

HLMS Editor Cheat Sheet

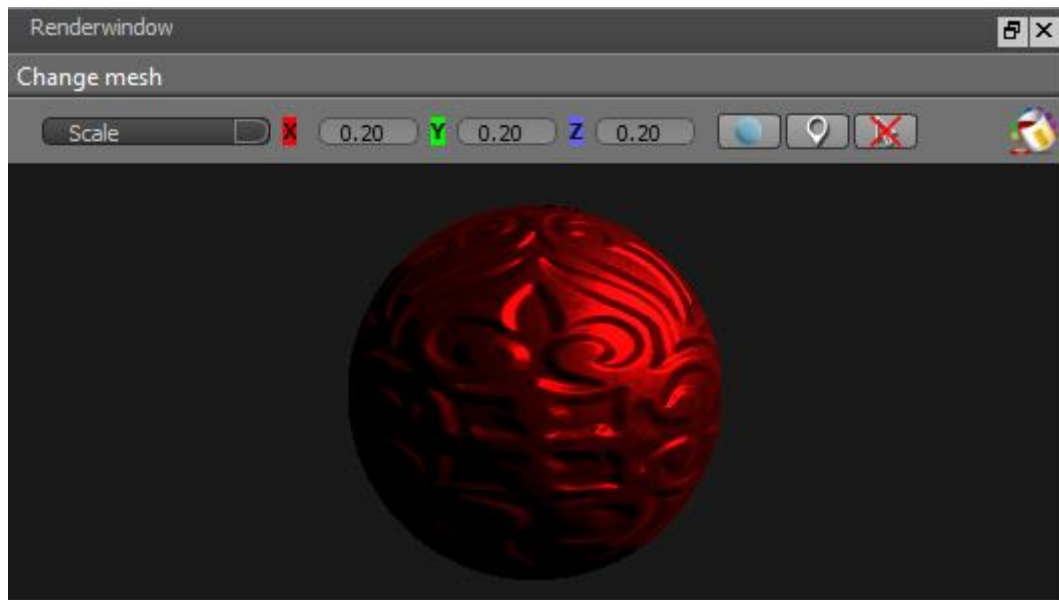
Main window










File Materials Textures Tools Window

Action	Command
Generate HLMS	F5
New Project	Ctrl + Shift + N
New Hlms Pbs	Ctrl + Alt + N
New Hlms Unlit	Ctrl + N
Open Project	Ctrl + Shift + O
Open Hlms	Ctrl + Alt + O
Open Mesh	Ctrl + O
Save Project	Ctrl + Shift + S
Save Hlms	Ctrl + Alt + S
Save Project as	Ctrl + Shift + A
Save Hlms as	Ctrl + Alt + A
Save Mesh as	Ctrl + A
Export Material browser to zip	-
Export Current project to zip	-
Import HLMS Editor project from zip	-
Import 3D models	-
Quit	Ctrl + Q

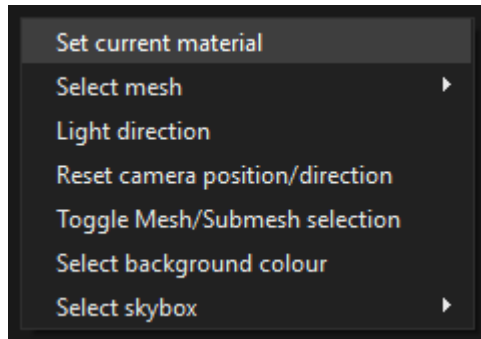
Action	Command
Open browser	Ctrl + B
Add Hlms to browser	Ctrl + H
Import textures from directory	Ctrl + I
Add texture file(s)	Ctrl + T
Configure	Ctrl + X
Reset Window Layout	Ctrl + R

