

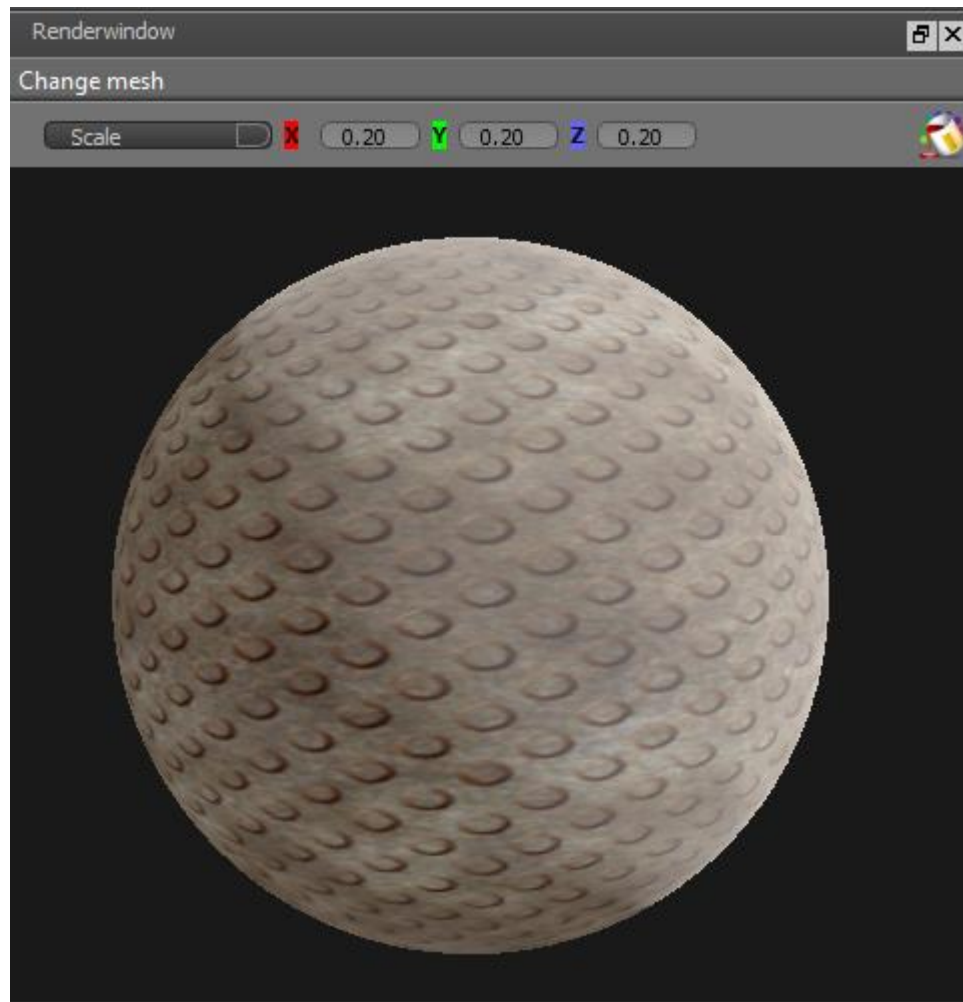
# HLMS Editor Cheat Sheet


## Main window

File Materials Textures Window

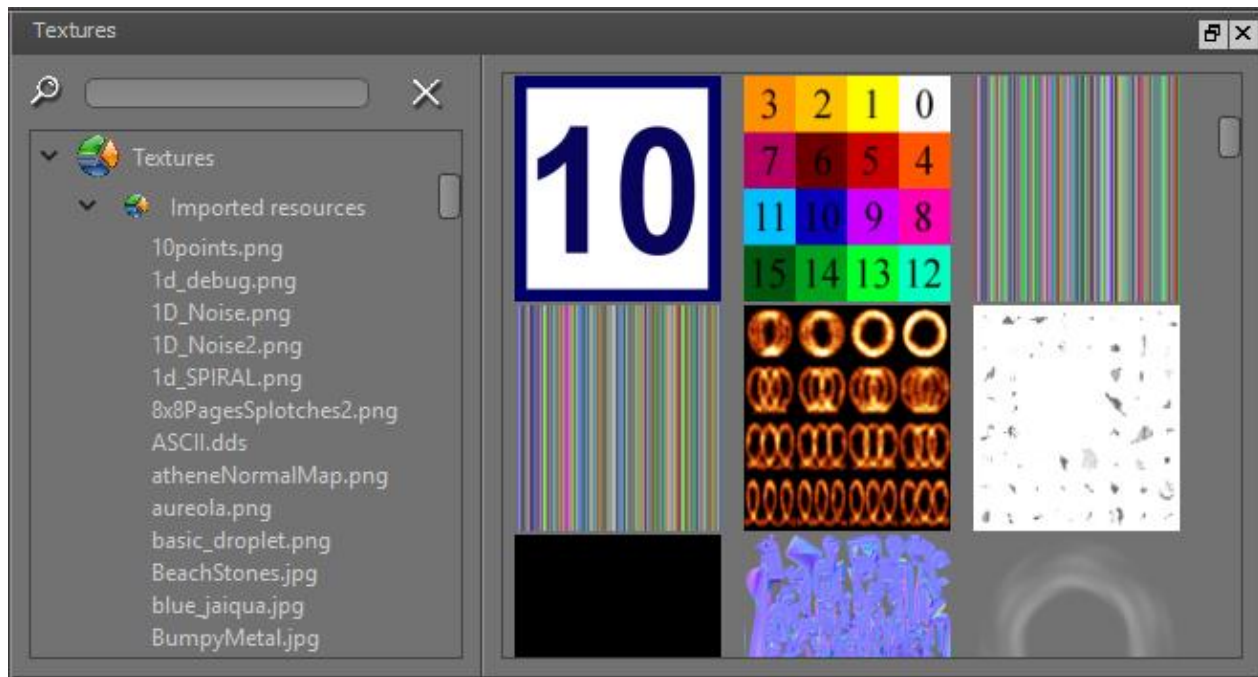
Action	Command
Generate HLMS	<b>F5</b>
New Project	<b>Ctrl + Shift + N</b>
New Hlms Pbs	<b>Ctrl + Alt + N</b>
New Hlms Unlit	<b>Ctrl + N</b>
Open Project	<b>Ctrl + Shift + O</b>
Open Hlms	<b>Ctrl + Alt + O</b>
Save Project	<b>Ctrl + Shift + S</b>
Save Hlms	<b>Ctrl + Alt + S</b>
Save Project as	<b>Ctrl + Shift + A</b>
Save Hlms as	<b>Ctrl + Alt + A</b>
Quit	<b>Ctrl + Q</b>
Open browser	<b>Ctrl + B</b>
Add Hlms to browser	<b>Ctrl + H</b>
Import textures from directory	<b>Ctrl + I</b>
Add texture file(s)	<b>Ctrl + T</b>
Reset Window Layout	<b>Ctrl + R</b>


## Render window



Action	Command
Rotate mesh	<b>Left Mouse Button (LMB) Drag</b>
Move mesh	<b>Shift + LMB Drag</b>
Change mesh	<b>Change mesh</b> listbox
Change background colour	Click on 

