# Hammer Hotkey Reference

## Texture Application Tool

- Ctrl — Hold and click to select/deselect multiple faces
- Shift — Holt and click a face to select all faces of the brush
- Shift + Ctrl — Hold both when clicking a face to invert the selected faces on a brush with the unselected faces
- right mouse — Apply the current material settings to the face that is clicked
- Shift + left mouse — Apply the current material settings to all the faces of the brush
- Alt + right mouse — Apply all the current material settings to the face that is clicked with wrapping/alignment to the previously selected face
- Alt+ Shift+ right mouse — Apply the current material settings to all the faces of the brush that is clicked on with wrapping/alignment to the previously selected face

## Vertex Edit Tool

- left Mouse — select vertex/vertices or edges
- Ctrl+ left mouse — add vertex/vertices or edges to selection
- Ctrl + F — Split face (You must have two edges or vertices selected that are part of the same face)
- Alt + E — Open Vertex Scaling dialog
- Enter — Close Vertex Scaling dialog and perform scale
- Shift + V — Cycles vertex/edge display modes

## Overlay Tool

- Ctrl — Hold and click to select multiple overlays
- Shift — Hold and then drag an overlay´s vertex to snap it to another overlay´s vertex

## Clipper Tool

- left Mouse — Click and drag left mouse to create a new clip plane
- Shift+ left mouse — Hold and drag with the left mouse button to erase the previous clipping plane and create a new one
- Ctrl + left mouse — Hold Ctrl and drag with the left mouse button over a clipping handle to move both handles of the clipping plane at the same time
- Enter — Perform clip
- O — Toggle the clip distance measurements display on and off (with mouse cursor in 2D view)
- Shift + X — Cycle through clip modes

## (Point) Entity Tool

- left mouse — (in 3D view) Click on brush surface to create the current entity on clicked location
  (in 2D view) Click to set entities X/Y/Z coordinates, press enter to create entity at current coordinates(or right mouse button on coordinates center)
- Delete — Remove last created entity

## Block Tool

- left Mouse — Click and drag left mouse to draw a new brush
- Enter — Create object drawn with block tool
- Esc — Delete object drawn with block tool without creating it
- Alt+ Shift+ C — Insert original prefab

## Undo/Redo

- Ctrl + Z — Undo
- Ctrl + Y — Redo

## File Operations

- Ctrl + N — New File
- Ctrl + O — Open File
- Ctrl + S — Save current File
- Alt + B — Export again
- F9 — Run/Compile Map
- Ctrl+ Shift+ S — Open Sound Browser
- Shift + V — Vertex Edit Tool

## Tools

- Shift+ S — Selection Tool
- Shift+ G — Magnify Tool
- Shift+ C — Camera Tool
- Shift+ E — Entity Tool
- Shift+ B — Block Tool
- Shift+ A — Texture Application Tool
- Shift+ T — Apply Current Texture
- Shift+ D — Decal Tool
- Shift+ O — Overlay Tool
- Shift+ X — Clipping Tool
- Shift+ V — Vertex Edit Tool

## Miscellaneous

- Shift + L — Toggle Texture lock
- Ctrl + M — Open Transform dialog
- Alt + P — Open Check for Problems dialog
- Esc — Clears current selection or abort current tool/mouse operation (drag/drop) and goto the selection tool
- Ctrl+ Shift+ G — Go to Brush Number dialog
- Ctrl+ Shift+ F — Open Find Entities dialog
- Ctrl+ Shift+ R — Open Replace Entities dialog
- F1 — Help
- Ctrl + R — Create prefab from selected, the origin (0 0 0 x/y/z coordinates) will become prefabs center

## Clipboard/Copy & Paste

- Ctrl + C — Copy selected objects to clipboard
- Ctrl + V — Paste objects from clipboard to cursor location
- Ctrl + X — Cut selected objects to clipboard

## Displacement Editing Tool(select mode)

- Ctrl + left mouse — Hold Ctrl and click to select multiple faces
- Shift — Hold and click a face to select all faces on the brush
- Shift + Ctrl — Hold both, click on a face to add all unselected faces on the brush to the current selection

## Displacement Editing Tool(Paint Geometry Mode)

- left mouse — Applies selected affect to the encompassed vertex/vertices on selected face
- right mouse — Lowers the encompassed vertex/vertices on selected faces when Raise/Lower is selected
- Ctrl + left mouse — Hold Ctrl and click to select multiple faces
- Shift+ Ctrl+ left mouse — Hold both, click on a face to add all unselected faces on the brush to the current selection
- Alt + left mouse — Hold Alt and left mouse button drag to alter the size of the spatial editing sphere
- Alt + right mouse — Click any brush or displacement face to make that face's normal the current painting axis
- Shift — Hold and left click a vertex to drag that vertex along the current painting axis

## Displacement Editing Tool(Paint Alpha mode)

- left mouse — Applies secondary texture to the encompassed vertex/vertices on selected faces when Raise/Lower is selected
- right mouse — Applies primary texture the encompassed vertex/vertices on selected faces when Raise/Lower is selected
- Ctrl + left mouse — Hold Ctrl and click to select multiple faces
- Shift + Ctrl — Hold both, click on a face to add all unselected faces on the brush to the current selection