Render window



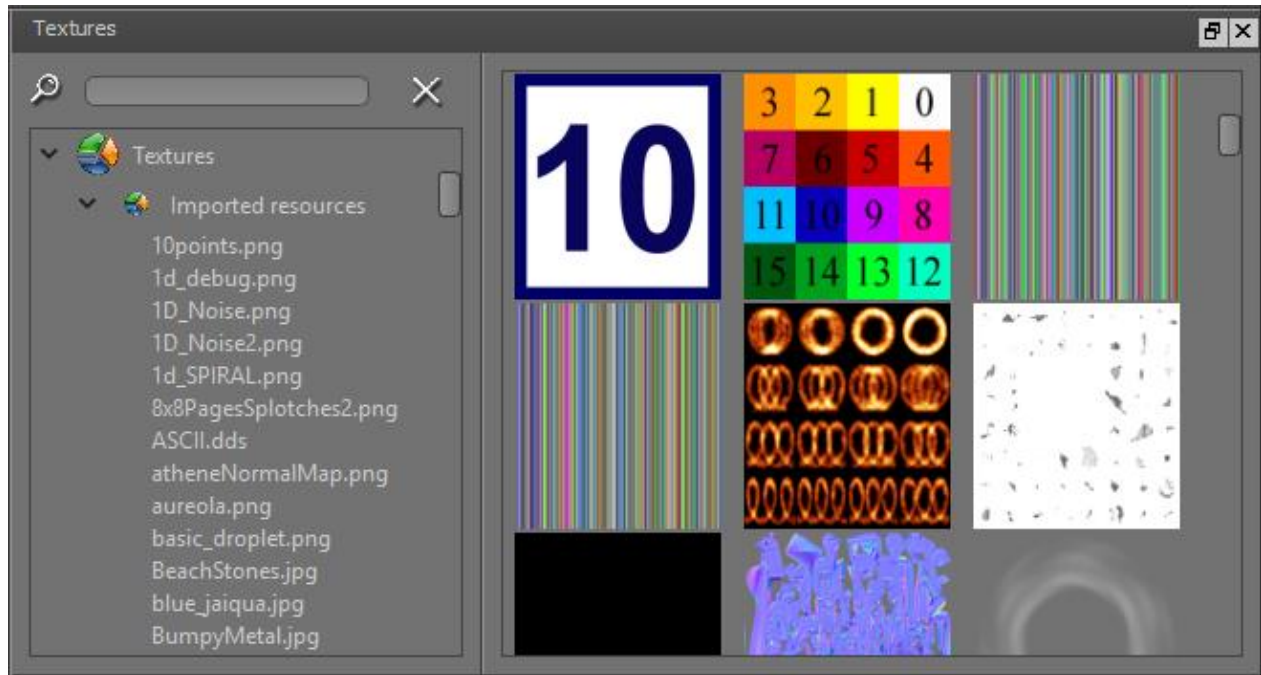
Action	Command
Rotate mesh	Left Mouse Button (LMB) Drag
Move mesh	Shift + LMB Drag
Select a mesh from a list	Change mesh listbox
Scale mesh	 0.20  0.20  0.20
Set light direction	Toggle between  and 
Reset position and orientation mesh	
Hoover over submeshes (on/off)	Toggle between  and 
Change background colour	Click on 
Set current material to a Mesh or a Submesh	Doubleclick on Mesh/Submesh


Render window context menu



Action	Command
Display context menu	Right Mouse Button (RMB)
Set current material to a Mesh or a Submesh	Set current material
Select a mesh from a list	Select mesh
Reset position and orientation mesh	Reset camera position/direction
Hoover over submeshes (on/off)	Toggle Mesh/Submesh selection
Change background colour	Select background colour
Select a skybox from a list	Select skybox

