

Almost Every Single Max Shortcut Known To Man, Maybe.
Compiled by Toastage - <http://www.toastfx.com>

----- Snaps Action Table -----

Snap To Edge/Segment Toggle	Alt+F10
Snap To Endpoint Toggle	Alt+F8
Snap To Face Toggle	Alt+F11
Snap To Grid Points Toggle	Alt+F5
Snap To Midpoint Toggle	Alt+F9
Snap To Pivot Toggle	Alt+F6
Snap To Vertex Toggle	Alt+F7

----- Scene Explorer -----

Close Last Activated Explorer	Alt+Ctrl+P
Open Explorer: [Last Used]	Alt+Ctrl+O

----- Main UI -----

Adaptive Degradation Toggle	O
Align	Alt+A
Angle Snap Toggle	A
Auto Key Mode Toggle	N
Background Lock Toggle	Alt+Ctrl+B
Backup Time One Unit	,
Bottom View	B
Camera View	C
Clone	Ctrl+V
Cycle Active Snap Type	Alt+S
Cycle Selection Method	Ctrl+F
Cycle Snap Hit	Alt+Shift+S
Default Lighting Toggle	Ctrl+L
Delete Objects	.
Disable Viewport	D
Display as See-Through Toggle	Alt+X
Environment Dialog Toggle	8
Expert Mode Toggle	Ctrl+X
Fetch	Alt+Ctrl+F
Forward Time One Unit	.
Front View	F
Go to End Frame	End
Go to Start Frame	Home
Hide Cameras Toggle	Shift+C
Hide Geometry Toggle	Shift+G
Hide Grids Toggle	G
Hide Helpers Toggle	Shift+H
Hide Lights Toggle	Shift+L
Hide Particle Systems Toggle	Shift+P
Hide Shapes Toggle	Shift+S
Hide Space Warps Toggle	Shift+W
Hold	Ctrl+H
Left View	L
Lock User Interface Toggle	Alt+0
Material Editor Toggle	M
Maximize Viewport Toggle	Alt+W
MAXScript Listener	F11
New Scene	Ctrl+N
Normal Align	Alt+N

Open File	Ctrl+O
Orbit View Mode	Ctrl+R
Orthographic User View	U
Pan View	Ctrl+P
Pan Viewport	I
Percent Snap Toggle	Shift+Ctrl+P
Perspective User View	P
Play Animation	/
Quick Align	Shift+A
Redo Scene Operation	Ctrl+Y
Redo Viewport Operation	Shift+Y
Redraw All Views	`
Render Last	F9
Render SetUp...	F10
Render	Shift+Q
Restrict Plane Cycle	F8
Restrict to X	F5
Restrict to Y	F6
Restrict to Z	F7
Save File	Ctrl+S
Scale Cycle	Ctrl+E
Select All	Ctrl+A
Select Ancestor	PageUp
Select and Move	W
Select and Rotate	E
Select By Name	H
Select Child	PageDown
Select Children	Ctrl+PageDown
Select Invert	Ctrl+I
Select None	Ctrl+D
Select Similar	Ctrl+Q
Selection Lock Toggle	Space
Set Key Mode	,
Set Keys	K
Shade Selected Faces Toggle	F2
Show Floating Dialogs	Ctrl+`
Show Main Toolbar Toggle	Alt+6
Show Safeframes Toggle	Shift+F
Show Selection Bracket Toggle	J
Show Statistics Toggle	7
Snap To Frozen Objects Toggle	Alt+F2
Snaps Toggle	S
Snaps Use Axis Constraints Toggle	Alt+D, Alt+F3
Sound Toggle	\
Spacing Tool	Shift+I
Spot/Directional Light View	Shift+4
Sub-object Level Cycle	Insert
Sub-object Selection Toggle	Ctrl+B
Top View	T
Transform Gizmo Size Down	-
Transform Gizmo Size Up	=
Transform Gizmo Toggle	X
Transform Type-In Dialog Toggle	F12
Undo Scene Operation	Ctrl+Z
Undo Viewport Operation	Shift+Z
Update Background Image	Alt+Shift+Ctrl+B

