

HLMS Editor Cheat Sheet

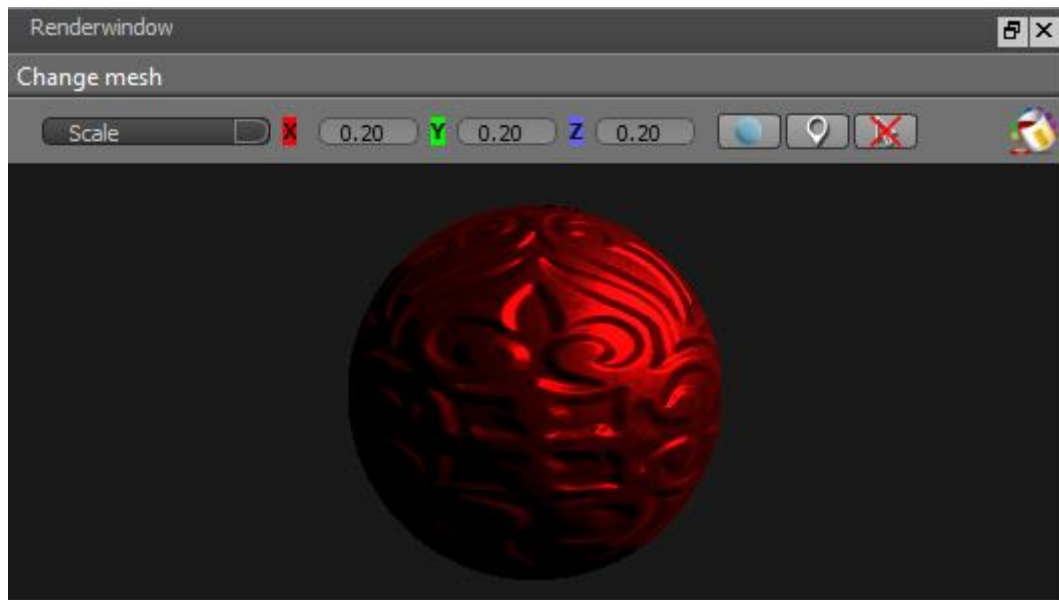
Main window










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 |

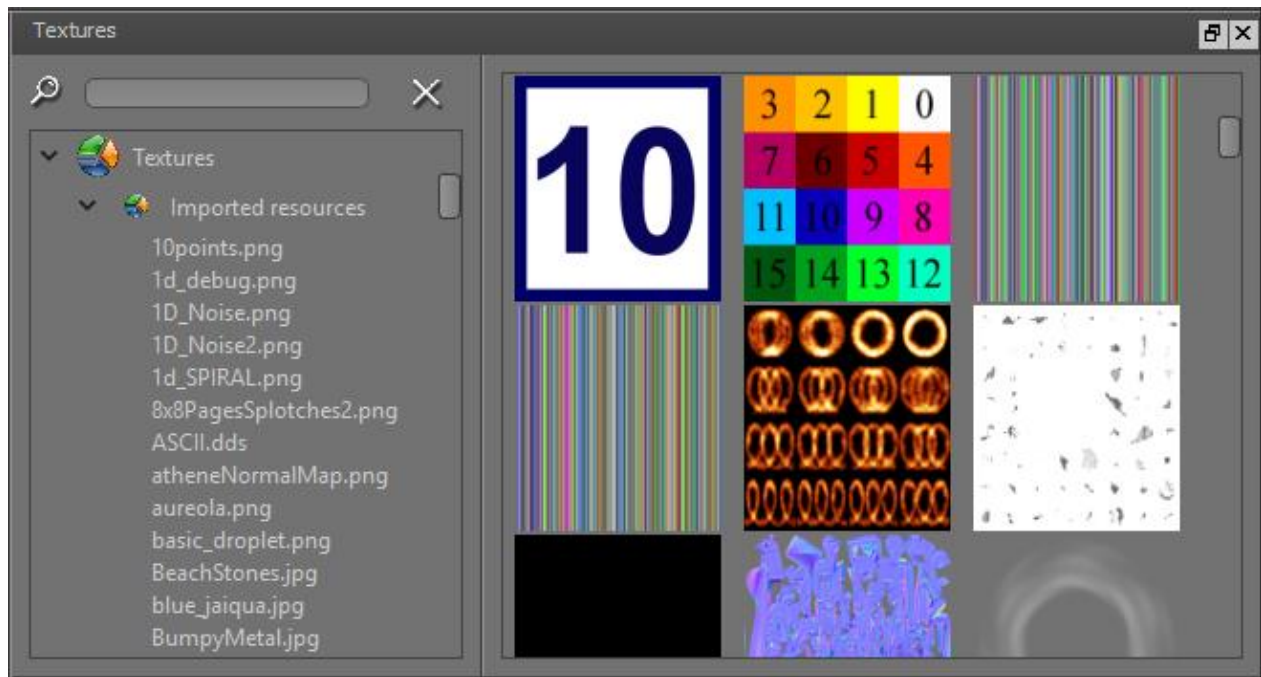
| Action | Command |
|--------------------------------|-----------------|
| Open browser | Ctrl + B |
| Add Hlms to browser | Ctrl + H |
| Import textures from directory | Ctrl + I |
| Add texture file(s) | Ctrl + T |
| Configure | Ctrl + X |
| Reset Window Layout | Ctrl + R |


