

## Zestawienie skrótów klawiaturowych dostępnych w programie 3ds Max

Skróty edytujemy w *Customize menu* → *Customize User Interface* → *Keyboard panel*):

Function	Keyboard shortcut
<b>Main UI</b>	
Adaptive Degradation Toggle	O
Align	Alt+A
Angle Snap Toggle	A
Arc Rotate View Mode	Ctrl+R
Auto Key Mode Toggle	N
Background Lock Toggle	Alt+Ctrl+B
Backup Time One Unit	,
Bottom View	B
Camera View	C
Clone	Ctrl+V
Cycle Active Snap Type	Alt+S
Cycle Selection Method	Ctrl+F
Cycle Snap Hit	Alt+Shift+S
Default Lighting Toggle	Ctrl+L
Delete Objects	.
Disable Viewport	D
Display as See-Through Toggle	Alt+X
Environment Dialog Toggle	8
Expert Mode Toggle	Ctrl+X
Fetch	Alt+Ctrl+F
Forward Time One Unit	.
Front View	F
Go to End Frame	End
Go to Start Frame	Home
Help	F1
Hide Cameras Toggle	Shift+C
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+W
Hold	Alt+Ctrl+H
Isometric User View	U
Left View	L
Lock User Interface Toggle	Alt+O
Material Editor Toggle	M
Maximize Viewport Toggle	Alt+W
MAXScript Listener	F11
New Scene	Ctrl+N
Normal Align	Alt+N
Open File	Ctrl+O
Pan View	Ctrl+P
Pan Viewport	I
Percentage Snap Toggle	Shift+Ctrl+P
Perspective User View	P
Place Highlight	Ctrl+H
Play Animation	/
Quick Align	Shift+A
Quick Render	Shift+Q
Redo Scene Operation	Ctrl+Y
Redo Viewport Operation	Shift+Y
Redraw All Views	`
Render Last	F9
Render Scene Dialog Toggle	F10
Restrict Plane Cycle	F8
Restrict to X	F5
Restrict to Y	F6
Restrict to Z	F7
Save File	Ctrl+S
Scale Cycle	Ctrl+E
Select All	Ctrl+A
Select Ancestor	PageUp
Select and Move	W
Select and Rotate	E
Select By Name	H
Select Child	PageDown
Select Children	Ctrl+PageDown
Select Invert	Ctrl+I

Select None	Ctrl+D
Selection Lock Toggle	Spacebar
Set Key Mode	'
Set Keys	K
Shade Selected Faces Toggle	F2
Show Floating Dialogs	Ctrl+`
Show Main Toolbar Toggle	Alt+6
Show Safeframes Toggle	Shift+F
Show Selection Bracket Toggle	J
Snap To Frozen Objects Toggle	Alt+F2
Snaps Toggle	S
Snaps Use Axis Constraints Toggle	Alt+D, Alt+F3
Sound Toggle	\
Spacing Tool	Shift+I
Spot/Directional Light View	Shift+4
Sub-object Level Cycle	Insert
Sub-object Selection Toggle	Ctrl+B
Top View	T
Transform Gizmo Size Down	-
Transform Gizmo Size Up	=
Transform Gizmo Toggle	X
Transform Type-In Dialog Toggle	F12
Undo Scene Operation	Ctrl+Z
Undo Viewport Operation	Shift+Z
Update Background Image	Alt+Shift+Ctrl+B
View Edged Faces Toggle	F4
Viewport Background	Alt+B
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 All Selected	Z
Zoom Extents All	Shift+Ctrl+Z
Zoom Extents	Alt+Ctrl+Z

