

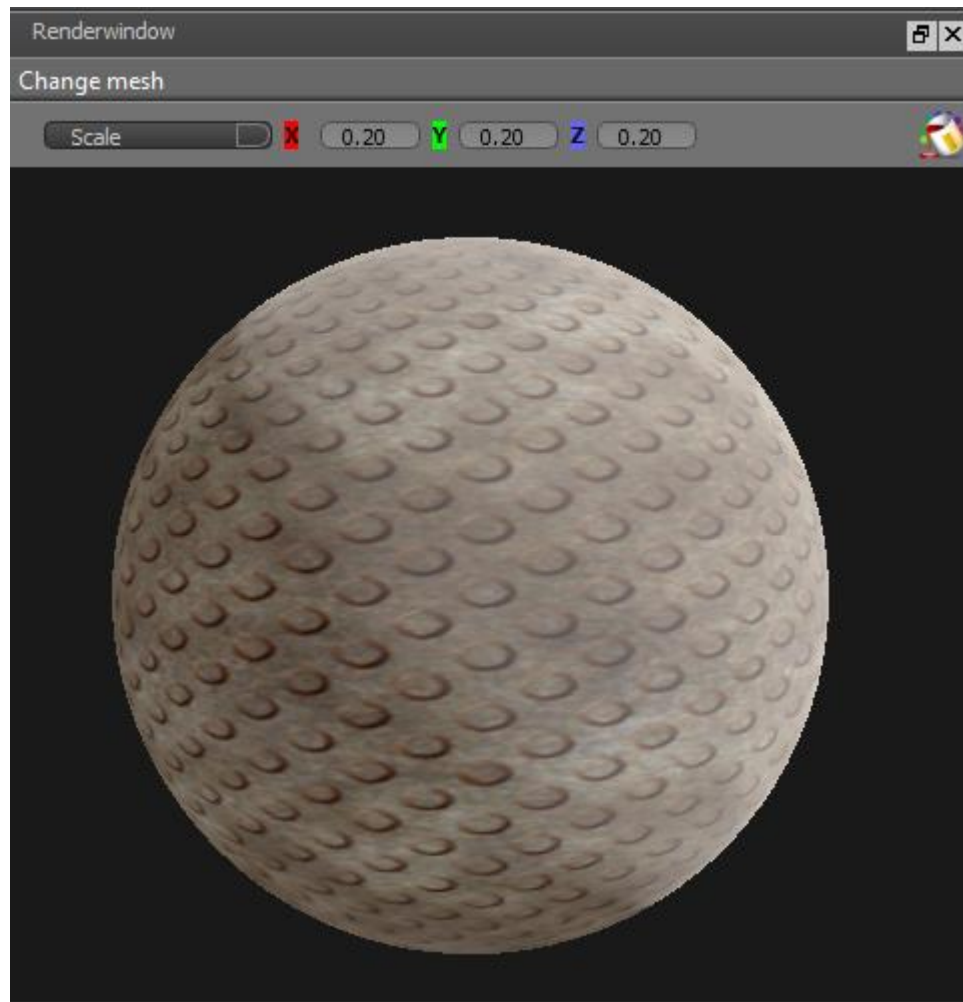
HLMS Editor Cheat Sheet


Main window

File Materials Textures Window

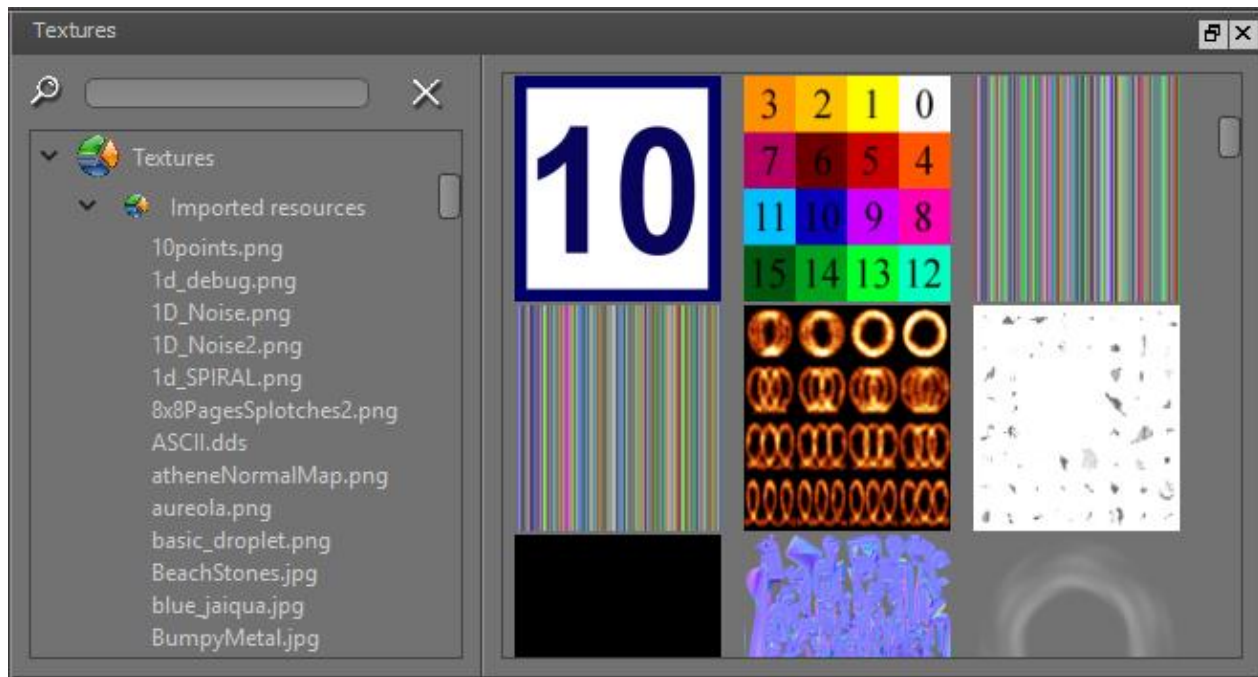
Action	Command
Generate HLMS	F5
New Project	Ctrl + Shift + N
New Hlms Pbs	Ctrl + Alt + N
New Hlms Unlit	Ctrl + N
Open Project	Ctrl + Shift + O
Open Hlms	Ctrl + Alt + O
Save Project	Ctrl + Shift + S
Save Hlms	Ctrl + Alt + S
Save Project as	Ctrl + Shift + A
Save Hlms as	Ctrl + Alt + A
Quit	Ctrl + Q
Open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


