

LightWave 8 Modeler Menus

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Action Center: Origin	Bottom Edge > Modes	+F6
Action Center: Pivot	Bottom Edge > Modes	+F7
Action Center: Selection	Bottom Edge > Modes	+F8
Add Edges	Detail > Edges	
Add Luxigon	Setup > Layout Tools	
Add Plug-ins	Utilities > Plug-ins	F11
Add Points	Multiply > Subdivide	
Add Powergon	Setup > Layout Tools	
Additional	Utilities > Plug-ins: Additional	
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	Multiply > Duplicate	^Y
Auto Patch	Construct > Patches	
Backdrop Options	Top Menu Group > Edit	
Ball	Create > Primitives	O
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	Multiply > Extend	b
Bezier	Create > Curves	
BGConform	Modify > Transform: More	
Bkg to Morph	Map > Morph	
Bone Weights	Map > Weight	
Boolean	Construct > Combine	B
Bounding Box	Detail > Edges: Measure	
Box	Create > Primitives	X
Bridge	Construct > Combine	l

Tool	Placement	Key
Bubbles	Create > Primitives: More	
C (Vertex Color Maps)	VMap Bar	
Calculate	Detail > Edges: Measure	
Capsule	Create > Primitives	
Center	Modify > Translate	F2
Center 1D	Modify > Translate: More	
Center Scale	Modify > Transform: More	
Center Stretch	Modify > Transform: More	
(Change Surface)	Bottom Edge > Surface	q
Clear Map	Map > General	-
Clear Polygon Map	Map > Texture: Poly Map	-
Clear Powergons	Setup > Layout Tools	
Clone	Multiply > Duplicate	c
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	Top Menu Group > Help	F1
Contract	View > Selection	{
Convert Metaballs	Construct > Convert: Meta	
Convert Metaedges	Construct > Convert: Meta	
Convert Metafaces	Construct > Convert: Meta	
Convert Skelegons	Setup > Skelegons: More	
Copy	Top Menu Group > Edit	^C
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	Top Menu Group > Edit	^X
Cut	Multiply > Subdivide	U
Dangle	Modify > Rotate: More	
Delete	Top Menu Group > Edit	del
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Delete Vertex Map...	Map > General: Edit Maps	
Disc	Create > Primitives	

Tool	Placement	Key
Display Options	Top Menu Group > Edit	d
Divide	Multiply > Subdivide	
Double Sided	Detail > Polygons: More	
Drag	Modify > Translate	^T
Drag Net	Modify > Translate	;
Drill	Construct > Combine	R
Drop Selection	View > Selection	/
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Edit Keyboard Shortcuts...	Top Menu Group > Edit	*F9
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Edit Modeler Tools	Top Menu Group > Edit	
Edit Plug-ins	Utilities > Plug-ins	*F11
Edit Skelegons	Setup > Skelegons	
Edit Startup	Utilities > Commands	
End Control Point On/Off	Detail > Curves: Control Points	^N
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	
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Export Preferences File...	Top Menu Group > Edit: Preferences	
Extender	Multiply > Extend: More	
Extender Plus	Multiply > Extend	e
Extrude	Multiply > Extend	E
Fast Triple Fan	Multiply > Subdivide: More	
Fast Triple Traverse	Multiply > Subdivide: More	
Find Center	Detail > Edges: Measure	
Fit All	View > Viewports	a
Fit Selected	View > Viewports	A
Fix 3-5	Detail > Polygons: More	
Fix Poles	Detail > Polygons: More	
Flatten Layers	View > Layers	
Flip	Detail > Polygons	f
Flip UVs	Map > Texture	

