**Shortcut keys and Mouse functions  
in QERadiant/Q3Radiant**

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| 1. Introduction  Here are the short cut keys, and also the mouse keys.  2. Shortcut key list  The commands are sorted by category and color coding was implemented in the table boxes:   * **Red** background:  This denotes commands which exists in the Help command list but do **not** work. In some cases, the shortcut key conflicts with another shortcut key. * **Green** background:  This denotes commands which **do** work in the menu but for which the shortcut key doesn't work. * **Purple** background:  This denotes commands which **do** work but are either redundant and/or conflict with a Q3Radiant command or each other. * **Orange** background:  This denotes commands & shortcut keys which apply only to Q3Radiant. |
| |  |  |  | | --- | --- | --- | | **Action** | **Description** | **Shortcut Key** | | **2D view and Z view navigation & control keys** | | | | Toggle View | Only used in free window mode. Toggles the 2D view on/off. | CTRL+SHIFT+V | | Next View | Cycles the 2D view through all 3 views (top, front, side). Not used in 4 view mode. | CTRL+TAB | | Zoom In | Zooms 2D view in. | DELETE | | Zoom Out | Zooms 2D view out. | INSERT | | Center On Camera | Centers the 2D view on the camera's current location. | G | | Toggle Z | Only used in free window mode. Toggles the Z view on/off. | CTRL+SHIFT+Z | | Z Zoom In | Zooms Z checker window in. | CTRL+DELETE | | Z Zoom Out | Zooms Z checker window out. | CTRL+INSERT | | **3D view navigation & control keys** | | | | Camera Back | Makes the POV in the 3D view move backwards. | DOWN ARROW | | Camera Forward | Makes the POV in the 3D view move forward. | UP ARROW | | Camera Left | Makes the POV in the 3D view look left. | LEFT ARROW | | Camera Right | Makes the POV in the 3D view look right. | RIGHT ARROW | | Camera Strafe Left | Makes the POV in the 3D view move left. | COMMA ( , ) | | Camera Strafe Right | Makes the POV in the 3D view move right. | PERIOD ( . ) | | Camera Down | Makes the POV in the 3D view move down. | C | | Camera Up | Makes the POV in the 3D view move up. | D | | Camera Angle Down | Makes the POV in the 3D view look down. | Z | | Camera Angle Up | Makes the POV in the 3D view look up. | A | | Center View | Centers the POV in the 3D view. | END | | Down Floor | Moves the POV in the 3D view down by one floor (strange to use). | PAGE DOWN | | Up Floor | Moves the POV in the 3D view up by one floor (strange to use). | PAGE UP | | Toggle Camera | Only used in free window mode. Toggles the 3D view on/off. | CTRL+SHIFT+C | | Toggle Cubic Clip | Toggles 3D view clipping on/off | CTRL+\ | | Cubic Clip Zoom In | Makes the cubic clipping plane come in closer. Best used for speed optimizations. | CTRL+ ] | | Cubic Clip Zoom Out | Makes the cubic clipping plane move further out. | CTRL+ [ | | **Grid control keys** | | | | Toggle Grid | Turns grid view on/off. | 0 | | Set Grid 1 | Sets the grid to 1 unit. | 1 | | Set Grid 2 | Sets the grid to 2 units. | 2 | | Set Grid 4 | Sets the grid to 4 units. | 3 | | Set Grid 8 | Sets the grid to 8 units. | 4 | | Set Grid 16 | Sets the grid to 16 units. | 5 | | Set Grid 32 | Sets the grid to 32 units. | 6 | | Set Grid 64 | Sets the grid to 64 units. | 7 | | Grid Down | Decreases the size of the grid. | [ | | Grid Up | Increases the size of the grid. | ] | | **Brush & entity creation and manipulation keys** | | | | Brush (3 sided) | Creates a 3 sided brush. | CTRL+3 | | Brush (4 sided) | Creates a 4 sided brush. | CTRL+4 | | Brush (5 sided) | Creates a 5 sided brush. | CTRL+5 | | Brush (6 sided) | Creates a 6 sided brush. | CTRL+6 | | Brush (7 sided) | Creates a 7 sided brush | CTRL+7 | | Brush (8 sided) | Creates a 8 sided brush. | CTRL+8 | | Brush (9 sided) | Creates a 9 sided brush. | CTRL+9 | | Unselect Selection | Deselects all currently selected objects. | ESC | | Delete Selection | Deletes all currently selected objects. | BACKSPACE | | Clone Selection | Creates a duplicate of the currently selected objects. | SPACEBAR | | Drag Edges Mode | Toggles edge manipulation mode on/off. Edges are represented by blue dots on the brush. | E | | Drag Vertex Mode | Toggles vertex manipulation mode on/off. Vertices are represented by green dots on the brush. | V | | Brush Clip mode | Toggles brush clipping mode on/off. | X | | Flip Clip | Switches which part of the