



Miku Miku Dance (MMD) 9.32 cheat sheet

Interface

| | |
|-------------|---------------------------------------|
| P | Play/Stop |
| Alt + Enter | Full-screen toggle |
| Tab | Scroll through models, tabs |
| Shift + Tab | Scroll backwards through models, tabs |
| Ctrl + Z | Undo |
| Ctrl + X | Redo |
| Ctrl + S | Save |

Bones

| | |
|------------------------------|---------------------------------------------------------------------------------------------|
| A | Select all bones |
| S | Select unregistered bones |
| Enter | Register selected bones/camera |
| H | Register all facials (also discards unregistered bone movements) |
| Up arrow / Down arrow | Previous/next bone |
| Z | Move bone (view dependent) |
| X | Rotate bone (view dependent) |
| C | Hide/show bones (when manipulating with right-bottom corner widget) |
| L | Toggle coordinate space |
| R | Set bone rotation and movement / Multiply of bone frame position-angle |
| D | Set root bone offset (motherbone/center&IKlegs) (if not working, try to register root bone) |
| Right click then Right click | (when bone select is disabled) Enable bone select |

Miscellaneous

| | |
|------------------|--------------------------------------|
| B | Change background color black/white |
| V | Make models transparent |
| Shift + V | Hide all pmx models, but not shadows |
| Alt + Enter | Full-screen mode |
| Ctrl + Shift + E | Turn On/Off effects (MME) |

| | |
|------------------------------|-------------------------------------------------------------------|
| Right click then Right click | (in 3D space or FMP) Switch from camera to the model |
| Right click then Right click | (in grey lower area of interface) Switch from model to the camera |
| Shift + G | Self shadow shadow map |
|] | Interpolation curve automatic setting ON/OFF |

Keyframes (Diamonds):

| | |
|---------------------------------|-----------------------------------------|
| Left arrow / Right arrow | Go to previous/next frame |
| Ctrl + Left arrow / Right arrow | Go to previous/next registered keyframe |
| G | Go to the first frame |
| I | Insert bone/camera frame |
| K | Delete bone/camera frame |
| U | Insert facial/light frame |
| J | Delete facial/light frame |

Select keyframe(s)

| | |
|--------------------------------------------|-------------------------------------------------------------------------------------------------------------------|
| Shift + Left click + Move the mouse | Expand selection |
| Shift + Ctrl + Left click + Move the mouse | Shrink selection |
| Ctrl + C | Copy selected frames |
| Ctrl + V | Paste frames |
| Del | Erase highlighted diamond, or group of diamonds. |
| F | Paste keyframe values to a different bone (movement, rotation values) |
| R | Set bone rotation and movement / Multiply of bone frame position-angle (first select keyframes, to be multiplied) |

Camera

| | |
|--------------------------------------------------------|--------|
| Right click + Move the mouse | Rotate |
| Shift + Right click + Move the mouse or Middle click + | Move |

Move the mouse
or Shift + Middle
click + Move the
mouse or Ctrl +
Middle click +
Move the mouse

| | |
|----------------------------------------|-------------|
| Ctrl + Right click + Move the mouse | Zoom smooth |
|----------------------------------------|-------------|

| | |
|----------------------------|--------------|
| Wheel up and wheel down | Zoom stepped |
|----------------------------|--------------|

Default camera views

| | |
|-------|-----------------------------------------------------------|
| Num 0 | Camera view (from model), or bottom view (from camera) |
|-------|-----------------------------------------------------------|

| | |
|-------|------------|
| Num 2 | Front view |
|-------|------------|

| | |
|-------|-----------|
| Num 8 | Back view |
|-------|-----------|

| | |
|-------|------------|
| Num 4 | Right view |
|-------|------------|

| | |
|-------|-----------|
| Num 6 | Left view |
|-------|-----------|

| | |
|-------|----------|
| Num 5 | Top view |
|-------|----------|

| | |
|-------|-------------|
| Num 1 | Bottom view |
|-------|-------------|

Sources: kiwigem @ Deviantart, Larnmmd, Reddit

Last modification: 14/12/1445 م 11:59:00

More information: defkey.com/ar/miku-miku-dance-mmd-9-32-shortcuts

[Customize this PDF...](#)