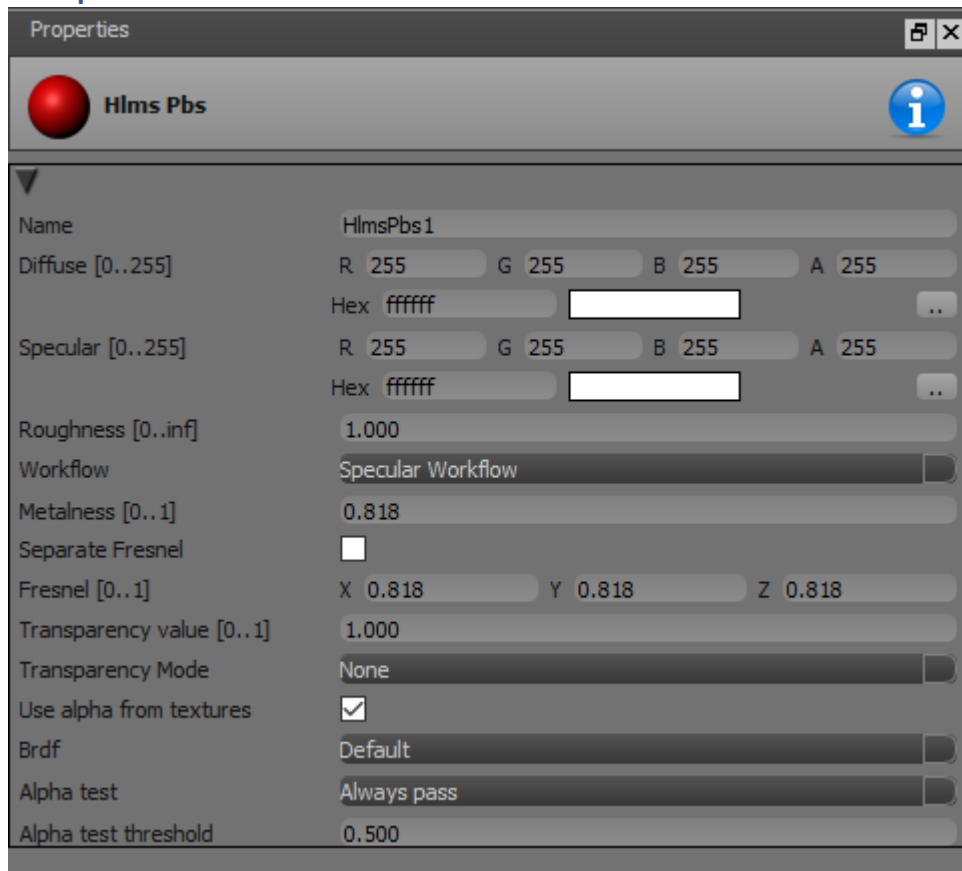
## Texture window



Action	Command
Search	Enter search phrase in edit field
Reset search	Click on 
Create a subgroup	<b>Right Mouse Button (RMB) + select</b> 'Create a subgroup' from contextmenu
Delete selected subgroup or texture	<b>RMB + select</b> 'Delete selected item' from contextmenu
Collapse / expand	<b>RMB + select</b> 'Collapse / expand' from contextmenu
Import from directory	<b>RMB + select</b> 'Import from directory' from contextmenu
Add texture file(s)	<b>RMB + select</b> 'Add texture file(s)' from contextmenu
Add texture file(s)	<b>Drag</b> from file external explorer (eg Windows file explorer) + <b>drop</b> on texture window
Delete selected texture	<b>Delete</b> key

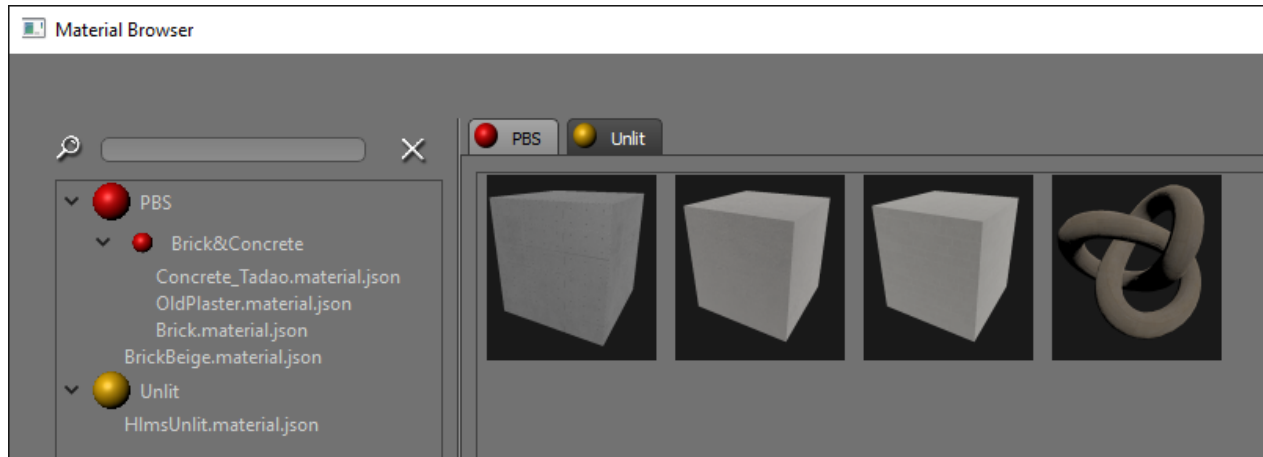
Action	Command
New Texture / Samplerblock node (in Node editor window)	<b>Drag</b> from texture listbox + <b>drop</b> on node editor window
New Texture / Samplerblock node (in Node editor window)	<b>Drag</b> image + <b>drop</b> on node editor window

