



UVLayout 2.11 cheat sheet

General

Left click	Rotate view
Arrow keys	Rotate by 30 degrees
Middle click	Pan
Right click or Left click + Middle click or Wheel up and wheel down	Zoom
Ctrl + Z	Undo
O	Toggle ortho/perspective projection
Num 5 or Home or .	Focus view onto polys under mouse pointer
End or ,	Focus view on shell under mouse pointer
G	Mark paint polys
G then G or Ctrl + G	Mark fill polys
Shift + G	Unmark paint
Shift + G then Shift + G or Ctrl + Shift + G	Unmark fill
H	Hide polys menu
>	Auto save to UVL file
*G	menu

When you press the G key, a menu of extra options appears towards the bottom of the graphics window.

Left click + Move the mouse	Click'n'drag the mouse to stretch a box over polys you want to mark
Right click + Move the mouse	Click'n'drag the rightclick to stretch a box over polys you want to unmark

F	Mark polys facing the camera within a 100 degree arc
Shift + F	Mark polys facing the camera within a 180 degree arc

H	Hide all marked polys
P	Pin the vertexes of all marked polys

Shift + P	Unpin the vertexes of all marked polys
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S	Unmark marked polys, and vice versa
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versa

U	Unmark all marked poly
- or =	Shrink and grow marked region
Home	Focus view on marked polys
Enter	Make the G menu go away

H menu

When you press the H key, a menu of extra options appears towards the bottom of the graphics window.

Left click + Move the mouse	Click'n'drag the mouse to stretch a box over polys you want to hide
Right click + Move the mouse	Click'n'drag the mouse to stretch a box; all polys outside are hidden.
1	Hide all flattened polys
G	Hide all marked polys
H	Hide other shells
P	Hide all unpicked shells
S	Hide all visible polys, and unhide all hidden polys
U	Make all polys visible
Enter	Make the H menu go away

UV view

U or 1	Toggle/set UV edit view
F	Hold down to flatten shell
Space + F	Start continuous flatten
Space	Stop continuous flatten
Shift + F	Bloat then reflatten
Shift + B	Scale up then reflatten
Shift + J	Randomize UVs
B	Flatten brush
- or =	Change brush size
C or W	Cut/weld seam
Shift + C	Cut tag an entire edge loop
C then C	Tag edge loops on distorted geometry
Shift + W or W then W	Toggle weld edges
Backspace	Unselect weld edges

M or Shift + M	Magnet snap weld edges, or snap a shell onto its mirror
Enter	Attach/detach shells
Shift + D	Undrop shell back to Ed space
D	Place shell underneath other shells
L	Toggle shell lock
T	Tag webbing edges
Shift + T or T then T	Toggle webbing edges
Backspace	Unselect webbing edges
P	Toggle pin
P then P	Pin between two already pinned boundary points
Shift + P	If pointer over a boundary point, pin between two already pinned boundary points or show pin box menu
Ctrl + P	Unpin all points in shell
Left arrow / Right arrow	Flip shell in U
Up arrow / Down arrow	Flip shell in V
Shift + Arrow keys	Flip all shells with same flip state as shell under pointer
Ctrl + Shift + Arrow keys	Select all shells with same flip state as shell under pointer
Left click	Click to pick/unpick single shell
Left click + Move the mouse	Click'n'drag to pick multiple shells
Left click	Click in empty space to unpick all shells
`	Toggle tile selection mode
Space + Left click	Rotate picked shells or marked polys
Space + Middle click	Move picked shells or marked polys
Space + Right click or Space + Left click + Middle click	Scale picked shells or marked polys
Tab	Hold down for finer control
Ctrl + Middle click	Move single point
Ctrl + Shift +	Move connected points

Middle click

Shift + Middle click	Move points in circle
_ or +	Change UV box size (i.e. Shift - /=)
Left arrow / Right arrow	Aim pointer at empty space to move UV box in U direction
Up arrow / Down arrow	Aim pointer at empty space to move UV box in V direction %%
Tab	Hold down for finer control
A	Toggle horizontal/vertical snap anchor
Shift + A	Turn off all anchors in shell
Ctrl + Left arrow / Right arrow	Aim pointer at edge to rotate shell so edge is horizontal
Ctrl + Up arrow / Down arrow	Arrow aim pointer at edge to rotate shell so edge is vertical
I	Tag straight edge - axis aligned
Shift + I	Tag an entire edge loop
Backspace	Untag edge
Ctrl + I	On tagged edge - remove all 'I' tagged edges from shell. On untagged edge - 'I' tag all similarly oriented edges
K	Tag straight edge - unaligned
K	Toggle kink point
Shift + K	Tag an entire edge loop
Backspace	Untag edge
Ctrl + K	On tagged edge - remove all 'K' tagged edges and points from shell. On untagged edge - 'K' tag all similarly oriented edges
R	If topology allows, snap quads to an axis aligned grid. Otherwise, snaps boundary to an axis aligned rectangle
Shift + R	Same as above, but the internal UVs are also aligned
When mouse pointer is aimed at shell boundary points:	
S	Toggle stack marker
S then S or Shift + S	Straighten between two stack markers
When mouse pointer is aimed at shell interior polys:	
S	Copy UVs from light to dark

	mirror polys
Shift + S	Swap light and dark mirror polys
When Brush Local Scale selected:	
4	Scale polys up
5	Scale polys down %%
4 + 5	Reset local scaling
When Brush Pin selected:	
4	Push UVs out and pin
5	Pull UVs in and pin
6	Smooth UVs and pin
4 + 5	Unpin

Ed view

E or 2	Toggle/set 3D edit view
C or W	Cut/weld seam
Shift + C or Shift + W	Cut/weld extended
Backspace	Unselect cut edges
Enter	Detach or split shell
D	Drop shell into UV space
Shift + D	Reattach shell
Shift + S	Split shell, or tag symmetry plane
R	Mark revolved polys suited to rectangular flattening
Shift + R	Mark adjoined quads suited to grid flattening

3D view

3	Toggle/set 3D texture view
C or W	Cut/weld seam
Shift + W	Toggle weld edges
Backspace	Unselect weld edges
T	Cycle through textures
-	Scale texture
=Scale	texture
Shift + Left click	Click to pick/unpick single shell
Shift + Left click + Move the mouse	Click'n'drag to pick multiple shells
Shift + Left click	Click in empty space to unpick all shells

Shift + Middle click	Move Trace texture over surface. Must have both a 3D view and a UV view open using split panes
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S	Toggle smooth shading for SUBD surfaces
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Source: UVLayout user guide (PDF)

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More information: defkey.com/hi/uvlayout-2-11-shortcuts

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