Render window



| Action | Command |
|-------------------------------------|--|
| Rotate mesh | Left Mouse Button (LMB) Drag |
| Move mesh | Shift + LMB Drag |
| Change mesh | 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  |

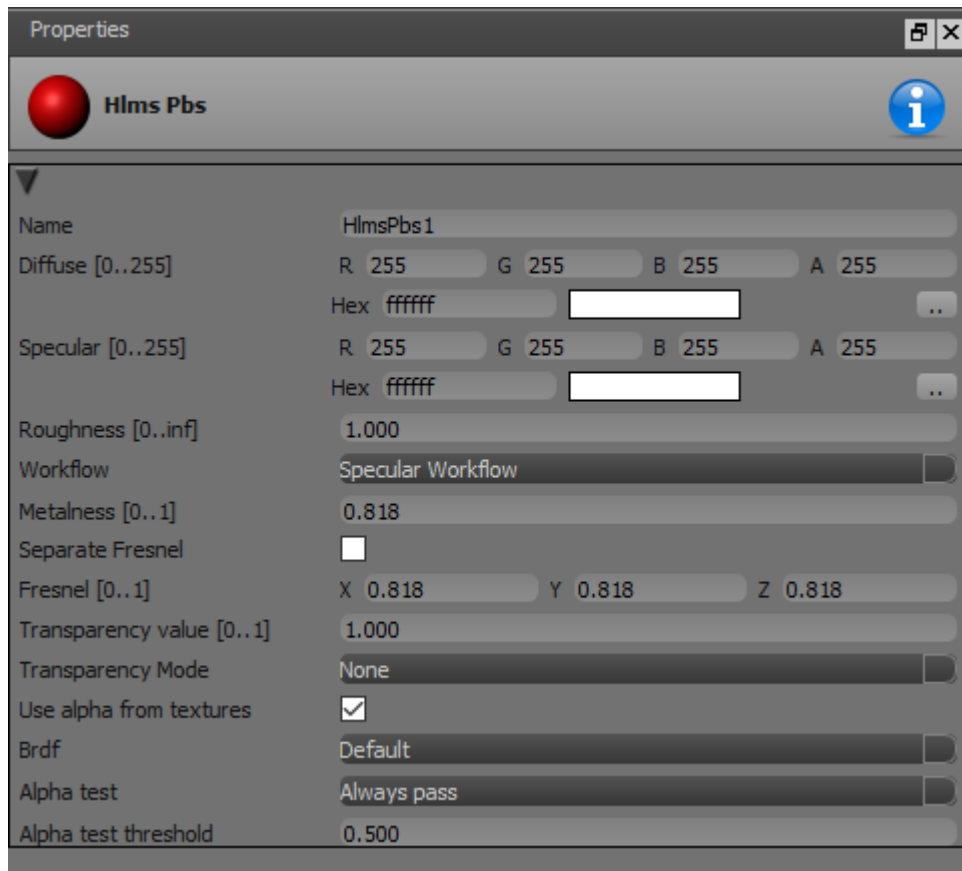
Texture window