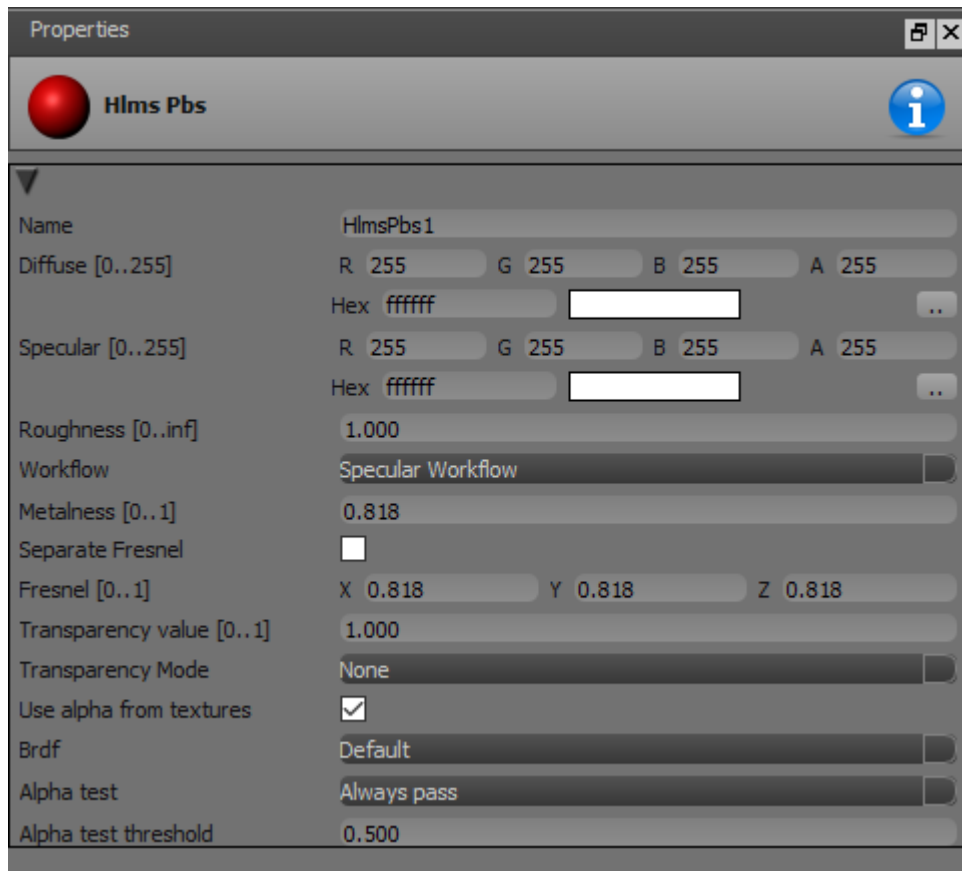
Texture window



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

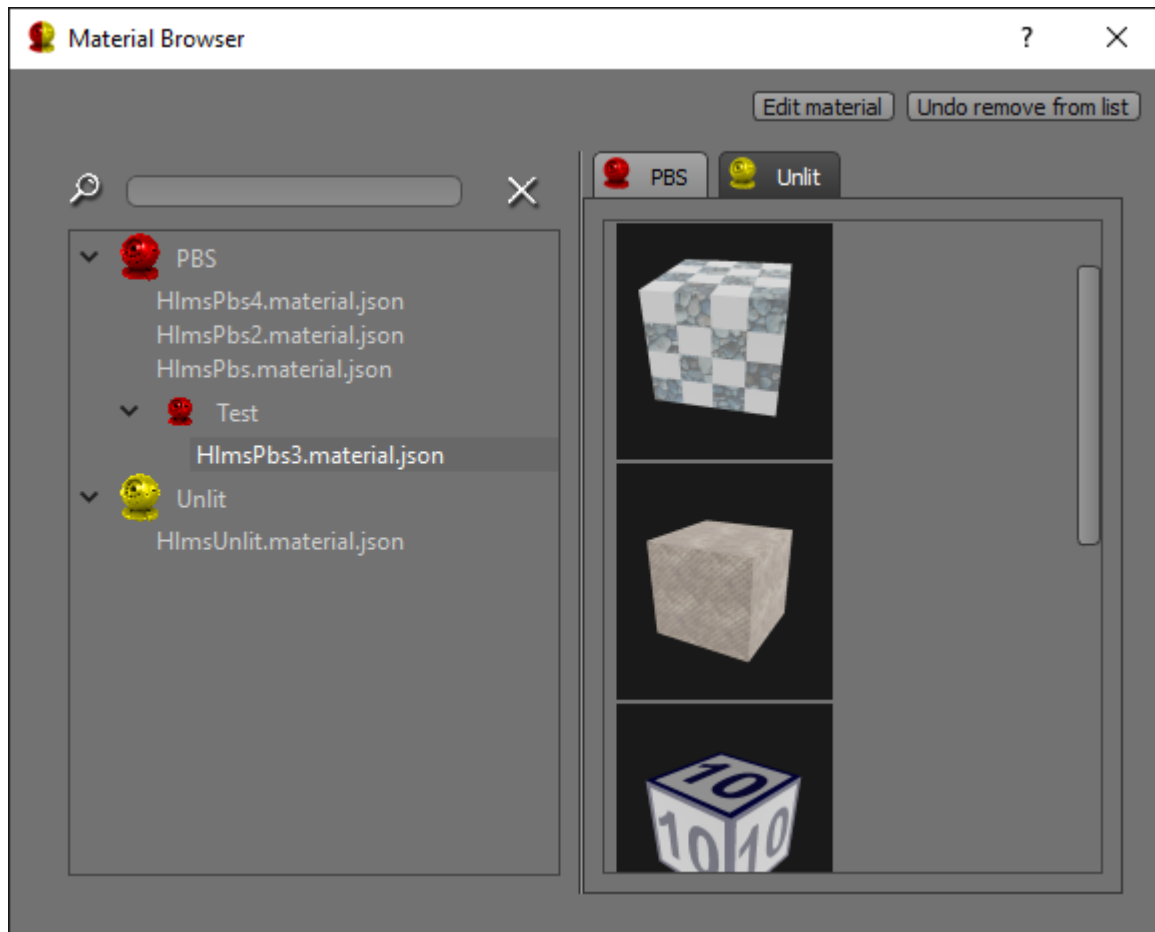
Action	Command
New Texture / Samplerblock node (in Node editor window)	Drag from texture listbox + drop on node editor window
New Texture / Samplerblock node (in Node editor window)	Drag image + drop on node editor window