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

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

Tool	Placement	Key
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	Bottom Edge > Info	i
Point Normal Move	Modify > Translate: More	
Points	Create > Points	+
Points (Selection)	Bottom Edge	^G
Points to Polys	Create > Polygons	
Pole Evenly Tool	Modify > Transform: More	
Pole Tool	Modify > Transform: More	
Poly Info	Bottom Edge > Info	i
Polygon Map to UVs	Map > Texture: Poly Map	
Polygon Normal UVs	Map > Texture: More	
Polygons (Selection)	Bottom Edge	^H
Presets Panel...	Top Menu Group > Windows	F9
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	Top Menu Group > File	Q
Radial Array	Multiply > Duplicate: More	
Radial Select	View > Selection: More	
Rail Bevel	Multiply > Extend: More	
Rail Clone...	Multiply > Duplicate: More	
Rail Extrude	Multiply > Extend	^R
Random Points	Create > Points	
Random Pricks	Multiply > Subdivide: More	
Recent Content Directories	Top Menu Group > Edit	
Recent Files	Top Menu Group > File	
Redo	Top Menu Group > Edit	Z

Tool	Placement	Key
Reduce Edges	Detail > Edges	
Reduce Points	Construct > Reduce	
Reduce Polys	Construct > Reduce	
Reduce Polys +	Construct > Reduce	
Remove Edges	Detail > Edges	
Remove Polygons	Construct > Reduce: Remove	k
Remove Vertices from Polygons	Construct > Reduce: Remove	
Rename Skelgns	Setup > Skelegons	
Rename Vertex Map...	Map > General: Edit Maps	
Rest On Ground	Modify > Translate: More	F3
Revert Current Object	Top Menu Group > File	
Revert to Startup Preferences	Top Menu Group > Edit: Preferences	
Rotate	Modify > Rotate	y
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	Modify > Rotate: More	F4
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	Top Menu Group > File	S
Save Layers as Object...	Top Menu Group > File	
Save Object	Top Menu Group > File	s
Save Object As...	Top Menu Group > File	^S
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	Placement	Key
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	Detail > Points	v
Shear	Modify > Translate	[
Shift Layers Down	View > Layers: More	dn
Shift Layers Up	View > Layers: More	up
Single View	View > Viewports	
Size	Modify > Transform	H
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	Multiply > Extend	F
Smooth...	Modify > Transform: More	M
Snap Drag Tool	Modify > Translate: More	G
Solid Drill	Construct > Combine	C
Spherize	Modify > Transform: More	
Spikey Tool	Multiply > Extend: More	
Spin Quads	Detail > Polygons	^K
Spin_It	Multiply > Duplicate: More	
Spline Cage	Create > Curves	
Spline Draw	Create > Curves	
Spline Guide	Modify > Transform: More	
Split	Multiply > Subdivide	^L

Tool	Placement	Key
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	Bottom Edge	w
Stipple	Create > Points	
Stretch	Modify > Transform	h
Subdivide	Multiply > Subdivide	D
SubPatch	Construct > Convert	tab
Super Shift	Multiply > Extend	
SuperQuadric Tol	Create > Primitives: More	
Surface	Bottom Edge	q
Surface Editor	Top Menu Group	F5
Surfs to Parts	View > Selection Sets	
Swap Layers	View > Layers	,
Symmetrize	Multiply > Duplicate: More	
Symmetry	Bottom Edge	Y
T (Texture (UV) Maps)	VMap Bar	
Taper	Modify > Transform	
Taper Constrain	Modify > Transform	
Teapot	Create > Primitives: More	
Text	Create > Text	W
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	Multiply > Subdivide	T
Twist	Modify > Rotate	
Undo	Top Menu Group > Edit	^Z
Unhide	View > View	\
Unify Polys	Detail > Polygons: More	I
Unweld	Detail > Points	^U
UV Map Jitter	Map > Texture: More	
UV Spider	Map > Texture: More	

Tool	Placement	Key
UV to Weight	Map > Weight	
Vertex Loader	Top Menu Group > File: Import	
Vertex Maps Panel...	Top Menu Group > Windows	F8
Vertex Paint	Map > Color	
Volume	View > Selection	^J
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	Detail > Points	^W
Weld Average	Detail > Points	
Wrap Sphere	Modify > Transform: More	
Zoom	View > Viewports	^Q
Zoom In	View > Viewports: More	.
Zoom In X2	View > Viewports: More	>
Zoom Out	View > Viewports: More	,
Zoom Out X2	View > Viewports: More	<