| 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 |

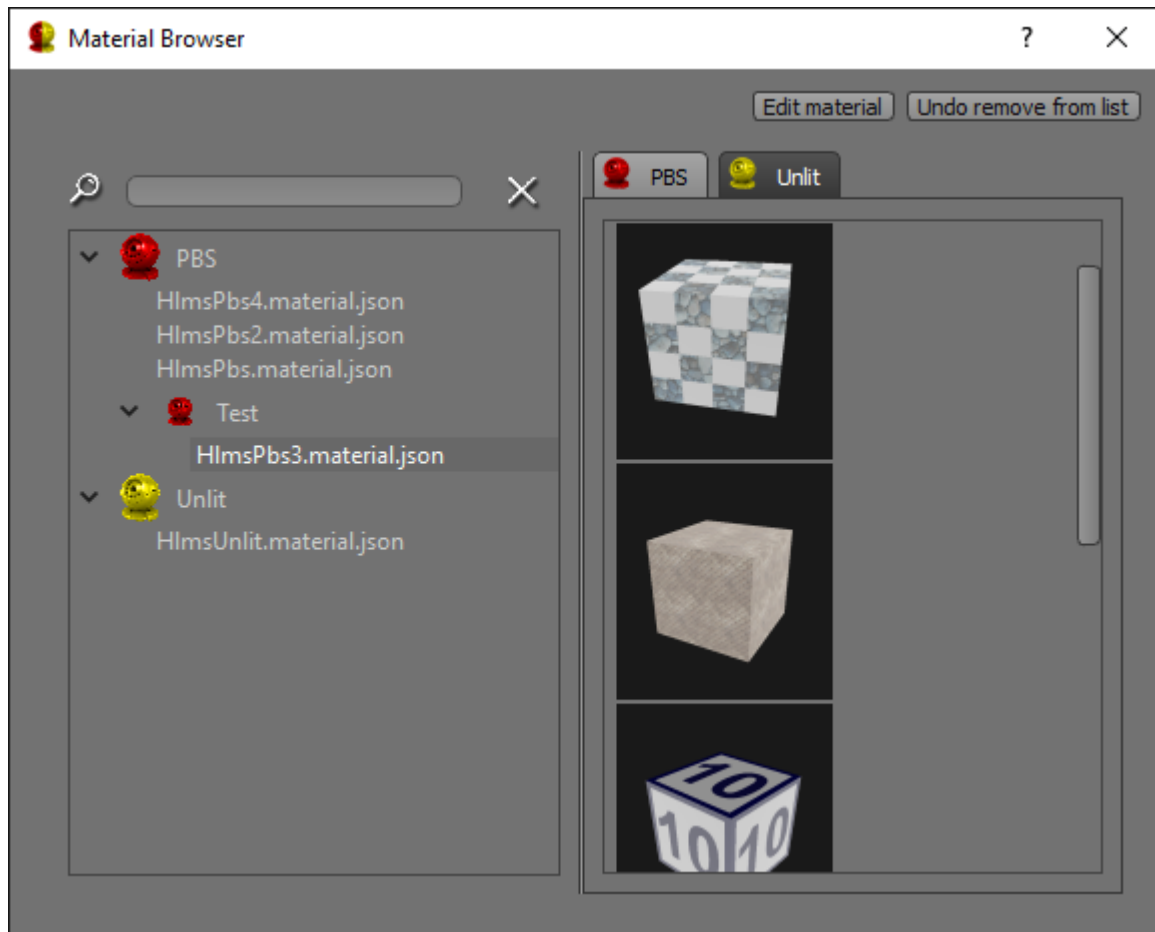
| Action | Command |
|--|--|
| New Texture / Samplerblock node (in Node editor window) | Drag from texture listbox + drop on node editor window |
| New Texture / Samplerblock node (in Node editor window) | Drag image + drop on node editor window |