Properties window



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

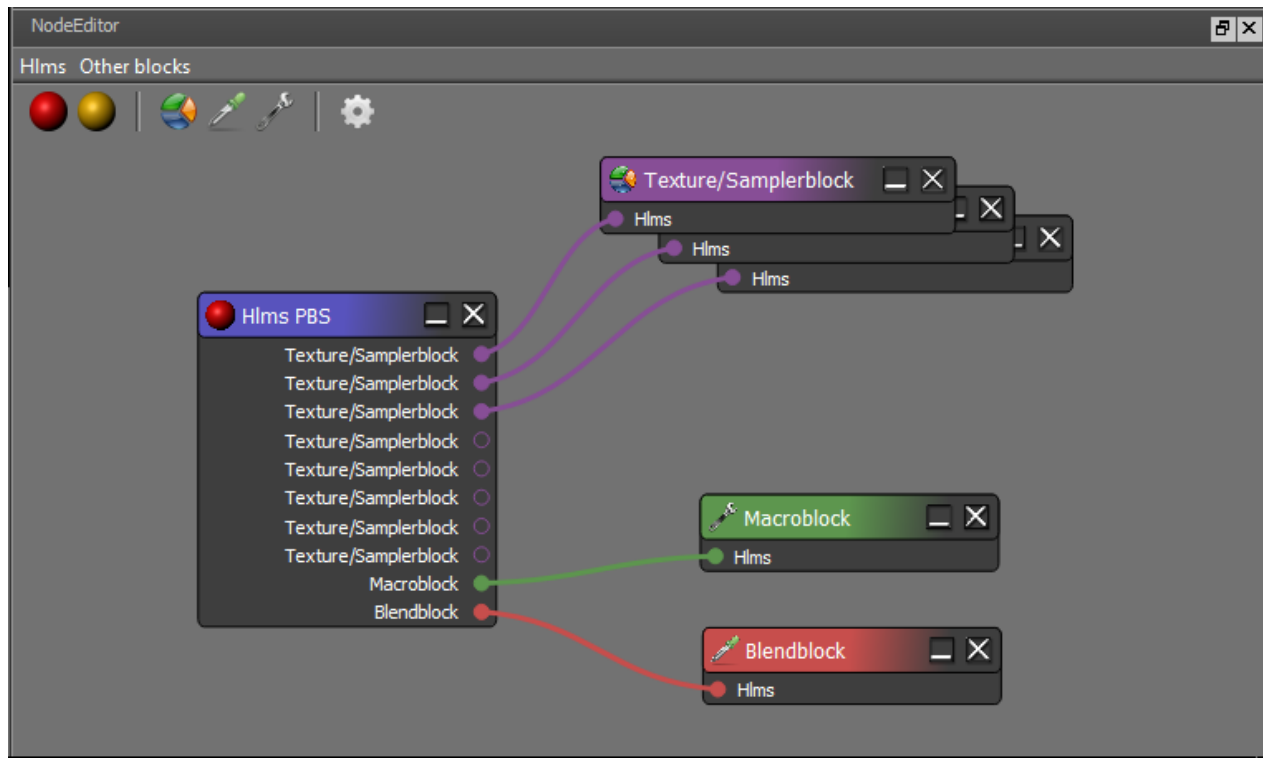
Material browser window








Action	Command
Search	Enter search phrase in edit field
Reset search	Click on 
Select material for editor	DoubleClick on item in listbox
Select material for editor	Click on item in listbox + button Edit material
Select material for editor	Right Mouse Button (RMB) + select 'Edit material' from contextmenu
Create a subgroup	RMB + select 'Create a subgroup' from contextmenu


Action	Command
Clone a material	RMB + 'Clone material' from contextmenu
Remove selected subgroup or material from material list	RMB + 'Remove from list' from contextmenu
Collapse / expand	RMB + 'Collapse / expand' from contextmenu
Undo remove from list	Click on item in listbox + button Undo remove from list