Render window



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

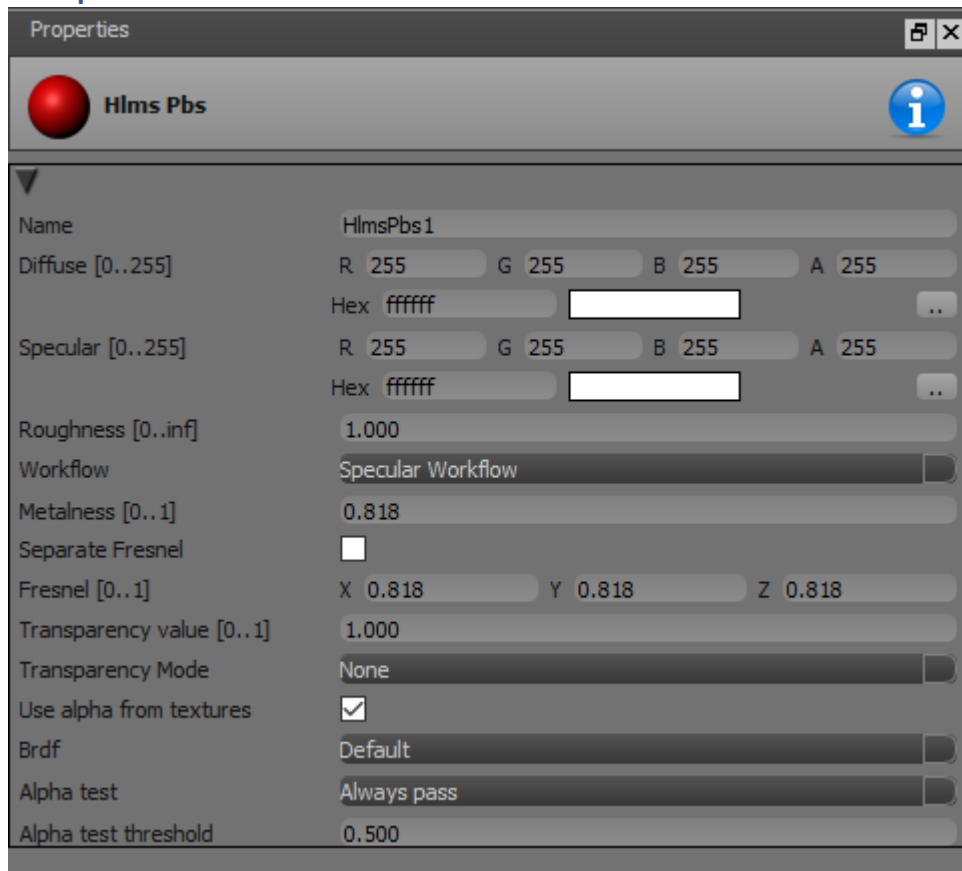
Texture window



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
Delete selected subgroup or texture	RMB + select 'Delete selected item' 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

