

UVLayout 2.11 cheat sheet

General

Left click	Rotate view
Arrow keys	Rotate by 30 degrees
Right click	Zoom
Ctrl + Z	Undo
,	Focus view on shell under mouse pointer
>	Auto save to UVL file

H menu

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

S	Hide all visible polys, and unhide all hidden polys
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UV view

Shift + F	Bloat then reflaten
C then C	Tag edge loops on distorted geometry
Backspace	Unselect weld edges
L	Toggle shell lock
T	Tag webbing edges
`	Toggle tile selection mode
Ctrl + Middle click	Move single point
Tab	Hold down for finer control
K	Toggle kink point

Ed view

Enter	Detach or split shell
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3D view

-	Scale texture
S	Toggle smooth shading for SUBD surfaces

Source: UVLayout user guide (PDF)

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More information: defkey.com/uvlayout-2-11-shortcuts?filter=basic

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