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Key Bindings Guide - Smart Casting and the Other options. What do they do?

I

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?

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I've seen dozens of different things in the options screen --> key bindings section.
(note: you can reach the Menu for options by pressing "esc" or finding the button above the minimap in game)
Things like smart casting and target only players (condition "something&quot😊 or another.

There doesn't appear to be a guide stickied about these functions so I thought I would make one. Hopefully I'm not too far off the mark on these. I'd also appreciate it if anyone has anything to contribute to this, such as various tips and tricks on when to use these.
Feel free to bump or whatever if you find this useful.
Lets start with a list here, exactly*(or almost)* as it is shown in the options --> Key Bindings Screen:

Spell Casting:

Cast Spell 1 - Default Key: Q - Starts the Cast of your Champions first ability with the Q key
Cast Spell 2 - Default Key: W - Starts the Cast of your Champions first ability with the W key
Cast Spell 3 - Default Key: E - Starts the Cast of your Champions first ability with the E key
Cast Spell 4 - Default Key: R - Starts the Cast of your Champions first ability with the R key

Level up Spell 1 - Default Key: control + Q - Adds a level to your Spell 1 Champion ability*(same as pressing the + above the Q ability when level up occurs).*
Level up Spell 2 - Default Key: control + W - Adds a level to your Spell 2 Champion ability*(same as pressing the + above the W ability when level up occurs).*
Level up Spell 3 - Default Key: control + E - Adds a level to your Spell 3 Champion ability*(same as pressing the + above the E ability when level up occurs).*
Level up Spell 4 - Default Key: control + R - Adds a level to your Spell 2 Champion ability*(same as pressing the + above the R ability when level up occurs).*

Summoner Spell 1 - Default Key: D - Casts your First Summoner Spell
Summoner Spell 2 - Default Key: F - Casts your Second Summoner Spell
Smart Cast Summoner Spell 1: Quickly Casts your First Summoner Spell where your mouse is hovering without the need to click the target if a click would normally be required*(ie. Ignite/Exhaust/Clairvoyance/Garrison etc.)*
Smart Cast Summoner Spell 2: Quickly Casts your Second Summoner Spell where your mouse is hovering without the need to click the target if a click would normally be required

Smart + Self Cast Spell 1 - Default Key: None - Quickly Casts your First Champion ability with the targeting reticle assumed to be on yourself if applicable without the need for clicking.(this I believe is supposed to be used on area of effect skills, but I have yet to test this, if it cannot be applied it will act as though it were a normal smart cast)
Smart + Self Cast Spell 2 - Default Key: None - Quickly Casts your Second Champion ability with the targeting reticle assumed to be on yourself, if applicable, without the need for clicking.
Smart + Self Cast Spell 3 - Default Key: None - Quickly Casts your Third Champion ability with the targeting reticle assumed to be on yourself, if applicable, without the need for clicking.
Smart + Self Cast Spell 4 - Default Key: None - Quickly Casts your Fourth Champion ability with the targeting reticle

assumed to be on yourself, if applicable, without the need for clicking.

Smart + Self Cast Summoner Spell 1: Not bound by default - Quickly Casts your first Summoner Spell with the area of effect targeting reticle on yourself? I think this would only really apply to clairvoyance on yourself perhaps I am missing something.

Smart + Self Cast Summoner Spell 2: Not bound by default - Quickly Casts your second Summoner Spell with the area of effect targeting reticle on yourself? I think this would only really apply to clairvoyance on yourself perhaps I am missing something

Target Champions Only - Default Key: ' *(comma key)* - Changes your champion to automatically only auto attack champions that come into range.

Camera Control

Center Camera on Champion - Default Key: Spacebar - Sets your camera to your champion from wherever it was before.

Select Self - Default Key: F1 - Selects your champion and moves the camera to your champion
Select Ally 1 - Default Key :F2 - Moves the Camera to your first ally according to their order on the Scoreboard and Selects them
Select Ally 2 - Default Key: F3 - Moves the Camera to your second ally according to their order on the Scoreboard and Selects them
Select Ally 3 - Default Key: F4 - Moves the Camera to your third ally according to their order on the Scoreboard and Selects them
Select Ally 4 - Default Key: F3 - Moves the Camera to your fourth ally according to their order on the Scoreboard and Selects them

Toggle Camera Lock - Default Key: Y - Locks or Unlocks the Camera so you can scroll around freely or will automatically follow your own champion

Scroll up - Default Key: UP - Moves the Camera upwards*(North)*
Scroll down - Default Key: DOWN - Moves the Camera downwards*(South)*
Scroll Left - Default Key: LEFT - Moves the Camera Left*(West)*
Scroll Right- Default Key: RIGHT - Moves the Camera Right*(East)*

Player Movement

Player Move Click - Default Key: Mouse Button 2 - Also known as Right Click. Moves your Champion to the location where you right clicked.
Player Attack Move Click - Default Key: Shift + Mouse Button 2 - Moves your Champion to the location you clicked, but will attack anything that enters range along the way.
Player Attack only Click - Default Key: None**(But is also actually bound to right click also, don't mess with this bind or you will likely discover you can't left click any champion abilities for that game. I think it's a bug, I haven't been able to figure it out)**
Player Attack Move - Default Key: A - Does the same thing as Player Attack move click, but operated with a Key instead of the mouse.
Player Hold Position - Default Key: H - Stops your champion where they are, and they will attack anything that enters your range.