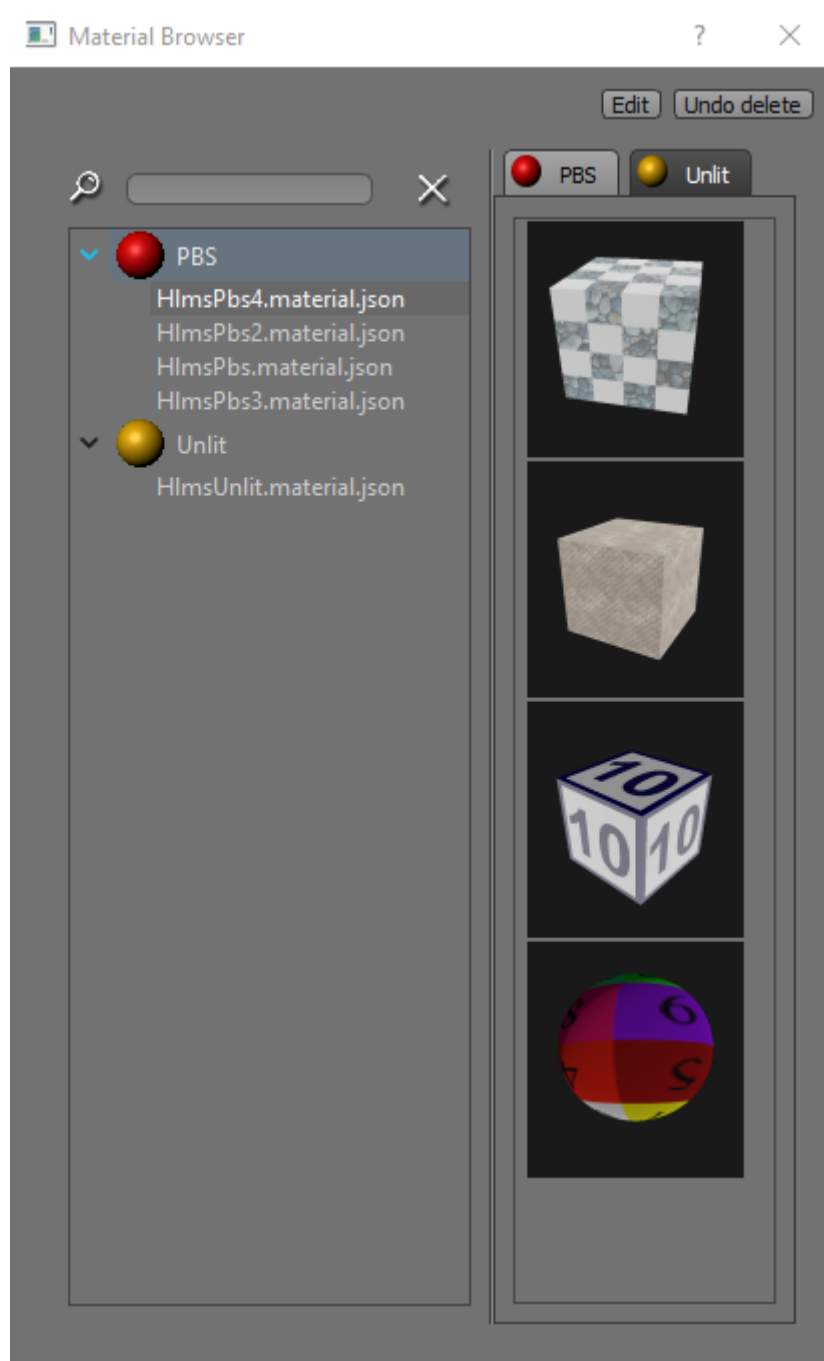
Action	Command
New Texture / Samplerblock node (in Node editor window)	Drag from texture listbox + drop on node editor window
New Texture / Samplerblock node (in Node editor window)	Drag image + drop on node editor window

