



Oxygen Light cheat sheet

Selection

Left click	Make selection
F2	Select object
F3	Select face
F4	Select vertice
Ctrl + Left click or Ctrl + F2 or Ctrl + F3 or Ctrl + F4	Add to selection
Ctrl + Shift + Left click or Ctrl + Shift + F2 or Ctrl + Shift + F3 or Ctrl + Shift + F4	Remove from selection
Ctrl + A	Select all
Ctrl + D	Deselect
O	Object select mode
T	Select surface mode
V	Vertice selection mode
Ctrl + I	Invert selection
Ctrl + L	Lock selection
Ctrl + W	Select only one side (front/back toggle)
Ctrl + Left click or Left click	Select all surfaces assigned with texture (from texture window)
Ctrl + E	Toggle selection toolbar

Views (Editor)

`	Toggle between preview and editor
Num *	(Numpad) Center on selection
Ctrl + Num *	Center view on model
Alt + Num *	Center all views on selection
Z	Zoom mode (in 2D views)
+	Zoom in
-	Zoom out
Alt + Left click	Move camera (in 3D view)
Ctrl + Left click	Rotate camera (in 3D view)
F	Show/Hide back oriented faces
Ctrl + H	Hide selection
Ctrl + Shift + H	Unhide selection
F9	Default window layout

Alt + S

Split window in 4 views

Views (Preview)

Left click	Move object
Right click	Rotate object
Num +	Zoom in
Num -	Zoom out
C	Move object to left
X	Move object to right
E	Move object closer (fast)
W	Move object closer (slow)
S	Move object away
Q	Move object down
D	Rotate object to left
A	Rotate object to right
Num 4	Rotate object anti-clockwise around Z-axis
Num 6	Rotate object clockwise around Z-axis
Num 2	Rotate object anti-clockwise around X-axis
Num 8	Rotate object clockwise around X-axis
Num Enter	Toggle far overview
Num 5	Reset to original alignment

General editing

Ctrl + Z	Undo
Ctrl + Y	Redo
Shift + L	Lock selection
Ctrl + Shift + L	Unlock selection
X	Lock X axis
Y	Lock Y axis
Z	lock Z axis

Positioning

Right click	Move selection
Ctrl + Right click	Rotate selection
Ctrl + Shift + Right click	Scale selection

Space	Center on pin
C	Center pin on selection
Shift + C	Toggle Pin Use
R	Move pin
Shift + D or Shift + M	Weld selected vertices
Shift + W	Linear Deform window
\	Triangulate: change 4-point surfaces into 2 3-point surfaces

Creation/Deletion

Insert	Create vertex
Del	Delete selection
Ctrl + C	Copy
Ctrl + X	Cut
Ctrl + V	Paste
Shift + Right click	Create & move copy of selection
F6	Create face from selected vertices
F7	Create box
F8	Create cylinder
D	Remove face
P	Flatten points: Bring up the "flatten" window
Q	Uncross: Cross or uncross selected edges

Texturing

A	Enter texture mode
B	Apply texture to selection
Ctrl + B	Get texture from selection
I	Smooth edges
U	Sharp edges
F5	Recalculate normals
W	Inverse normals
M	Map window
G	Gizmo mapping window
Ctrl + U	Bring up Unwrap dialog

Properties

E	Face properties
Shift + E	Vertex Properties window
Shift + O	Coloration window
Alt + C	Toggle Coordinates window
Alt + H	Toggle History window
Alt + L	Toggle LOD window
Alt + M	Toggle Mass window
Alt + P	Toggle Named Properties window
Alt + T	Toggle Texture library window
Ctrl + 1	Toggle Named Property window

File Operations

Ctrl + N	New
Ctrl + O	Open file
Ctrl + S	Save file
Ctrl + T	Toggle default toolbar

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More information: defkey.com/it/oxygen-light-shortcuts

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