brush is going to be clipped away on the set clip plane points while in clipping mode. | CTRL+ENTER | | Clip Selected | Clips the selected brush/brushs on the set clip plane points while in clipping mode. | ENTER | | Split Selected | Splits the selected brush/brushs on the set clip plane points while in clipping mode. | SHIFT+ENTER | | Move Selection Down | Moves the selected object down in Z axis by units equal to the grid size (independent of current 2D view). | KEYPAD MINUS | | Move Selection Up | Moves the selected object up in Z axis by units equal to the grid size (independent of current 2D view). | KEYPAD PLUS | | Select Nudge Down | Moves the selected object down in current 2D view by units equal to the grid size. | ALT+DOWN ARROW | | Select Nudge Up | Moves the selected object up in current 2D view by units equal to the grid size. | ALT+UP ARROW | | Select Nudge Left | Moves the selected object left in current 2D view by units equal to the grid size. | ALT+LEFT ARROW | | Select Nudge Right | Moves the selected object right in current 2D view by units equal to the grid size. | ALT+RIGHT ARROW | | Snap Selection To Grid | Snaps the vertices of the currently selected brush or patch mesh to the grid. | CTRL+G | | Mouse Rotate | Turns on Free Rotation mode for currently selected objects. | R | | Make Detail | Turns selected brush into a detail brush (In Q3Radiant, this only marks the brush as "detail" in regard to the filter settings but doesn't **really** make it a detail brush.). | CTRL+M | | Toggle Realtime |  | CTRL-R | | Dump Selected Brush | Feature doesn't work. | SHIFT+D | | View Entity Info | Brings up the entity dialog window. | N | | Select Whole Entities | **QeRadiant only**: Toggles feature on/off. When feature is on, selecting any single brush of a multiple brush entity automatically selects all the brushes that belong to that entity (This command does a **Redisperse Rows** in Q3Radiant, see the bottom section at the end of this list). | CTRL+E | | Cycle Group Selection | Cycle selects all the individual brushes of currently selected solid entity (**Select Whole Entities** must **not** be on in **QeRadiant**). | TAB | | Connect Selection | Connect entities target to targetname. | CTRL+K | | Entity Color | Use this to set the "\_color" key of a entity by bringing up the standard Windows RGB color selector. Used for choosing the color of lights for example. | K | | Drop Path Corner | Feature doesn't work (This command does a **Toggle Show Patches** in Q3Radiant, see the bottom section at the end of this list) | CTRL+P | | **Texture manipulation keys** | | | | View Textures | Only used in 4 view and free window modes. Brings up the texture selection window (toggle in 4 view mode). | T | | Surface Inspector | Brings up the surface properties dialog (only used to align textures in Q3Radiant). | S | | Texture Shift Down | Moves texture on currently selected brush face(s) downwards. Also works for patches but might sometimes give unexpected results. | SHIFT+DOWN ARROW | | Texture Shift Up | Moves texture on currently selected brush face(s) upwards. Also works for patches but might sometimes give unexpected results. | SHIFT+UP ARROW | | Texture Shift Left | Moves texture on currently selected brush face(s) to the left. Also works for patches but might sometimes give unexpected results. | SHIFT+LEFT ARROW | | Texture Shift Right | Moves texture on currently selected brush face(s) to the right. Also works for patches but might sometimes give unexpected results. | SHIFT+RIGHT ARROW | | Texture Rotate Clockwise | Rotates texture clockwise on currently selected brush face(s). Also works for patches but might sometimes give unexpected results. | SHIFT+PAGE DOWN | | Texture Rotate Counter-Clockwise | Rotates texture counter-clockwise on currently selected brush face(s). Also works for patches but might sometimes give unexpected results. | SHIFT+PAGE UP | | Texture Scale Down | Decreases vertical scale of texture on currently selected brush face(s). Also works for patches but might sometimes give unexpected results. | CTRL+DOWN ARROW | | Texture Scale Up | Increases vertical scale of texture on currently selected brush face(s). Also works for patches but might sometimes give unexpected results. | CTRL+UP ARROW | | Texture Scale Left | Decreases horizontal scale of texture on currently selected brush face(s). Also works for patches but might sometimes give