Properties window



| Action | Command |
|-------------------------|--|
| Collapse property group | Click on  |
| Expand property group | Click on  |

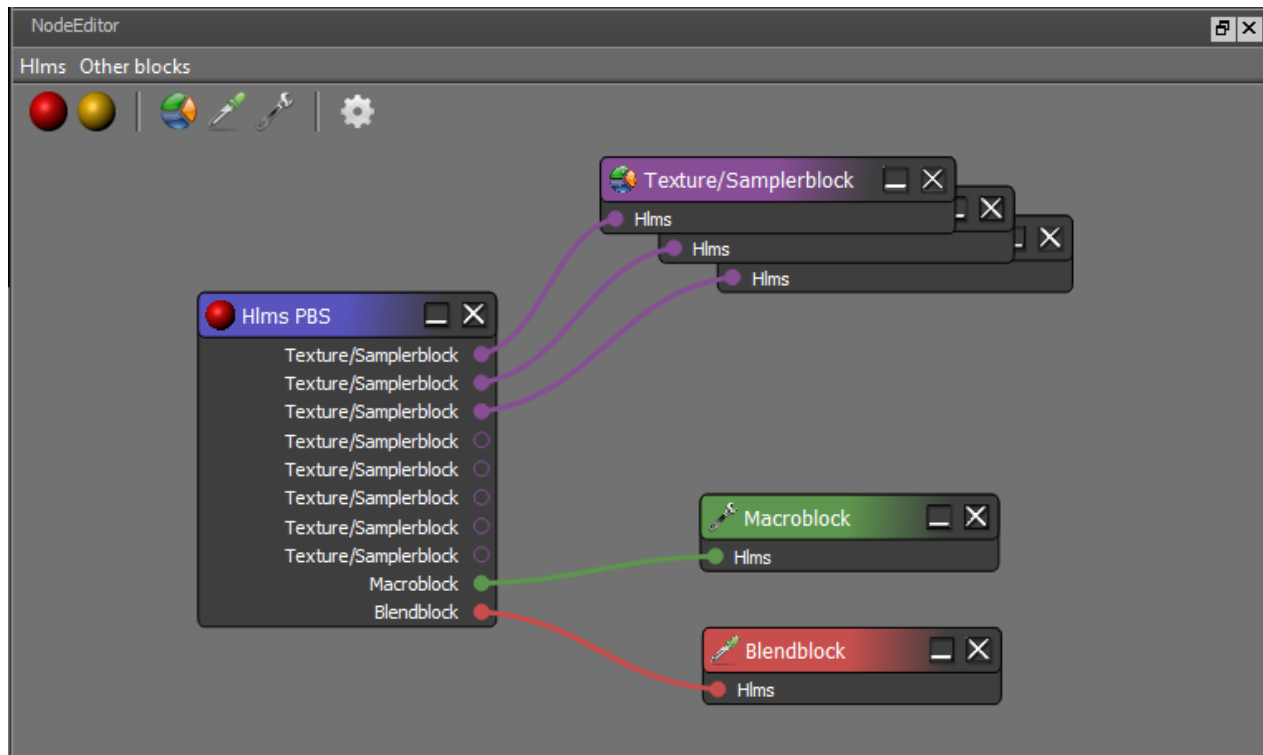
Material browser window







| 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

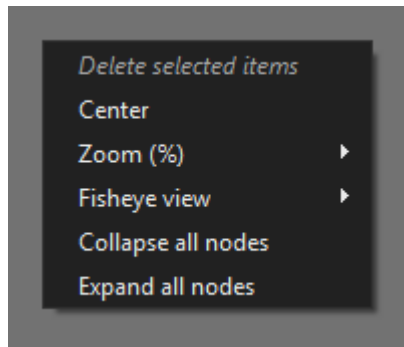


Node editor toolbar and menu

| 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 |

| Action | Command |
|----------------|---|
| New Macroblock | Click on  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 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 |

Workflows