## Properties window



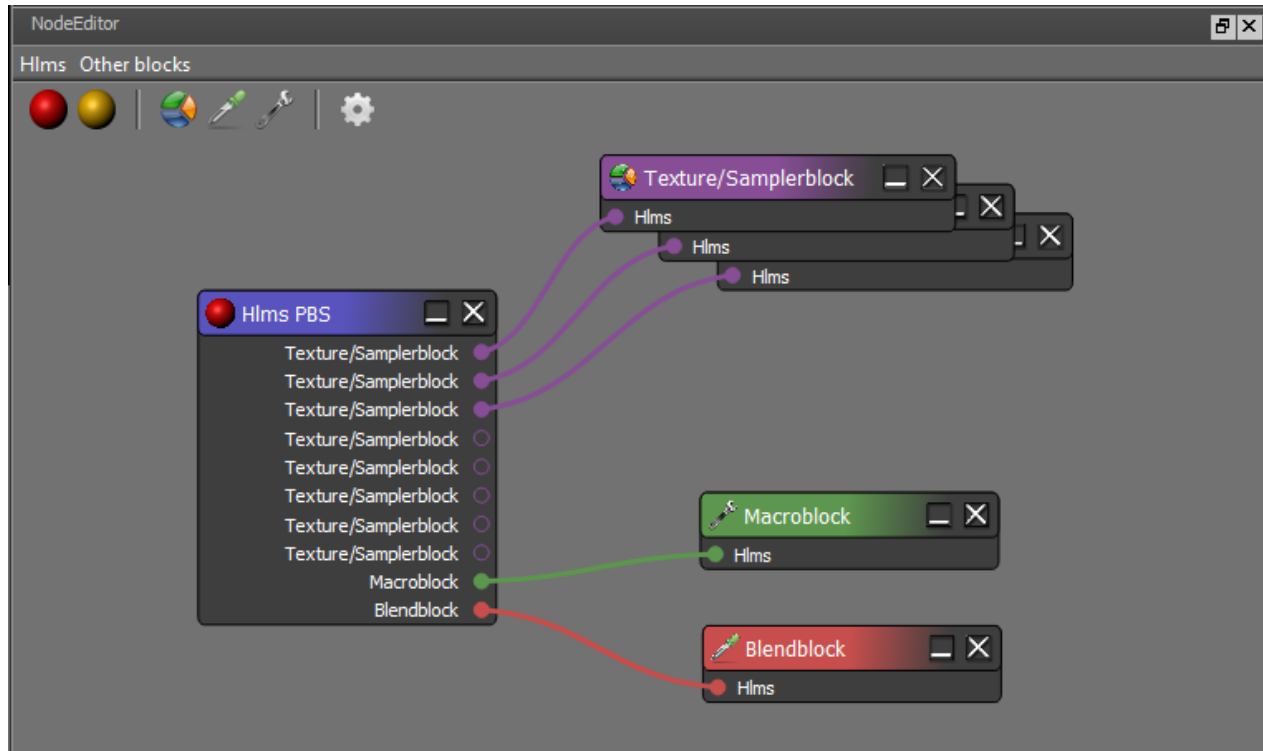
Action	Command
Collapse property group	Click on ▼
Expand property group	Click on ►

## Material browser window









Action	Command
Search	Enter search phrase in edit field
Reset search	Click on 
Select material for editor	Click on item in listbox + <b>OK</b>
Select material for editor	Click on image + <b>OK</b>

## Node editor window

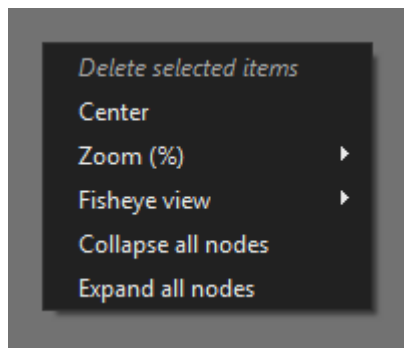


## Node editor toolbar and menu

Action	Command
New HLMS PBS node	<b>Click on</b>  Menu: Hlms → New Hlms Pbs
New HLMS Unlit node	<b>Click on</b>  Menu: Hlms → New Hlms Pbs
New Texture / Samplerblock node	<b>Click on</b>  Menu: Other blocks → New Texture/Samplerblock
New Blendblock	<b>Click on</b>  Menu: Other blocks → New Blendblock
New Macroblock	<b>Click on</b>  Menu: Other blocks → New Macroblock

Action	Command
Generate HLMS	Click on 

## Node editor context menu



Action	Command
Display context menu	<b>RMB</b>
Center all nodes	Center
Zoom in/out (10% - 300%)	Zoom (%)
Automatic zoom in/out (based on mouse position)	Fisheye view
Collapse all nodes	Collapse all nodes
Expand all nodes	Expand all nodes

## Node editor actions

Action	Command
Select node	<b>Click</b> on header of a node
Add to selection	<b>Ctrl + Click</b> on header of a node
Rubberband selection	<b>LMB</b> Drag



Action	Command
Delete selected node(s)	<b>Delete</b> key
Move selected node(s)	<b>Ctrl + LMB</b> Drag
Pan the graph	<b>Shift + LMB</b> Drag
Zoom in/out	<b>Mouse Wheel Up/Down</b>
Display properties in properties window	<b>Click</b> on header of a node

# Workflows

