		Setup > Skelegons: Selection
Select Loop		View > Selection: More
Select Outline		View > Selection: More
Select Parent Skelegon		Setup > Skelegons: Selection
Select Points		View > Selection: More
Select Polygons		View > Selection: More
Select Polygons from Selection Set		View > Selection: Maps
Select Powergons		View > Selection: More
Select Ring		View > Selection: More
Select UV Seam		View > Selection: Maps
Selection Sets		View > Selection Sets
Set Map Value		Map > General
Set UV Value…		Map > Texture: More
Set Value	v	Detail > Points
Shear	[	Modify > Translate
Shift Layers Down	dn	View > Layers: More
Shift Layers Up	up	View > Layers: More
Single View		View > Viewports
Size	H	Modify > Transform
Skelegon Tree		Setup > Skelegons
Skelegon Weight…		Setup > Skelegons: More
Sketch		Create > Curves
Sketch Color		Detail > Polygons
Smooth		Detail > Curves
Smooth Scale…		Modify > Transform: More
Smooth Shift	F	Multiply > Extend
Smooth…	M	Modify > Transform: More
Snap Drag Tool	G	Modify > Translate: More
Solid Drill	C	Construct > Combine
Spherize		Modify > Transform: More
Spikey Tool		Multiply > Extend: More
Spin Quads	^K	Detail > Polygons
Spin_It		Multiply > Duplicate: More
Spline Cage		Create > Curves
Spline Draw		Create > Curves
Spline Guide		Modify > Transform: More
Split	^L	Multiply > Subdivide

Tool	Key	Placement
Split Skelegon		Setup > Skelegons
Spray Points		Create > Points
Spread UVs		Map > Texture: Point Maps
SPW2Weight		Map > Weight
Squarize		Modify > Transform: More
Star Sphere		Create > Primitives: More
Statistics	w	Bottom Edge
Stipple		Create > Points
Stretch	h	Modify > Transform
Subdivide	D	Multiply > Subdivide
SubPatch	tab	Construct > Convert
Super Shift		Multiply > Extend
SuperQuadric Tol		Create > Primitives: More
Surface	q	Bottom Edge
Surface Editor	F5	Top Menu Group
Surfs to Parts		View > Selection Sets
Swap Layers	'	View > Layers
Symmetrize		Multiply > Duplicate: More
Symmetry	Y	Bottom Edge
T (Texture (UV) Maps)		VMap Bar
Taper		Modify > Transform
Taper Constrain		Modify > Transform
Teapot		Create > Primitives: More
Text	W	Create > Text
Texture Guide		Map > Texture: More
Textured Point		Map > Color
Throw		Top Menu Group > File: Export
Toggle Metamesh		Construct > Convert: Meta
Toroid		Create > Primitives: More
Transform UV		Map > Texture
Translate Plus		Modify > Translate: More
Tri Strip ACTC		Detail > Edges: Measure
Triple	T	Multiply > Subdivide
Twist		Modify > Rotate
Undo	^Z	Top Menu Group > Edit
Unhide	\	View > View
Unify Polys	I	Detail > Polygons: More
Unweld	^U	Detail > Points
UV Map Jitter		Map > Texture: More
UV Spider		Map > Texture: More

Tool	Key	Placement
UV to Weight		Map > Weight
Vertex Loader		Top Menu Group > File: Import
Vertex Maps Panel…	F8	Top Menu Group > Windows
Vertex Paint		Map > Color
Volume	^J	View > Selection
Vortex Tool		Modify > Rotate: More
W (Weight Maps)		VMap Bar
Web-Based Help		Top Menu Group > Help
Wedge		Create > Primitives: More
Weights		Map > Weight
Weld	^W	Detail > Points
Weld Average		Detail > Points
Wrap Sphere		Modify > Transform: More
Zoom	^Q	View > Viewports
Zoom In	.	View > Viewports: More
Zoom In X2	>	View > Viewports: More
Zoom Out	,	View > Viewports: More
Zoom Out X2	<	View > Viewports: More