

Shortcut keys and Mouse functions in QERadiant/Q3Radiant

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	CTRL+TAB

	views (top, front, side). Not used in 4 view mode.	
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	Toggles 3D view clipping on/off	CTRL+\

Clip		
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/brushes on the set clip plane points while in clipping mode.	ENTER
Split Selected	Splits the selected brush/brushes 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	CTRL+RIGHT ARROW

	face(s). Also works for patches but might sometimes give unexpected results.	
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	CTRL+SHIFT+L

	be loaded).	
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	CTRL+A

	Use in the textures menu.	
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 stretching 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 (shortcut key doesn't work).	CTRL+SHIFT+E
Redisperse Rows	Evenly re-disperses all the rows of the currently selected patch. Useful	CTRL+E

	after adding new rows (this command does a Select Whole Entities in QeRadiant).	
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	<p>This will create a new brush if no object is currently selected. If one or more brushes are selected, this will:</p> <ol style="list-style-type: none"> 1. Resize the brush when click-dragging outside. 2. Move the brush when click-dragging inside. <p>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.</p>	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,	RIGHTBUT

	triggers, etc.), at least one brush must be selected beforehand.	
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	ALT+RIGHTBUT+DRAG

	Q3Radiant.	
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	<p>Double-clicking on an entity name in the dialog's list will create an entity at the location of the currently selected brush (mandatory).</p> <p>1. If a point entity is chosen from the list, it will automatically replace the selected brush(es).</p> <p>2. If a solid entity is chosen from the list, the selected brush(es) will belong to the entity.</p>	DOUBLE-LEFTBUT

	3. If an entity or nothing is selected beforehand, you will get an error dialog: "Failed to create entity".	
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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