Node editor window

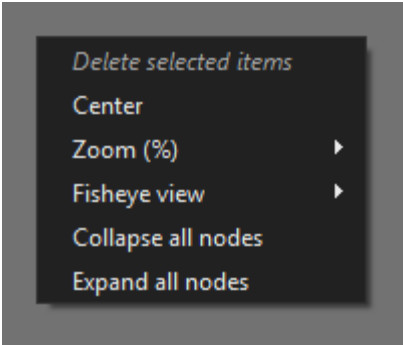


Node editor toolbar and menu

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

Action	Command
	Menu: Other blocks → New Macroblock
Generate HLMS	Click on 

Node editor context menu

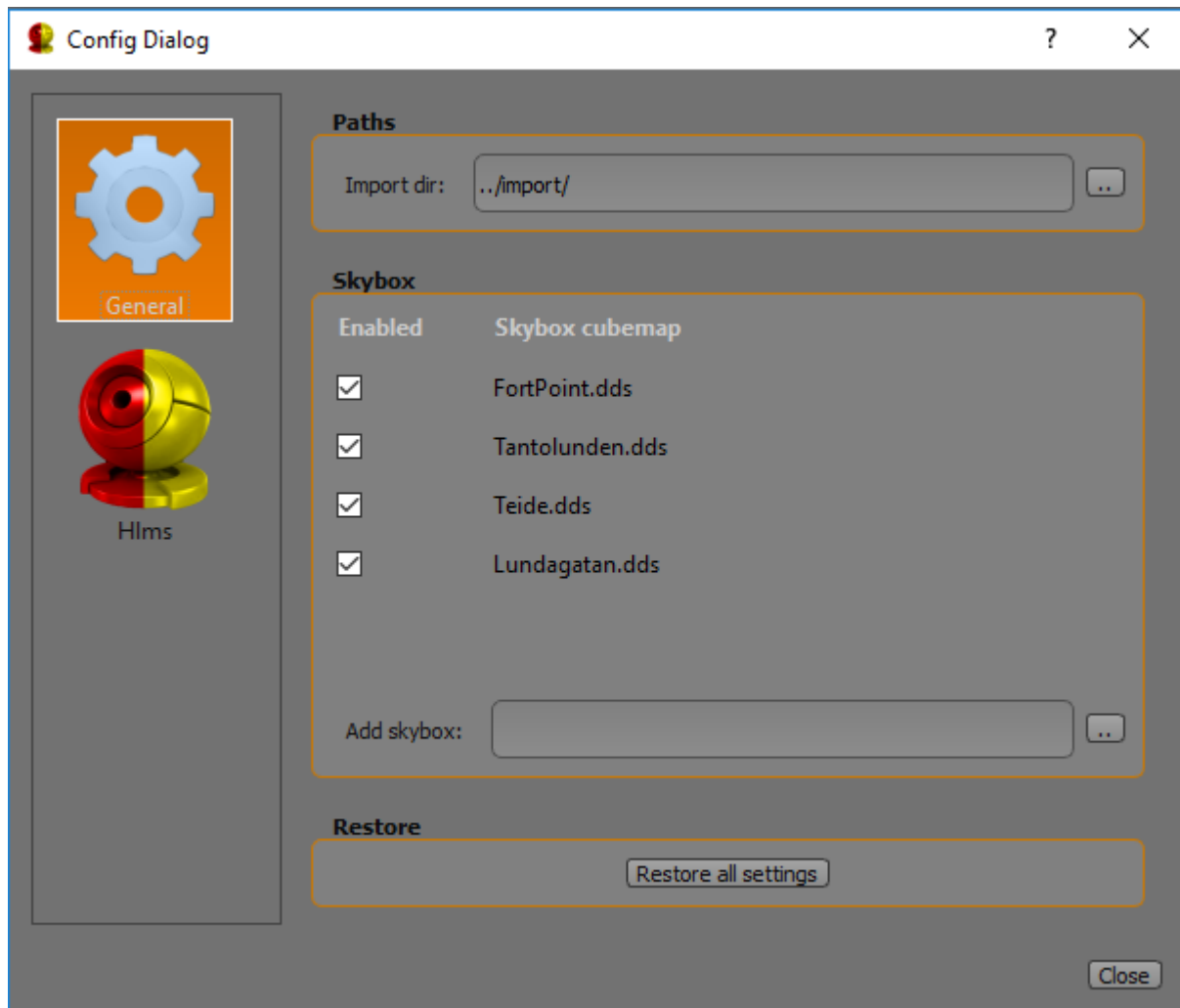





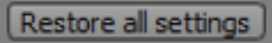
Action	Command
Display context menu	RMB
Center all nodes	Center
Zoom in/out (10% - 300%)	Zoom (%)
Automatic zoom in/out (based on mouse position)	Fisheye view
Collapse all nodes	Collapse all nodes
Expand all nodes	Expand all nodes

Node editor canvas actions

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

Configure dialog



Action	Command
Set the import directory (used for importing project and models)	Tab General: Click on  (in Paths group)
Enable/disable a skybox	Tab General: Click on 
Add a skybox	Tab General: Click on  (in Skybox group)
Restore all settings	Tab General: Click on 

Action	Command
Set default value of Min, Mag, Mip Filter of a Samplerblock	Tab Hlms: Select from dropdown listbox
Close the config dialog	Click on 

Workflows