Move Pet Click - Default Key: Alt + Mouse Button 2 || Secondary Default Key: control + Mouse Button 2 - Moves your Pet(Such as Tibbers or Malzahar's Minion to the location you clicked

Console

Show Character Menu - Default Key: C - Shows the Character menu*(Your Champion Info)*
Show Score Board - Default Key: O - Shows the Scoreboard *(The screen that shows Kills, Towers, and Minion slayings)*
Chat History - Default Key: Z - Makes the Chat visible and shows twice as much history as normal.
Open Shop - Default Key: P - Shows the Shop Page where items are listed
Show/Hide HUD - Default Key: None
Focus Shop Search Bar - Default Key: Control + L - Sets your chat line to the search bar in the shop so you can begin typing into the search bar of the shop
Switch Shop Tabs - Default Key: Control + Tab - Switches Tabs when the shop is open

Inventory Items

Use item 1 - Default Key: 1 - Uses or activates the item in the first slot of your inventory

Use item 2 - Default Key: 2 - Uses or activates the item in the second slot of your inventory
Use item 3 - Default Key: 3 - Uses or activates the item in the third slot of your inventory
Use item 4 - Default Key: 4 - Uses or activates the item in the fourth slot of your inventory
Use item 4 - Default Key: 5 - Uses or activates the item in the fifth slot of your inventory
Use item 4 - Default Key: 6 - Uses or activates the item in the sixth slot of your inventory

Smart Cast Item 1 - Default Key: Shift + 1 - Uses or Activates the item in the first slot of your inventory on the location where your mouse is currently hovering, if applicable.
Smart Cast Item 2 - Default Key: Shift + 2 - Uses or Activates the item in the second slot of your inventory on the location where your mouse is currently hovering, if applicable.
Smart Cast Item 3 - Default Key: Shift + 3 - Uses or Activates the item in the third slot of your inventory on the location where your mouse is currently hovering, if applicable.
Smart Cast Item 4 - Default Key: Shift + 4 - Uses or Activates the item in the fourth slot of your inventory on the location where your mouse is currently hovering, if applicable.
Smart Cast Item 5 - Default Key: Shift + 5 - Uses or Activates the item in the fifth slot of your inventory on the location where your mouse is currently hovering, if applicable.
Smart Cast Item 6 - Default Key: Shift + 6 - Uses or Activates the item in the sixth slot of your inventory on the location where your mouse is currently hovering, if applicable.

Miscellaneous
Show Health Bars - Default Key: None - Shows or Hides Champion's Health and Mana Bar
Toggle Minion Health Bars - Default Key: None - Shows or Hides a Minion's Health bar
Show Summoner Names - Default Key: Shift + K - Shows or Hides Summoner Names above the Champion Health bar
Alert Ping - Default Key: G - Changes your mouse icon to the Alert ping, your next click, either on the mini map or on the screen will cause an alert ping visible for your team mates to see. If you click, hold, and drag the mouse, this will allow you to select additional ping options.
Quick Alert Ping - Default Key: Alt + Mouse Button 1 - Your click immediately causes an alert ping where your mouse is hovering. If you hold, and drag the mouse, this will allow you to select additional ping options.

Retreat Ping - Default Key: V - Changes your mouse icon to the Retreat ping, your next click, either on the mini map or on the screen will cause an alert ping visible for your team mates to see. If you click, hold, and drag the mouse, this will allow you to select additional ping options.
Quick Retreat Ping - Default Key: control + Mouse Button 1 - Your click immediately causes an retreat ping. If you hold, and drag the mouse, this will allow you to select additional ping options.

On My Way Ping - Default Key: None - Changes your mouse icon to the "On My Way" ping, your next click, either on the mini map or on the screen will cause an alert ping visible for your team mates to see.
Missing Enemy Ping - Default Key: None - Changes your mouse icon to the "Missing Enemy" ping, your next click, either on the mini map or on the screen will cause an alert ping visible for your team mates to see.
Danger Ping -Default Key: None - Changes your mouse icon to the "Danger" ping, your next click, either on the mini map or on the screen will cause an alert ping visible for your team mates to see.
Assist Me Ping - Default Key: None - Changes your mouse icon to the "Assist Me" ping, your next click, either on the mini map or on the screen will cause an alert ping visible for your team mates to see.

Toggle FPS display - Default Key: Control + F - Shows or Hides the FPS display in the top right corner. (Note: Hovering your mouse over this display will show you your current latency in milliseconds. One Thousand Milliseconds is equal to one second)
Joke - Default Key: Control + 1 - Causes your champion to play a voice-over and perhaps act or move comically *(hopefully...)*.
Taunt - Default Key: Control + 2 - Causes your champion to play a voice-over and perhaps act tauntingly.
Dance - Default Key: Control + 3 - Causes your champion to begin dancing
Laugh - Default Key: Control + 4 - Causes your champion to play a voice-over of them laughing. I have seen many players use this repeatedly on top of a player's corpse after succeeding in killing that player. It appears to be fun, though a waste of time.

+3

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reserved

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