unexpected results. | CTRL+LEFT ARROW | | Texture Scale Right | Increases horizontal scale of texture on currently selected brush face(s). Also works for patches but might sometimes give unexpected results. | CTRL+RIGHT ARROW | | Texture Fit | Automatically fits the texture to the size of the currently selected face or mesh by scaling it vertically and horizontally. Does **not** work in Q3Radiant. | SHIFT+5 | | Texture Fit To Face | Same as Texture Fit (The Surface Inspector will open up when you use this command.) | SHIFT+B | | Toggle Texture Lock | Toggles brush move texture alignment locking on/off (shortcut key only works in Q3Radiant). | SHIFT+T | | Toggle Texture Rotate Lock | Toggles brush rotation texture alignment locking on/off (shortcut key only works in Q3Radiant). | SHIFT+R | | Texture Decrement | Feature doesn't work. Has the same effect as **Move Selection Down** (KEYPAD MINUS). | SHIFT+KEYPAD MINUS | | Texture Increment | Feature doesn't work. Has the same effect as **Move Selection Up** (KEYPAD PLUS). | SHIFT+KEYPAD PLUS | | **Dialogs and special features keys** | | | | View Console | Only used in 4 view and free window modes. Brings up the console (toggle in 4 view mode). | O | | Preferences | Brings up the user preferences dialog. | P | | Entity List | Brings up the entity list "tree view" window | L | | Map Info | Brings up the map info status window (shortcut key doesn't work). | M | | Show Detail | Toggles display of detail brushes on/off. | CTRL+D | | Animate Selected Entities | Toggles animation of selected mover entities (doors, buttons, etc.) on/off. Does **not** work in Q3Radiant. | CTRL+A | | Previous Leak Spot | Takes POV in the 3D view to the previous leak spot (pointfile must be loaded). | CTRL+SHIFT+L | | Next Leak Spot | Takes POV in the 3D view to the next leak spot (pointfile must be loaded). Shortcut key doesn't work. | CTRL+SHIFT+K | | Toggle Realtime | Feature doesn't work | CTRL+R | | **Misc utility keys** | | | | File Open | Opens a file. | CTRL+O | | File Save | Saves a file. | CTRL+S | | Exit | Closes the editor. | CTRL+X | | Copy | Copies whatever is currently selected. | CTRL+C | | Paste | Pastes what ever is in the clip board. Only works with text and Radiant's stuff. | CTRL+V | | Undo | Undo. Doesn't work in all cases. | CTRL+Z | | **Q3Radiant miscellaneous features keys** | | | | Toggle Size Paint | Toggles the brush sizing info on and off | Q | | Mouse Rotate | Turns on Free Rotation mode for currently selected objects | R | | Select Type All | Selects all "identical" based on type of "currently selected". If type is a surface, all solids with the same texture are selected. If type is an entity, all the other entities of its classname are selected. | SHIFT+A | | Toggle Crosshairs | Toggles between the regular mouse pointer and a large crosshair style pointer in the 2D view. | SHIFT+X | | Fit Brush | Feature doesn't work. | CTRL+B | | Fit Face | Fits a texture to a brush face. | SHIFT+B | | Hide Selected | Hides all currently selected objects from the 2D/3D views. | H | | Show Hidden | Un-hides all objects currently hidden from the 2D/3D views. | SHIFT+H | | Show All Textures | Shows all the textures currently loaded in Q3radiant's texture window. Use this to un-set **Show In Use** in the textures menu. | CTRL+A | | **Q3Radiant patch manipulation keys** | | | | Bend Mode | Toggles bend mode on/off. This is used to bend patch meshes. Follow the instructions that come up in the dialog box when you use this. Best used for making arches and such. | B | | Cap Current Curve | Automatically creates cap patches for the currently selected patch if it's a cylinder. For bevels and endcaps, it will bring up the cap dialog instead. The patch and its caps will then automatically be grouped in a func\_group. | SHIFT+C | | Cycle Cap Texture Patch | This cycles the cap texturing type on the currently selected patch. | CTRL+SHIFT+N | | Cycle Cap Texture Axis | This cycles the cap texturing axis on the currently selected patch. | CTRL+SHIFT+P | | Naturalize Patch | Makes the texture natural on the patch mesh (sometimes the textures are stretched to fit the patch, this will make the texture fit normal instead of streching it). | CTRL+N | | Decrease Patch Column | Removes 3 columns from currently selected patch (assuming patch currently has more than 3 columns - shortcut key doesn't work). | CTRL+SHIFT+KEYPAD MINUS | | Decrease Patch Row | Removes 3 rows from currently selected patch (assuming patch currently has more than 3 rows). | CTRL+KEYPAD MINUS | | Increase Patch Column | Adds 3 columns to currently selected patch (shortcut key doesn't work). | CTRL+SHIFT+KEYPAD PLUS | | Increase Patch Row | Adds 3 rows to currently selected patch. | CTRL+KEYPAD PLUS | | Redisperse Columns | Evenly re-disperses all the columns of the currently selected patch. Useful after adding new columns (shorcut key doesn't work). | CTRL+SHIFT+E | | Redisperse Rows | Evenly re-disperses all the rows of the currently selected patch. Useful after adding new rows (this command does a **Select Whole Entities** in QeRadiant). | CTRL+E | | Invert Curve | This inverts the patch mesh's matrix. IOW, it changes which side of the patch the texture is applied to. | CTRL+I | | Invert Curve Texture X | Inverts the X value of the texture on the matrix. Use this to mirror the texture vertically on a patch. | SHIFT+I | | Invert Curve Texture Y | Inverts the Y value of the texture on the matrix. Use this to mirror the texture horizontally on a patch. | CTRL+SHIFT+I | | Make Overlay Patch | Turns on display of the currently selected patches control points. The display of the patches control points will remain on until turned off by **Clear Patch Overlays**. | Y | | Clear Patch Overlays | Turns off display of the currently displayed patches control points previously turned on by **Make Overlay Patch**. | CTRL+Y | | Patch Inspector | Brings up the patch inspector dialog. | SHIFT+S | | Thicken Patch | Creates a copy of current patch and spaces it by X amount of units (as per value entered in dialog box) then caps off the mesh. | CTRL+T | | Patch Tab | Cycle selects all the individual brushes or patches of currently selected solid entity (does the same thing as the **TAB** key). | SHIFT+TAB | | Toggle Show Patches | Toggles display of patch meshes from 2D/3D views on/off | CTRL+P | |
| 3. Mouse Function list  This is the list of all the **Mouse Functions** in QeRadiant and Q3Radiant. Note that these are not shortcuts. The tasks accomplished by the mouse cannot be found in the menus. They provide much of the essential functionality in QeRadiant/Q3Radiant when designing maps.  Radiant's user interface includes many productivity features and is a very powerful tool. It's no wonder that it's the editor of choice for professional and amateur map designers alike. But it's true power is unleashed when you use a **3-Button mouse**. Several extremely useful power features, especially when it comes to texturing, are only accessible if you use a 3-Button mouse. Many people own one nowadays and if you use QeRadiant regularly, I strongly recommend you get one.  The commands were sorted by category and abbreviations were used to make it easier for me to fit the shortcut names in the table boxes:   * **LEFT-SIDE BUTTON** or **LEFT-CLICK** = **LEFTBUT** * **MIDDLE BUTTON** or **MIDDLE-CLICK** = **MIDBUT** * **RIGHT-SIDE BUTTON** or **RIGHT-CLICK** = **RIGHTBUT**  The action of these 3 abbreviations mean: **click once** * **LEFT-CLICK & DRAG** = **LEFTBUT+DRAG** * **MIDDLE-CLICK & DRAG** = **MIDBUT+DRAG** * **RIGHT-CLICK & DRAG** = **RIGHTBUT+DRAG**  The action of these last 3 abbreviations mean: **click once, hold down button and drag mouse**.   Also, as with most applications, the action of the mouse is **context-sensitive** meaning that the same Mouse shortcut might do a different thing depending in what view you click. This is why the categories below are sorted more by context than type. |
| |  |  |  | | --- | --- | --- | | **Action** | **Description** | **Mouse Function** | | **2D view mouse functions** | | | | Scroll View | Scroll or pan the 2D view. Also works in the Z view. | RIGHTBUT+DRAG | | Move Z Checker | Moves the location of the Z Checker box icon in the 2D view to where you click. Dragging the mouse makes it follow around. | SHIFT+MIDBUT SHIFT+MIDBUT+DRAG | | Move Camera | Moves the location of the Camera eye icon in the 2D view to where you click. Dragging the mouse makes it follow around. Also works in the Z view. | CTRL+MIDBUT CTRL+MIDBUT+DRAG | | Create/Modify Brush | This will create a new brush if no object is currently selected. If one or more brushes are selected, this will:  1. Resize the brush when click-dragging outside.  2. Move the brush when click-dragging inside.  