

2D Window/s - View Commands		
Action	Description	Key
Grid Down	Decreases the size of the grid.	[
Grid Up	Increases the size of the grid.	]
Next View	Cycles a 2d view through XY (top) XZ (front) & YZ (side.)	B
Set Grid (1 unit to 64 units)	Sets the grid to the following units, keys 1 to 8 as follows :- 1 - 1 unit, 2 - 2 units, 3 - 4 units, 4 - 8 units, 5 - 16 units, 6 - 32 units, 7 - 64 units & key 0 sets grid off	keys 1 to 7 Key 0 - grid off
Zoom In	Zooms 2d camera in	Delete
Zoom Out	Zooms 2d camera out	Insert
Z Zoom In	Zooms 2d checker window in	CTRL+Delete
Z Zoom Out	Zooms 2d checker window out	CTRL+Insert
Z Toggle	Toggles the 2d checker view on/off	CTRL+SHIFT+Z
Toggle Cubic Clip	Turns clipping view on or off	CTRL+\
Toggle Show Patches	Hides patch meshes	CTRL+SHIFT+P
Toggle Realtime	unknown command	CTRL+R
Toggle Size Paint	unknown command	Q

Information Commands		
Action	Description	Key
Entity Info	(Doesn't seem to work - use the Edit Menu)	L
Map Info	Brush / Entity info in current map (Doesn't seem to work - use the Edit Menu)	M
Show All Textures	Seems to only show all shaders and currently used textures.	CTRL+A
Show Detail	Toggles Detail on/off	CTRL+D
View Entity Info	Brings up the entity Dialog Box	N
Previous Leak Spot	Takes POV in the 3d window to the last leak spot if a leak file is loaded.	CTRL+SHIFT+L
Surface Inspector	Brings up surface properties menu. Useless in q3radiant except to adjust texture sizes	S
Dump Selected Brush	Displays detailed information in Console View	SHIFT+D

3D Window - View Commands		
Action	Description	Key
Camera Angle Down	Look down.	Z
Camera Angle Up	Look up.	A
Camera Back	Move backwards	Down
Camera Forward	Move forwards	Up
Camera Left	Look left	Left
Camera Right	Look right	Right
Camera Strafe Left	Strafe Left	Comma
Camera Strafe Right	Strafe Right	Period
Camera Up	Move Up	D
Camera Down	Move Down	C
Center View	Centers the 3d window	END
Down a Floor	Moves the POV down to the next floor level	PAGE DOWN
Up a Floor	Moves the POV up to the next floor level	PAGE UP
Cubic Clip Zoom Out	Makes the cubic clipping plane move further out	CTRL+[
Cubic Clip Zoom In	Makes the cubic clipping plane move further in (speed optimisation)	CTRL+}
Toggle Cubic Clip	Turns clipping view on or off	CTRL+\
Toggle Show Patches	Hides patch meshes	CTRL+SHIFT+P
Toggle Realtime	unknown command	CTRL+R
Toggle Size Paint	unknown command	Q

Interface Commands		
Action	Description	Key
Exit	Closes the editor	CTRL+X
File Open	Opens a file	CTRL+O
Preferences	Brings up the Preference window	P
Toggle Camera	Toggles 3d window on/off	CTRL+SHIFT+C
Toggle Console	Only used in 4 way and free window modes - opens Console window	O
Toggle View	Toggles between window views	CTRL+SHIFT+V
View Textures	Only used in 4 way and free window modes - opens Texture window	T
Undo		CTRL+Z

Select / Move / Copy / Paste		
Action	Description	Key
Move selection Down	Moves the selected object down by units equal to grid size	PLUS
Move selection Up	Moves the selected object up by units equal to grid size	SUBTRACT
Mouse Rotate	Toggles Free Rotation mode. Control rotation by holding left mouse down and moving the mouse up and down.	R
Select Item	Selects item at current mouse cursor position - toggles.	SHIFT+MOUSE LEFT CLICK
Delete Selection	Deletes current selected items.	BACKSPACE
Clone Selection	Clones current selection	SPACEBAR
Copy / Paste / Undo	Standard windows Copy / Paste & Undo commands	CTRL+C CTRL+P CTRL+Z
Select Nudge Left / Right / Up / Down	Moves current selection Left Right Up or Down	ALT+Arrow keys
Select all of Type	Selects identical entites of current selected type	SHIFT+A
Unselect Selection	Deselects all currently selected objects	ESC

**Brush Creation Commands**

Note: Before creating a brush, use mouse+left click to draw out a selection in the 2d view, it will be outlined in red. Then use the keys below to control the amount of sides. When you have created the brush, hit ESC to exit, or use the mouse to manipulate the brush size.