View Edged Faces Toggle	F4
Viewport Background	Alt+B
Virtual Viewport Pan Down	NumPad 2
Virtual Viewport Pan Left	NumPad 4
Virtual Viewport Pan Right	NumPad 6
Virtual Viewport Pan Up	NumPad 8
Virtual Viewport Toggle	NumPad /
Virtual Viewport Zoom In	NumPad +
Virtual Viewport Zoom Out	NumPad -
Wireframe / Smooth+Highlights Toggle	F3
Zoom Extents All Selected	Z
Zoom Extents All	Shift+Ctrl+Z
Zoom Extents	Alt+Ctrl+Z
Zoom In 2X	Alt+Shift+Ctrl+Z
Zoom Mode	Alt+Z
Zoom Out 2X	Alt+Shift+Z
Zoom Region Mode	Ctrl+W
Zoom Viewport In	[, Ctrl+=
Zoom Viewport Out], Ctrl+-

----- Track View -----

Add Keys	A
Apply Ease Curve	Ctrl+E
Apply Multiplier Curve	Ctrl+M
Assign Controller	C
Copy Controller	Ctrl+C
Expand Object Toggle	O
Expand Track Toggle	Enter, T
Filters	Q
Lock Tangents Toggle	L
Make Controller Unique	U
Move Highlight Down	Down Arrow
Move Highlight Up	Up Arrow
Move Keys	M
Nudge Keys Left	Left Arrow
Nudge Keys Right	Right Arrow
Pan	Ctrl+P
Paste Controller	Ctrl+V
Scroll Down	Ctrl+Down Arrow
Scroll Up	Ctrl+Up Arrow
Snap Frames	S
Zoom Horizontal Extents Keys	Alt+X
Zoom Horizontal Extents	Alt+Ctrl+Z
Zoom Region	Ctrl+W
Zoom	Alt+Z

----- Material Editor -----

Background	B
Backlight	L
Cycle 3X2, 5X3, 6X4 Sample Slots	X
Get Material	G
Go Backward to Sibling	Left Arrow
Go Forward to Sibling	Right Arrow
Go to Parent	Up Arrow
Make Preview	P
Options	O

----- **Schematic View** -----

Add Bookmark	B
Display Floater	D
Filters	P
Free All	Alt+F
Free Selected	Alt+S
Invert Selected Nodes	Ctrl+I
Move Children	Alt+C
Next Bookmark	Right Arrow
Previous Bookmark	Left Arrow
Refresh View	Ctrl+U
Rename Object	R
Select All Nodes	Ctrl+A
Select Children	Ctrl+C
Select None	Ctrl+D
Show Grid	G
Toggle Shrink	Ctrl+S
Use Connect Tool	C
Use Pan Tool	Ctrl+P
Use Select Tool	S, Q
Use Zoom Region Tool	Ctrl+W
Use Zoom Tool	Alt+Z
Zoom Extents	Alt+Ctrl+Z
Zoom Selected Extents	Z

----- **ActiveShade** -----

Close	Q
Draw Region	D
Render	R
Select Object	S
Toggle Toolbar (Docked)	Space

----- **Video Post** -----

Add Image Filter Event	Ctrl+F
Add Image Input Event	Ctrl+I
Add Image Layer Event	Ctrl+L
Add Image Output Event	Ctrl+O
Add New Event	Ctrl+A
Add Scene Event	Ctrl+S
Edit Current Event	Ctrl+E
Execute Sequence	Ctrl+R
New Sequence	Ctrl+N

----- **NURBS** -----

CV Constrained Normal Move	Alt+N
CV Constrained U Move	Alt+U
CV Constrained V Move	Alt+V
Display Curves	Shift+Ctrl+C
Display Dependents	Ctrl+D
Display Lattices	Ctrl+L
Display Shaded Lattice	Alt+L
Display Surfaces	Shift+Ctrl+S
Display Toolbox	Ctrl+T
Display Trims	Shift+Ctrl+T
Local Select Sub-Object By Name	Ctrl+H

