

LightWave 8 Layout Menus

compiled by Robin Wood

Tool	Key	Placement
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	+F1	Bottom Edge
Backdrop Options...	^F5	Top Menu Group > Window
Background Booster		Top Menu Group > Window
Bone		Setup > Add
Bone Connect		Setup > Detail
Bone Fuse		Setup > Detail
Bone Split		Setup > Detail
Bone Twist	^K	Setup > Modify
Bones	B	Bottom Edge
Bones Off		Setup > General: Bones
Bones On		Setup > General: Bones
Camera		Items > Add
Cameras	C	Bottom Edge
Child		View > Select: Related
Child Bone	=	Setup > Add
Children		View > Select: Related
Classic Scene Editor...		Top Menu Group > Scene Editor
Clear Scene	N	Top Menu Group > File
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	Key	Placement
Compositing Options...	^F7	Top Menu Group > Window
Content Manager		Top Menu Group > File
Contents	F1	Top Menu Group > Help
Convert Luxigons		Items > Add: Lights
Coordinate System: Local	+F7	Modify > General: Coord System
Coordinate System: Parent	+F6	Modify > General: Coord System
Coordinate System: World	+F5	Modify > General: Coord System
Copy Hierarchy		Setup > Edit
Create Key	ret	Bottom Edge
Cvt Powergons		Items > Add
Cvt Skelegons		Setup > Add
Decrease Grid	[View > Grid
Delete Bone		Setup > Edit: Delete
Delete Hierarchy		Setup > Edit: Delete
Delete Key	del	Bottom Edge
Display Options...	d	Top Menu Group > Edit
Distant Light		Items > Add: Lights
Draw Bones		Setup > Add
Draw Child Bones		Setup > Add
Edit Keyboard Shortcuts...	*F9	Top Menu Group > Edit
Edit Menu Layout...	*F10	Top Menu Group > Edit
Edit Plug-ins	*F11	Utilities > Plugins
Edit Tool	^E	Modify > Tools
Enable Deform		Setup > General
Enable IK	+F8	Setup > General
Enable VIPER		Render > Options
Enter Bone Edit Mode	E	Setup > General: Bone Edit
Enter License		Top Menu Group > Help
Exit Bone Edit Mode	D	Setup > General: Bone Edit
Export RIG	J	Setup > Edit
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...	o	Top Menu Group > Edit
Graph Editor	^F2	Top Menu Group
Gravity		Items > Add: Dynamic Obj

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

Tool	Key	Placement
Move TCB	^G	Modify > Tools
Network Render		Render > Utilites
New Instance... (Scene Editor)		Top Menu Group > Scene Editor
Next Layout	F4	View > View Layout
Null		Items > Add
Object	+	Items > Load
Object Layer		Items > Load
Objects	O	Bottom Edge
Open... (Scene Editor)	^F1	Top Menu Group > Scene Editor
Parent		View > Select: Related
Particle		Items > Add: Dynamic Obj
Particle2Partigon		Utilities > Plugins: Additional
Path Tool	^Y	Modify > Translate
Point Light		Items > Add: Lights
Presets...	F8	Top Menu Group > Window
Prev Layout	F3	View > View Layout
Preview		Bottom Edge
Print Assistant		Render > Utilites
Properties	p	Bottom Edge
Quit	Q	Top Menu Group > File
Recent Content Directories		Top Menu Group > Edit
Recent Scenes		Top Menu Group > File: Load
Record Bone Rest Position	r	Setup > Modify: Orientation
Record Maximum Joint Angles	}	Setup > Motions: Limits
Record Minimum Joint Angles	{	Setup > Motions: Limits
Record Piv Rot	P	Setup > Modify: Orientation
Redo	z	Bottom Edge
Redo	z	Top Menu Group > Edit
Remove Piv Pos		Setup > Modify: Orientation
Remove RPR		Setup > Modify: Orientation
Rename		Items > Replace
Rename Hierarchy		Setup > Edit
Render Frame	F9	Render > Render
Render Options		Render > Options
Render Scene	F10	Render > Render
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	Key	Placement
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	s	Top Menu Group > File: Save
Save Scene As...	^S	Top Menu Group > File: Save
Save Scene Copy...		Top Menu Group > File: Save
Save Scene Increment	S	Top Menu Group > File: Save
Save Trans Object...		Top Menu Group > File: Save
Scale Hierarchy		Setup > Modify
Scene	^O	Items > Load
(Scene Editor) New Instance...		Top Menu Group > Scene Editor
(Scene Editor) Open...	^F1	Top Menu Group > Scene Editor
Scene Statistics...	w	Top Menu Group > Window
Schematic View Tools		Top Menu Group > Edit
Search By Name		View > Select: All
Sel Object	F11	Render > Render
Select All Bones of Current Object		View > Select: All
Select All Cameras		View > Select: All
Select All Lights		View > Select: All
Select All Objects	^A	View > Select: All
Select First Item	+up	View > Select: Order
Select Item by Name...	'	View > Select: All
Select Last Item	+dn	View > Select: Order
Select Next Item	dn	View > Select: Order
Select Next Sibling	^dn	View > Select: Related
Select Previous Item	up	View > Select: Order
Select Previous Sibling	^up	View > Select: Related
Set Content Directory...	*F12	Top Menu Group > Edit
Shockwave3D		Top Menu Group > File: Export
Size	H	Modify > Transform
Skelegons To Nulls		Utilities > Plugins: Additional
Sliders	^D	Modify > Tools
SplineControl		Modify > Tools
Spotlight		Items > Add: Lights

Tool	Key	Placement
Squash		Modify > Transform
Stretch	h	Modify > Transform
Surface Editor	F5	Top Menu Group
Tip Move	^T	Setup > Modify
Undo	^Z	Bottom Edge
Undo	^Z	Top Menu Group > Edit
UnParent Bone	^U	Setup > Detail
View Mode: Back	1	View > Viewports: View Mode
View Mode: Bottom		View > Viewports: View Mode
View Mode: Camera	6	View > Viewports: View Mode
View Mode: Front		View > Viewports: View Mode
View Mode: Left		View > Viewports: View Mode
View Mode: Light	5	View > Viewports: View Mode
View Mode: Perspective	4	View > Viewports: View Mode
View Mode: Right	3	View > Viewports: View Mode
View Mode: Schematic	7	View > Viewports: View Mode
View Mode: Top	2	View > Viewports: View Mode
View Mode: XY		View > Viewports: View Mode
View Mode: XZ		View > Viewports: View Mode
View Mode: ZY		View > Viewports: View Mode
VIPER	F7	Render > Utilites
Volumetrics and Fog Options...	^F6	Top Menu Group > Window
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