If one or more point entities are currently selected, this will just move them. Also works in the Z view but for brushes, only move and vertical resize are possible. In the 3D view, only move and resize work. | LEFTBUT+DRAG | | Select Object | Selects/Deselects brush or entity under cursor. Entities have priority over brushes. This also works in the Z and 3D views. | SHIFT+LEFTBUT | | Cycle Select Object | Cycle selects all brushes or entities under cursor in order of depth. This only works in the 2D view (supposed to work in all views in Q3Radiant). | SHIFT+ALT+LEFTBUT | | Drag Brush Face | Drags the face of the currently selected brush. The face nearest to the cursor is dragged. Brushes can also be sheared by using this. This also works in the 3D view. | CTRL+LEFTBUT+DRAG | | Entity Menu | Brings up the entity pop-up menu. You can then select the entity to create. For solid entities (doors, buttons, triggers, etc.), at least one brush must be selected beforehand. | RIGHTBUT | | **3D view mouse navigation functions** | | | | Drive Camera | Makes the POV in the 3D view move forward/backwards and turn left/right when mouse is dragged. | RIGHTBUT+DRAG | | Strafe Camera | Makes the POV in the 3D view strafe up/down and sideways when mouse is dragged. | CTRL+RIGHTBUT+DRAG | | **3D view mouse texturing functions** | | | | Select Brush Face | Selects brush face under cursor. Only one face at a time can be selected. Will automatically deselect any currently selected objects. Also grabs the face's current texture + alignment + flags into Surf Inspector. | CTRL+SHIFT+LEFTBUT | | Grab Texture | Grabs the texture + alignment + flags of the brush face under the cursor into Surf Inspector. Any currently selected face or brushes will automatically be assigned the grabbed values. | MIDBUT | | Apply Texture To Brush | Applies the current texture + alignment + flags in Surf Inspector to the whole brush under the cursor. | CTRL+MIDBUT | | Apply Texture To Face | Applies the current texture + alignment + flags in Surf Inspector to the single brush face under the cursor. | CTRL+SHIFT+MIDBUT | | Apply Texture Only To Face | Applies the current texture in Surf Inspector to the single brush face under the cursor but face retains its current alignment + flags. | SHIFT+MIDBUT | | Shift Texture | Shifts the texture's vertical and horizontal alignment on the currently selected face or brushes. Does **not** work in Q3Radiant. | ALT+RIGHTBUT+DRAG | | Scale Texture | Stretches up/down the texture's vertical and horizontal scale on the currently selected face or brushes. Does **not** work in Q3Radiant. | SHIFT+ALT+RIGHTBUT +DRAG | | Rotate Texture | Rotates the texture on the currently selected face or brushes. Does **not** work in Q3Radiant. | CTRL+ALT+RIGHTBUT +DRAG | | **Texture window mouse functions** | | | | Select Texture | Selects the texture under the cursor and pastes the texture + default flags into Surf Inspector. All currently selected brushes or face will automatically be assigned the selected texture. | LEFTBUT | | Select Texture + Surf Inspector | Same as above but also automatically brings up the Surf Inspector window. Does **not** work in Q3Radiant. | CTRL+LEFTBUT | | Scroll Texture Window | Scrolls up/down through the texture window (same as scrollbar or mouse wheel). | RIGHTBUT+DRAG | | Scroll Texture Window Fast | Same as above but will scroll much faster. Useful for browsing through very large texture folders. | SHIFT+RIGHTBUT+DRAG | | **Entity dialog mouse functions** | | | | Create Entity | Double-clicking on an entity name in the dialog's list will create an entity at the location of the currently selected brush (mandatory).  1. If a point entity is chosen from the list, it will automatically replace the selected brush(es).  2. If a solid entity is chosen from the list, the selected brush(es) will belong to the entity.  3. If an entity or nothing is selected beforehand, you will get an error dialog: "Failed to create entity". | DOUBLE-LEFTBUT | | **Q3Radiant mouse functions** | | | | Apply Texture Angled | Applies the current texture properly to angled faces under the cursor. Feature doesn't work. | CTRL+LEFTBUT | | Edit Shader | Shader window function. Shift-click on a shader opens the proper shader file in EditPad and automatically places the cursor at the beginning of the shader. (Doesn't work in Build 200RC1) Use the Curry plugin to analyze shader files.) | SHIFT+LEFTBUT | |

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