Properties window



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

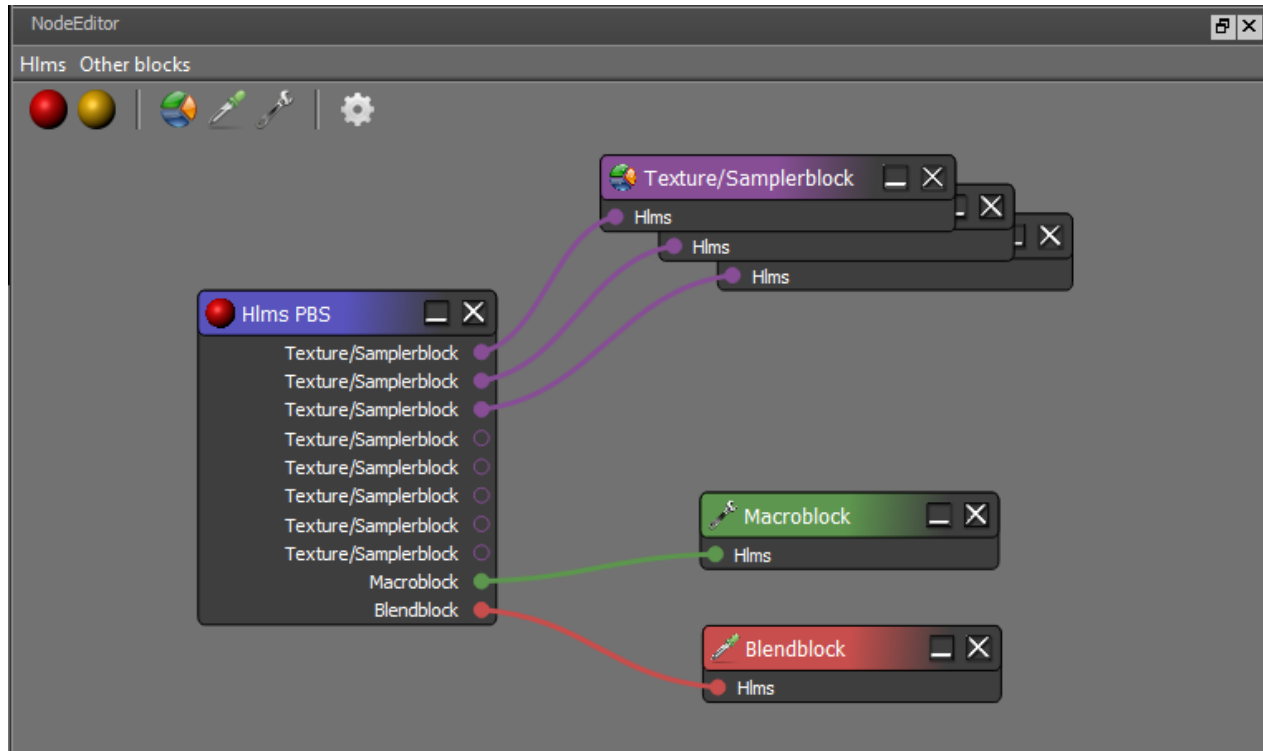
Material browser window








Action	Command
Search	Enter search phrase in edit field
Reset search	Click on 


Action	Command
Select material for editor	Click on item in listbox + Edit
Delete material	RMB (context menu) + Delete selected item
Cancel deleted material	Undo delete
Collapse / expand	RMB (context menu) + Collapse expand

Node editor window

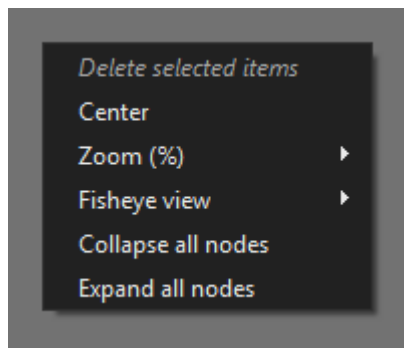


Node editor toolbar and menu

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  Menu: Other blocks → New Macroblock

Action	Command
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 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

Action	Command
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

Workflows