Lock 2D Selection	Space
Select Next in U	Ctrl+Right Arrow
Select Next in V	Ctrl+Up Arrow
Select Previous in U	Ctrl+Left Arrow
Select Previous in V	Ctrl+Down Arrow
Select Sub-Object By Name	H
Set Tessellation Preset 1	Alt+1
Set Tessellation Preset 2	Alt+2
Set Tessellation Preset 3	Alt+3
Soft Selection	Ctrl+S
Switch To Curve CV Level	Alt+Shift+Z
Switch To Curve Level	Alt+Shift+C
Switch To Imports Level	Alt+Shift+I
Switch To Point Level	Alt+Shift+P
Switch To Surface CV Level	Alt+Shift+V
Switch To Surface Level	Alt+Shift+S
Switch To Top Level	Alt+Shift+T
Transform Degrade	Ctrl+X

----- Editable Poly -----

Bevel Mode	Shift+Ctrl+B
Border Level	3
Chamfer Mode	Shift+Ctrl+C
Connect	Shift+Ctrl+E
Constrain to Edges	Shift+X
Cut	Alt+C
Edge Level	2
Element Level	5
Extrude Mode	Shift+E
Face Level	4
Grow Selection	Ctrl+PageUp
Hide Unselected	Alt+I
Hide	Alt+H
Object Level	6
Quickslice Mode	Shift+Ctrl+Q
Repeat Last Operation	;
Select Edge Loop	Alt+L
Select Edge Ring	Alt+R
Shrink Selection	Ctrl+PageDown
Target Weld Mode	Shift+Ctrl+W
Unhide All	Alt+U
Vertex Level	1

----- Edit/Editable Mesh -----

Bevel Mode	Ctrl+V, Ctrl+B
Chamfer Mode	Ctrl+C
Cut Mode	Alt+C
Detach	Ctrl+D
Edge Invisible	Ctrl+I
Edge Level	2
Edge Turn	Ctrl+T
Element Level	5
Extrude Mode	Ctrl+E
Face Level	3
Polygon Level	4
Vertex Level	1

Weld Selected	Ctrl+W
Weld Target Mode	Alt+W

----- **Poly Select** -----

Edit Soft Selection Mode	7
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----- **Edit Normals** -----

Break Normals	B
Copy Normal	Ctrl+C
Edge Level	Ctrl+3
Face Level	Ctrl+4
Make Explicit	E
Normal Level	Ctrl+1
Object Level	Ctrl+0
Paste Normal	Ctrl+V
Reset Normals	R
Specify Normals	S
Unify Normals	U
Vertex Level	Ctrl+2

----- **FFD** -----

Switch To Control Point Level	Alt+Shift+C
Switch To Lattice Level	Alt+Shift+L
Switch To Set Volume Level	Alt+Shift+S
Switch To Top Level	Alt+Shift+T

----- **WeightTable** -----

Select All	Ctrl+A
Select Invert	Ctrl+I
Select None	Ctrl+D

----- **Edit Spline** -----

Edit Soft Selection	7
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----- **Edit Patch** -----

Edit Soft Selection	7
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----- **Edit Poly** -----

Affect Backfacing	Ctrl+F
Align To Grid	G
Align To View	V
Attach List	Shift+Ctrl+A
Attach	Shift+A
Auto Smooth	A
Bevel Mode	Shift+Ctrl+B
Bevel Settings	Ctrl+B
Border Level	3
Break	Shift+B
Cap	Alt+P
Chamfer Mode	Shift+Ctrl+C
Chamfer Settings	Alt+Ctrl+C
Collapse	Shift+L
Connect Edge Settings	Ctrl+N
Connect	Shift+Ctrl+E
Constrain to Edges	Shift+X
Constrain to Faces	X