<b>Zoom In 2X</b>	Alt+Shift+Ctrl+Z
<b>Zoom Mode</b>	Alt+Z
<b>Zoom Out 2X</b>	Alt+Shift+Z
<b>Zoom Region Mode</b>	Ctrl+W
<b>Zoom Viewport In</b>	[, Ctrl+=
<b>Zoom Viewport Out</b>	], Ctrl+-
<b>Snaps Action Table</b>	
<b>Snap To Edge/Segment Toggle</b>	Alt+F10
<b>Snap To Endpoint Toggle</b>	Alt+F8
<b>Snap To Face Toggle</b>	Alt+F11
<b>Snap To Grid Points Toggle</b>	Alt+F5
<b>Snap To Midpoint Toggle</b>	Alt+F9
<b>Snap To Pivot Toggle</b>	Alt+F6
<b>Snap To Vertex Toggle</b>	Alt+F7
<b>Track View</b>	
<b>Add Keys</b>	A
<b>Apply Ease Curve</b>	Ctrl+E
<b>Apply Multiplier Curve</b>	Ctrl+M
<b>Assign Controller</b>	C
<b>Copy Controller</b>	Ctrl+C
<b>Expand Object Toggle</b>	O
<b>Expand Track Toggle</b>	Enter, T
<b>Filters</b>	Q
<b>Lock Selection</b>	Space
<b>Lock Tangents Toggle</b>	L
<b>Make Controller Unique</b>	U
<b>Move Highlight Down</b>	Down Arrow
<b>Move Highlight Up</b>	Up Arrow
<b>Move Keys</b>	M
<b>Nudge Keys Left</b>	Left Arrow
<b>Nudge Keys Right</b>	Right Arrow
<b>Pan</b>	P
<b>Paste Controller</b>	Ctrl+V
<b>Scroll Down</b>	Ctrl+Down Arrow
<b>Scroll Up</b>	Ctrl+Up Arrow
<b>Snap Frames</b>	S
<b>Zoom Horizontal Extents Keys</b>	Alt+X
<b>Zoom</b>	Z

Material Editor	
Background	B
Backlight	L
Cycle 3X2, 5X3, 6X4 Sample Slots	X
Get Material	G
Go Backward to Sibling	Left Arrow
Go Forward to Sibling	Right Arrow
Go to Parent	Up Arrow
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
Next Bookmark	Right Arrow
Previous Bookmark	Left Arrow
Rename Object	R
Select All Nodes	Ctrl+A
Select Children	Ctrl+C
Select None	Ctrl+D
Show Grid	G
Toggle Shrink	Ctrl+S
Use Connect Tool	C
Use Select Tool	S
Zoom Selected Extents	Z
ActiveShade	
Close	Q
Draw Region	D
Render	R
Select Object	S
Toggle Toolbar (Docked)	Space
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
<b>NURBS</b>	
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 Degrade	Ctrl+X
<b>Editable Poly</b>	

<b>Bevel Mode</b>	Shift+Ctrl+B
<b>Border Level</b>	3
<b>Chamfer Mode</b>	Shift+Ctrl+C
<b>Connect</b>	Shift+Ctrl+E
<b>Constrain to Edges</b>	Shift+X
<b>Cut</b>	Alt+C
<b>Edge Level</b>	2
<b>Element Level</b>	5
<b>Extrude Mode</b>	Shift+E
<b>Face Level</b>	4
<b>Grow Selection</b>	Ctrl+PageUp
<b>Hide Unselected</b>	Alt+I
<b>Hide</b>	Alt+H
<b>Object Level</b>	6
<b>Quickslice Mode</b>	Shift+Ctrl+Q
<b>Repeat Last Operation</b>	;
<b>Select Edge Loop</b>	Alt+L
<b>Select Edge Ring</b>	Alt+R
<b>Shrink Selection</b>	Ctrl+PageDown
<b>Unhide All</b>	Alt+U
<b>Vertex Level</b>	1
<b>Weld Mode</b>	Shift+Ctrl+W
<b>Edit/Editable Mesh</b>	
<b>Bevel Mode</b>	Ctrl+V, Ctrl+B
<b>Chamfer Mode</b>	Ctrl+C
<b>Cut Mode</b>	Alt+C
<b>Detach</b>	Ctrl+D
<b>Edge Invisible</b>	Ctrl+I
<b>Edge Level</b>	2
<b>Edge Turn</b>	Ctrl+T
<b>Element Level</b>	5
<b>Extrude Mode</b>	Ctrl+E
<b>Face Level</b>	3
<b>Polygon Level</b>	4
<b>Vertex Level</b>	1
<b>Weld Selected</b>	Ctrl+W
<b>Weld Target Mode</b>	Alt+W
<b>Edit Normals</b>	

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
<b>FFD</b>	
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
<b>Edit Poly</b>	
Bevel Mode	Shift+Ctrl+B
Border Level	3
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 Unselected	Alt+I
Hide	Alt+H
Object Level	6
Polygon Level	4
Quickslice Mode	Shift+Ctrl+Q
Repeat Last Operation	;
Select Edge Loop	Alt+L
Select Edge Ring	Alt+R
Shrink Selection	Ctrl+PageDown
Unhide All	Alt+U