## 2D Views

- *Tab* — *Switch view types*
- *NumPad +/-* — *Zoom in/out (hold Ctrl to synchronize all 2D views)*
- *Scroll mouse* — *Zoom in/out (hold Ctrl to synchronize all 2D views)*
- *1 to 9* — *Preset zoom levels*
- *Spacebar* — *Hold spacebar and left mouse button to drag the view position around*
- *Alt* — *Disable snap to grid while dragging with the mouse*
- *Ctrl + E* — *Center all 2D Views on currently selected objects*

## Grid

- *[ or Alt + A* — *Decrease the size of the Grid*
- *] or Alt + S* — *Increase the size of the grid*
- *Shift + R* — *Toggle viewport grid on/off*
- *Shift + W* — *Toggle grid snapping on/off*
- *P* — *Toggle 3D View Grid on/off (with mouse cursor in 3D view)*
- *Ctrl + B* — *Snap selected objects to grid (based on selections bounding box)*
- *Ctrl + Shift + B* — *Snap selected objects to grid (individually)*

## Viewports

- Ctrl + A — Auto-size 4 views to center
- Shift + Z — Maximize/restore active viewport
- Arrow Keys — Pan the View (Nudge the current selection in the current 2D or 3D viewport.) *(if nudge enabled in options)*
- Shift + Arrow Keys — Clone the current selection and nudge it in the active 2D/3D viewport
- Ctrl + I — Flip selected objects vertically
- Ctrl + L — Flip selected objects horizontally
- Ctrl + B — Snap selected objects to grid *(based on selections bounding box)*
- Ctrl+ Shift+ B — Snap selected objects to grid *(individually)*
- F2 — switch to 2D Top view          (x/y)
- F3 — switch to 2D Side view          (x/z)
- F4 — switch to 2D Front view          (y/z)
- F5 — switch to 3D textured view
- Shift + F5 — switch to 3D shaded textured view

## Camera Tool

- *Shift* — *Hold and click and drag left mouse button to create a new camera*
- *PgUp* — *Cycle to the previous camera position*
- *PgDn* — *Cycles to the next camera position*
- *delete* — *Delete the current camera position*
- *Ctrl* — *Hold and drag a camera or its point of interest to move both together*
- *Scroll mouse wheel* — *(in 3D/Camera viewport) Move active camera forward or backward along its view axis*

## Game Dimensions

- Player's height — 73 units
- Player's height while crouched — 37 units
- Player's width — 37 units
- Player's maximum step without jumping — 18 units
- Player's maximum jumping height — 56 units
- Player's maximum jumping distance while crouched — 21 units
- Player's maximum jumping distance — 176 units
- Player's maximum jumping distance while crouching — 62 units
- Player's highest fall without damage — 240 units
- Steepest angle a player can climb — 45 degrees

## 3D View

- *Spacebar(holding) + Left mouse button* — *Allows you to rotate your angle of view in any direction, while the viewing point remains stationary.*
- *Spacebar(holding) + Right mouse button* — *Allow you to move left, right, up, and down while keeping the viewing angle constant.*
- *Spacebar(holding) + Left & Right button* — *Allows you to move forward and backward, as well as pan from side to side.*
- *Spacebar + Shift + Left mouse button* — *Allows you to rotate your angle of view in any direction, while the viewing point remains stationary.*
- *Spacebar + Shift* — *Allows you to move forward and backward, as well as pan from side to side.*
- *Arrow Keys(if nudge disabled in options)* — *(up/down) rotate angle of view up and down (change pitch) (left/right) rotate left and right (change pitch)*
- *Scroll mouse wheel* — *Zoom in/out*
- *W* — *Move camera forward*
- *S* — *Move camera backward*
- *A* — *Move camera (strafe) left*
- *D* — *Move camera (strafe) right*
- *Z* — *Toggles mouse look (noclip) navigation mode*
- *P* — *Toggle brush face 3D grid on and off (with mouse cursor in 3D view)*
- *O* — *Display frames per second and yaw/pitch of camera (with mouse cursor in 3D view)*
- *I* — *Display bounding boxes for all visible objects*
- *X or Ctrl + F9* — *Display selection handles for object resizing/rotation*
- *1* — *Decrease clipping plane*
- *2* — *Increase clipping plane*
- *Ctrl + Shift + E* — *Center 3D View on selection*

## Selection Tool

- *Left mouse button* — *(On an unselected object) Selects the object under the cursor and deselects any previously selected items (On a selected object)Cycles through resize, rotate, and skew (Holding) Cycle through every object beneath the cursor. Good for selecting obscured items without moving your view. (Click and drag) Selects all objects touching the selection box upon releasing the left mouse button*
- *Left mouse button, drag+ Shift* — *Selects only objects that are entirely within the selection box*
- *Ctrl + Left Click* — *To select/deselect multiple objects*
- *Alt* — *Disable snap to grid while dragging with the mouse*
- *Shift* — *Hold Shift when moving an object to clone it Hold Shift when rotating an object allows to rotate the object unconstrained to 15 degree intervals(if enabled in the options)*
- *Shift + Q or Esc* — *Clear current selection*
- *PgUp* — *Previous selection in "hit" list*
- *PgDn* — *Next selection in "hit" list*
- *Ctrl + T* — *Ties selected brushes to entity*
- *Ctrl + Shift + W* — *Move to World, removes entity status from selected brushes*
- *Alt + Enter* — *Open up Object Properties for the currently selected objects*