Action	Description	Key
Brush (3 sided)	Creates a 3 sided brush	CTRL+3
Brush (4 sided)	Creates a 4 sided brush	CTRL+4
Brush (5 sided)	Creates a 5 sided brush	CTRL+5
Brush (6 sided)	Creates a 6 sided brush	CTRL+6
Brush (7 sided)	Creates a 7 sided brush	CTRL+7
Brush (8 sided)	Creates a 8 sided brush	CTRL+8
Brush (9 sided)	Creates a 9 sided brush	CTRL+9

**Brush Manipulation Commands**

Action	Description	Key
Drag Edges	Sets mouse+left click to Edge editing mode - Edges are represented by dots. Hit ESC when done.	E
Drag Vertices	Sets mouse+left click to Vertex editing mode - Vertex's are represented by dots. Hit ESC when done.	V
Make Detail	Makes a brush a detail brush (not in q3)	CTRL+M
Toggle Clipper	Turns clipping mode on or off.	X
Split Selected	Splits the selected brush/brushes on the clipping plane while in clipping mode - X key toggles clipping mode on or off.	CTRL+ENTER
Flip Clip	Switches the plane on which the brush is going to be clipped while in clipping mode - X key toggles clipping mode on or off.	CTRL+ENTER
Clip Selected	Clips the currently selected brush / brushes while in clipping mode - X key toggles clipping mode on or off.	ENTER

**Curve Manipulation Commands**

Action	Description	Key
Bend Mode	This is used to bend patch meshes. Follow the instructions in the dialog box.	B
Cap Current Curve	Caps off the currently selected patch mesh.	SHIFT+C
Clear Patch Overlays		CTRL+Y
Connect Selection		CTRL+K
Cycle Cap Texture Patch		CTRL+SHIFT+N
Decrease Patch Column		CTRL+SHIFT+SUBTRACT
Increase Patch Column	doesn't work	CTRL+SHIFT+PLUS
Decrease Patch Row		CTRL+SUBTRACT
Increase Patch Row	doesn't work	CTRL+PLUS
Freeze Patch Vertices		F
Invert Curve	This inverts the patch meshes matrix	CTRL+I
Invert Curve Texture X	Inverts the X value of the texture on the matrix. Sometimes it needs to be done.	CTRL+SHIFT+I
Invert Curve Texture Y	Inverts the Y value of the texture on the matrix. Sometimes it needs to be done.	SHIFT+I
Make Overlay Patch		Y
Naturalize Patch	Makes the texture natural on the patch mesh. (Sometimes the textures are stretched to fit the patch. This will make the texture fit normally.)	CTRL+N
Patch Tab		TAB
Patch Inspector		SHIFT+S
Snap Patch to Grid	Snaps the vertex's of the currently selected patch mesh to the grid.	CTRL+A
Thicken Patch	Creates a copy of current mesh and spaces it by X amount of specified units and caps off the mesh.	SHIFT+5
Unfreeze all Patch Vertices		CTRL+SHIFT+F

**Texture Manipulation Commands**

Action	Description	Key
Surface Inspector	Brings up the surface properties menu - use to adjust texture size.	S
Texture Decrement		SHIFT+SUBTRACT
Texture Increment		SHIFT+PLUS
Texture Rotate Clockwise	Rotates the texture on the currently selected face,brush or mesh Clockwise	SHIFT+PAGE DOWN
Texture Rotate Counter-Clockwise	Rotates the texture on the currently selected face,brush or mesh Counter-Clockwise	SHIFT+PAGE UP
Texture Scale Up / Down / Left / Right	Scales the texture on the currently selected face,brush or mesh.	CTRL+Arrow Keys
Texture Shift Up / Down / Left / Right	Shifts the texture on the currently selected face,brush or mesh.	SHIFT+Arrow Keys
Texture Fit	Fits the texture to the currently selected face,brush or mesh by scaling it on the x & y axis.	SHIFT+5
Toggle Texture Lock	Turns Texture lock on or off.	SHIFT+T
Toggle Texture Rotate Lock	Turns rotation of textures on or off.	

**Miscellaneous**

Action	Description	Key
Entity Color	Changes the color of an entity by bringing up the standard windows RGB color selector. Used for choosing the color of lights for example.	K
Redisperse Columns		CTRL+E
Redisperse Rows		CTRL+SHIFT+E