Vertex Level	1
Weld Mode	Shift+Ctrl+W
<b>Physique</b>	
Copy Envelope	Ctrl+C
Delete	Ctrl+D
Next	PageDown
Paste Envelope	Ctrl+V
Previous Selection Level	Shift+I
Previous	PageUp
Reset Envelopes	Ctrl+E
<b>Unwrap UVW</b>	
Break Selected Vertices	Ctrl+B
Detach Edge Verts	D, Ctrl+D
Edit UVW's	Ctrl+E
Filter Selected Faces	Alt+F
Freeze Selected	Ctrl+F
Get Face Selection From Stack	Alt+Shift+Ctrl+F
Get Selection From Faces	Alt+Shift+Ctrl+P
Hide Selected	Ctrl+H
Load UVW	Alt+Shift+Ctrl+L
Lock selected vertices	Space
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	Q
Texture Vertex Rotate Mode	Ctrl+R
Texture Vertex Weld Selected	Ctrl+W
Texture VertexTarget Weld	Ctrl+T
Unwrap Options	Ctrl+O
Update Map	Ctrl+U
Zoom Extents Selected	Alt+Ctrl+Z

Zoom Extents	X
Zoom Region	Ctrl+X
Zoom To Gizmo	Shift+Space
Zoom	Z
<b>Crowd</b>	
Solve	S
<b>Biped</b>	
Change Leg State	Alt+Ctrl+S
Collapse Move All Mode changes	Alt+M
Copy Posture	Alt+C
Fix Graphs	Alt+Ctrl+F
Lock Selected Keys (toggle)	Alt+Ctrl+L
Paste Posture Opposite	Alt+B
Paste Posture	Alt+V
Play Biped	V
Reset all limb keys	Alt+K
Scale In Transform (toggle)	Alt+Ctrl+E
Set Key	O
Set Range	Alt+R
Toggle Biped Keys in TrackBar	Alt+T
TV Select end of footsteps	Alt+D
TV Select entire foostep	Alt+S
TV Select start of footsteps	Alt+A
<b>Reaction Manager</b>	
Set Max Influence	Ctrl+I
Set Min Influence	Alt+I
<b>Particle Flow</b>	
Particle Emission Toggle	;
Particle View Toggle	6
Selected Particle Emission Toggle	Shift+;
Copy Selected In Particle View	Ctrl+C
Paste In Particle View	Ctrl+V
Select All In Particle View	Ctrl+A
<b>Object Display Culling</b>	
Object Display Culling	Alt+O
<b>WalkThrough</b>	
Accelerate Toggle	Q
Back	S, Down Arrow

<b>Decelerate Toggle</b>	Z
<b>Decrease Step Size</b>	[
<b>Down</b>	C, Shift+Down Arrow
<b>Forward</b>	W, Up Arrow
<b>Increase Step Size</b>	]
<b>Left</b>	A, Left Arrow
<b>Level</b>	Shift+Space
<b>Lock Vertical Rotation</b>	Space
<b>Reset Step Size</b>	Alt+[
<b>Right</b>	D, Right Arrow
<b>Up</b>	E, Shift+Up Arrow
<b>Macro Scripts</b>	
<b>Add/Edit Parameters... (TV)</b>	Ctrl+1
<b>Cap (Poly)</b>	Alt+P
<b>Collapse (Poly)</b>	Alt+Ctrl+C
<b>Collect Parameters SV</b>	Alt+3
<b>Collect Parameters TV</b>	Alt+4
<b>Create Camera From View</b>	Ctrl+C
<b>Cut (Poly)</b>	Alt+C
<b>Extrude Face (Poly)</b>	Alt+E
<b>Geometry Selection Visibility Toggle</b>	Alt+G
<b>Isolate Selection</b>	Alt+Q
<b>Meshsmooth (Poly)</b>	Ctrl+M
<b>Parameter Collector</b>	Alt+2
<b>Parameter Editor</b>	Alt+1
<b>Parameter Wiring Dialog</b>	Alt+5
<b>Render to Texture Dialog Toggle</b>	0
<b>Smart Scale</b>	R
<b>Smart Select</b>	Q
<b>Start Parameter Wiring</b>	Ctrl+5
<b>Sub-Object Level 1</b>	1
<b>Sub-Object Level 2</b>	2
<b>Sub-Object Level 3</b>	3
<b>Sub-Object Level 4</b>	4
<b>Sub-object Level 5</b>	5
<b>WalkThrough View Mode</b>	Up Arrow
<b>Quad Menu Sets</b>	
<b>Animation</b>	[Alt+RMB]

<b>Custom</b>	[Shift+Ctrl+Alt+RMB]
<b>Custom</b>	[Shift+Ctrl+RMB]
<b>Lighting   Render</b>	[Ctrl+Alt+RMB]
<b>Modeling</b>	[Ctrl+RMB]
<b>Reactor</b>	[Shift+Alt+RMB]
<b>Snap</b>	[Shift+RMB]
<b>Viewports</b>	V