

# Shortcuttable HB ModellingBundle

## Generell/Modes/Camera

Shortcut	Function
<b>alt + 1</b>	HB_ModelMode
<b>alt + 2</b>	HB_ToggleMode
<b>alt + 3</b>	HB_ToggleVisibility
<b>TAB</b>	Toggle Axismode
<b>alt + M</b>	HB_ModelingCamera
<b>alt + Tab</b>	HB_DefaultCamera
<b>^</b>	HB_Solo
<b>&lt;</b>	HB_CleanView
<b>alt + &lt;</b>	Generell Popup
<b>Shift + Cmd + V</b>	HB_Paste
<b>Cmd + alt + S</b>	Save Incremental
<b>alt + BS (Backspace)</b>	Remove Unused Materials (Materialmanager)
<b>alt + shift + A</b>	Axis Center
<b>alt + Return</b>	HB_Namer
<b>alt + BS (Backspace)</b>	HB_Delete

## Snapping

Shortcut	Function
<b>alt + ^</b>	Toggle Snapping
<b>alt + 4</b>	HB_Pointsnap
<b>alt + 5</b>	HB_Polygonsnap

## Selections

Shortcut	Function
<b>1</b>	Live Selection
<b>2</b>	Rectangle Selection
<b>alt + Q</b>	HB_PhongSelection
<b>alt + W</b>	HB_PathSelection
<b>alt + E</b>	HB_LoopSelection
<b>PgUp</b>	Grow Selection
<b>PgDown</b>	Shrink Selection
<b>shift + alt + S</b>	HB_SelectSame
<b>alt + F</b>	Fill Selection
<b>CMD + SHIFT + F</b>	HB_Selectionmaker
<b>alt + I</b>	Invert Selection
<b>alt + O</b>	Outline Selection

## Tools

Shortcut	Function
<b>alt + Y</b>	HB_LoopCut
<b>E</b>	HB_Move
<b>T</b>	HB_Scale
<b>R</b>	HB_Rotate
<b>alt + S</b>	Slide Tool
<b>alt + B</b>	Bevel Tool
<b>alt + C</b>	HB_Clone
<b>Shift + Alt + Y</b>	HB_CenterCut
<b>alt + P</b>	Polygon Pen
<b>alt + +</b>	HB_BrushRadiusPlus
<b>alt + -</b>	HB_BrushRadiusMinus

## Objectmanager

Shortcut	Function
<b>O</b>	Scroll to First Active (Objectmanager)
<b>+</b>	unfold selected (Objectmanager)
<b>-</b>	fold all (Objectmanager)
<b>shift + -</b>	select Children
<b>Shift + Alt + G</b>	HB_Group
<b>alt + 0</b>	Reset PSR