Create Shape From Edges	Shift+M
Create	C
Cut	Alt+C
Detach	Ctrl+D
Edge Level	2
Edit Triangulation Mode	Shift+T
Element Level	5
Extrude along Spline Mode	Alt+E
Extrude Mode	E
Extrude Settings	Ctrl+E
Flip Normals	F
Grow Selection	Ctrl+PageUp
Hide Unselected	Alt+I
Hide	H
Hinge from Edge Mode	L
Hinge from Edge Settings	Ctrl+L
Ignore Backfacing in Selections	Shift+Ctrl+I
Insert Vertex Mode	Shift+I
Inset Mode	I
Inset Settings	Ctrl+I
Make Planar	P
MeshSmooth Settings	Ctrl+M
MeshSmooth	M
Object Level	6
Outline Mode	O
Outline Settings	Ctrl+O
Polygon Level	4
Quickslice Mode	Shift+Ctrl+Q
Remove Isolated Vertices	Shift+Ctrl+R
Remove Unused Map Vertices	Alt+Shift+Ctrl+R
Remove	Shift+R
Repeat Last Operation	;
Reset Slice Plane	Alt+S
Retriangulate	Shift+Ctrl+T
Select By Vertex	Alt+V
Select Edge Loop	Alt+L
Select Edge Ring	Alt+R
Shaded Face Toggle	Alt+F
Shrink Selection	Ctrl+PageDown
Slice Plane Mode	S
Slice	Shift+S
Split Edges	Shift+P
Target Weld Mode	Shift+Ctrl+W
Tessellate Settings	Ctrl+T
Tessellate	T
Unhide All	Alt+U
Use Soft Selection	Ctrl+S
Vertex Level	1
Weld Settings	Ctrl+W

----- **HSDS** -----

Edit Soft Selection	7
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----- **Edit Mesh** -----

Edit Soft Selection	7
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----- **Vol. Select** -----

Edit Soft Selection 7

----- **Mesh Select** -----

Edit Soft Selection 7

----- **MeshSmooth** -----

Edit Soft Selection Mode 7

----- **Patch Select** -----

Edit Soft Selection 7

----- **Physique** -----

Copy Envelope	Ctrl+C
Delete	Ctrl+D
Next	PageDown
Paste Envelope	Ctrl+V
Previous Selection Level	Shift+
Previous	PageUp
Reset Envelopes	Ctrl+E

----- **Projection Modifier** -----

Edit Soft Selection 7

----- **Unwrap UVW** -----

Break Selected Vertices	Ctrl+B
Detach Edge Verts	D, Ctrl+D
Edit UVW's	Ctrl+E
Filter Selected Faces	Alt+F
Freeze Selected	Ctrl+F
Get Face Selection From Stack	Alt+Shift+Ctrl+F
Get Selection From Faces	Alt+Shift+Ctrl+P
Hide Selected	Ctrl+H
Load UVW	Alt+Shift+Ctrl+L
Lock selected vertices	Space
Mirror Horizontal	Alt+Shift+Ctrl+N
Mirror Vertical	Alt+Shift+Ctrl+M
Move Horizontal	Alt+Shift+Ctrl+J
Move Vertical	Alt+Shift+Ctrl+K
Planar map faces/patches	Enter
Show Seams In Viewport	Alt+E
Texture Vertex Contract Selection	NumPad -, -
Texture Vertex Expand Selection	NumPad +, =
Texture Vertex Move Mode	W
Texture Vertex Rotate Mode	E
Texture Vertex Scale Mode	R
Texture Vertex Weld Selected	Ctrl+W
Texture VertexTarget Weld	Ctrl+T
Unwrap Options	Ctrl+O
Update Map	Ctrl+U
Zoom Extents Selected	Z
Zoom Extents	Alt+Ctrl+Z
Zoom Region	Ctrl+X
Zoom To Gizmo	Shift+Space
Zoom	Alt+Z

