

HAMMER® Keymap Reference Guide

Tools:

Shift+S - Pointer 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

File Operations:

Ctrl+N - Create a new file.
Ctrl+O - Open an existing file.
Ctrl+S - Save the current file.
Alt+B - Export again.
F9 - Run/Compile Map.
Ctrl+Shift+S - Open Sound Browser.

Undo/Redo:

Ctrl+Z - Undo.
Ctrl+Y - Redo.

Clipboard/Selection:

Ctrl+C - Copy objects to clipboard (also Ctrl+Insert).
Ctrl+V - Paste objects from clipboard (also Shift+Insert).
Ctrl+X - Cut objects to clipboard (also Shift+del).
Shift+Q or Esc - Clear current selections.
PgUp - Previous selection in "hit" list.
PgDn - Next selection in "hit" list.
Alt+Enter - Open up Object Properties for the currently selected objects.

Grid:

[- Decrease the size of the grid.
] - Increase the size of the grid.
Shift+R - Toggle grid on/off.
Shift+W - Toggle snap to grid.
P - Toggle 3D grid on and off (with mouse cursor in 3D view).

Grouping:

Ctrl+G - Group selected objects.
Ctrl+U - Ungroup selected groups.
Ctrl+R - Create prefab with selected objects.
Ctrl+T - Tie to entity. Creates an entity with selected objects, or adds objects to an existing entity if one is also selected.
Ctrl+W - Toggle Ignore Groups mode to bypass entity and group selection.
Ctrl+Shift+W - Move selected solid entities to world.

Carving/Hollowing:

Ctrl+Shift+C - Carve selected objects.
Ctrl+H - Hollow selected objects.

Viewports

Ctrl+A - Auto-size 4 views to center.
Shift+Z - Maximize/restore current viewport.
Arrow keys - Nudge the current selection in the current 2D or 3D viewport.
Shift+Arrow keys - Clone the current selection and nudge it the current 2D or 3D viewport.
F6 - Cycles to the next active viewport.
F6 - Cycles to the previous active viewport.

2D Views:

Ctrl+I - Flip selected objects vertically.
Ctrl+L - Flip selected objects horizontally.
Ctrl+B - Snap selected objects to grid (based on bounding box).
Ctrl+Shift+B - Snap selected objects to grid (individually).
Tab - Switch view types (top/side/front).
+/- - Zoom in/out (hold Ctrl to synchronize all 2D views).
Mouse Wheel - Zoom in/out (hold Ctrl to synchronize all 2D views).
1 to 9 - Preset zoom levels.
Space - Hold space and left mouse button to drag view position.
Alt - Disable snap to grid while dragging with the mouse.
Ctrl+E - Center 2D Views on currently selected objects.
Mouse Wheel - Zoom in/out (hold Ctrl to synchronize all 2D views).

3D View:

Space - While holding the spacebar:
Holding the left mouse button allows you to rotate your angle of view in any direction, while the viewing point remains stationary.
Holding the right mouse button will allow you to move left, right, up, and down while keeping the viewing angle constant.
Space+Shift - While holding the spacebar and Shift:
The left mouse button acts the same as above.
The right mouse button allows you to move forward and backward, as well as from side to side.
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 3D view "noclip" navigation mode.
P - Toggle 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).
1 - Decrease far clipping plane.
2 - Increase far clipping plane.
Ctrl+Shift+E - Center 3D View on selection.

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Selection Tool:

Ctrl – Hold Ctrl and click to select multiple objects.
Shift – Hold Shift when rotating to constrain rotation to 15 degrees; hold Shift when moving an object to create a copy (clone) of that object.
Left mouse – Click and drag left mouse button to select with a box; press Enter to select objects hitting the box, or press Shift+Enter to select objects only entirely within the box.
Esc – Cancel current selection

Camera Tool:

Shift or Alt – Hold Shift or Alt and click and drag left mouse button to create a new camera.
PgUp – Cycle to the previous camera position.
PgDn – Cycle to the next camera position.
Delete – Delete the current camera position.
Ctrl – Hold Ctrl and drag a camera or its point of interest to move both together.

Block Tool:

Left Mouse – Click and drag left mouse to draw a new brush shape.
Enter – Create object drawn with block/entity tool.
Esc – Delete object drawn with block/entity tool without creating it.
Alt+Shift+C – Insert original prefab.

Texture Application Tool:

Ctrl – Hold Ctrl and click to select multiple faces.
Shift – Hold Shift and click a face to select all faces on the brush.
Shift+Ctrl – Hold Shift and Ctrl, click a face to add all faces on the brush to the current selection.
Right-click – Apply the current material settings to the face that is clicked.
Alt+Right-click – Apply the current material settings to the face that is clicked, with wrapping.
Displacement Editing Tool, Select Mode
Ctrl – Hold Ctrl and click to select multiple faces.
Shift – Hold Shift and click a face to select all faces on the brush.
Shift+Ctrl – Hold Shift and Ctrl, click a face to add all faces on the brush to the current selection.
Displacement Editing Tool, Paint Geometry Mode
Ctrl – Hold Ctrl and click to select multiple faces.
Alt – hold Alt and drag to alter the size of the spatial editing brush.

Shift – hold Shift and drag a vertex to nudge the vertex along the editing axis.
Alt+Right-click – Click any brush or displacement face to make that face's normal the current painting axis.
Displacement Editing Tool, Paint Alpha mode
Ctrl – Hold Ctrl and click to select multiple faces.
Shift+Ctrl – Hold Shift and Ctrl, click a face to add all faces on the brush to the current selection.

Overlay Tool:

Shift – Hold Shift and drag a overlay vertex to snap it to another vertex.
Ctrl – hold Ctrl and click to select multiple overlays.
Clipper Tool
Left mouse – Click and drag left mouse to create a new clip plane.
Shift – Hold Shift and drag with the left mouse button to create a new clip plane without performing the previous clip.
Enter – Perform clip
Ctrl – hold Ctrl and drag with the left mouse button to move both handles of the clipping plane.
O – Toggle clip distance display on and off (with mouse cursor in 2D view).
Shift+X – Cycle through clip modes.
Vertex Edit Tool
Ctrl+F – Split faces (vertex manipulation) – must have two edges or vertices selected.
Alt+E – Open Vertex Scaling dialog.
Enter – Close Vertex Scaling dialog and perform scale.
Shift+V – Cycle vertex/edge display modes.

Miscellaneous:

Shift+L – Toggle Texture lock.
Ctrl+M – Open Transform dialog.
Alt+P – Open Check for Problems dialog.
Esc – Abort current tool/mouse operation (drag/drop) or clear current selection.
Ctrl+Shift+G – Go to Brush Number dialog.
Ctrl+Shift+F – Open Find Entities dialog.
Ctrl+Shift+R – Open Replace Entities dialog.