----- **Hair Styling** -----

Attenuate	Shift+Ctrl+A
Brush Clump	Shift+Ctrl+4
Brush Puff	Shift+Ctrl+3
Brush Rotate	Shift+Ctrl+5
Brush Scale	Shift+Ctrl+6
Brush Stand	Shift+Ctrl+2
Brush Translate	Shift+Ctrl+1
Brush	Ctrl+B
Clump	Ctrl+M
Cut	Ctrl+C
Expand Selection	Shift+Ctrl+E
Guide	Ctrl+2
Hide Selected	Shift+Ctrl+H
Ignore Back	Shift+Ctrl+B
Invert Selection	Shift+Ctrl+N
Lock	Shift+Ctrl+L
Merge Hairgroups	Shift+Ctrl+=
Pop Selected	Shift+Ctrl+P
Pop Zerosized	Shift+Ctrl+Z
Puff	Ctrl+P
Recomb	Shift+Ctrl+M
Reset Rest	Shift+Ctrl+T
Root	Ctrl+4
Rotate Selection	Shift+Ctrl+R
Rotate	Ctrl+R
Scale	Ctrl+E
Select	Ctrl+S
Show Hidden	Shift+Ctrl+W
Soft Falloff	Shift+Ctrl+F
Split Hairgroups	Shift+Ctrl+-
Stand	Ctrl+N
Tip	Ctrl+1
Toggle Collisions	Shift+Ctrl+C
Toggle Hairs	Shift+Ctrl+I
Translate	Ctrl+T
Undo	Ctrl+Z
Unlock	Shift+Ctrl+U
Verts	Ctrl+3

----- **Crowd** -----

Solve S

----- **Biped** -----

Copy/Paste - Copy	Alt+C
Copy/Paste - Paste Opposite	Alt+B
Copy/Paste - Paste	Alt+V
Fix Graphs	Alt+Ctrl+F
Move All - Collapse	Alt+M
Play Biped	V
Reset All Limb Keys	Alt+K
Scale In Transform	Alt+Ctrl+E
Set Animation Range	Alt+R
Trackbar - Toggle Biped Keys	Alt+T
TV Select end of footsteps	Alt+D
TV Select entire foostep	Alt+S

Alt+A

----- Reaction Manager -----

Ctrl+I

Alt+I

----- Particle Flow -----

•
;

6

----- Particle Flow -----

Shift+;

----- Particle Flow -----

Ctrl+C

Ctrl+V

Ctrl+A

----- ActiveShade (Scanline) -----

P

U

----- ToneOperatorAndRadiosityActionTable -----

9

----- ViewCube -----

Alt+Ctrl+V

----- SteeringWheels -----

Shift+Ctrl+,

Shift+Ctrl+.

Shift+W

Shift+Ctrl+J

----- WalkThrough -----

Q

S, Down Arrow

Z

[

C, Shift+Down Arrow

W, Up Arrow

1

A, Left Arrow

Shift+Space

Space

Alt+[

D, Right Arrow

E, Shift+Up Arrow

----- Macro Scripts -----

Ctrl+1

Shift+T

Shift+Ctrl+B

Alt+P

Shift+Ctrl+C

Collapse (Poly)	Alt+Ctrl+C
Collect Parameters SV	Alt+3
Collect Parameters TV	Alt+4
Connect (no dialog) (Poly)	Shift+Ctrl+E
Create Camera From View	Ctrl+C
Cut (Poly)	Alt+C
Edge Constraint Toggle (Poly)	Shift+X
Extrude along Spline (Poly)	Alt+E
Extrude Face (Poly)	Shift+E
Geometry Selection Visibility Toggle	Alt+G
Hide (Poly)	Alt+H
Hide Unselected (Poly)	Alt+I
Ignore Backfacing Toggle (Poly)	Shift+Ctrl+I
Isolate Selection	Alt+Q
Meshsmooth (Poly)	Ctrl+M
Parameter Collector	Alt+2
Parameter Editor	Alt+1
Parameter Wiring Dialog...	Alt+5
Render to Texture Dialog Toggle	0
Repeat Last (Poly)	;
Slice (Poly)	Shift+Ctrl+Q
Smart Scale	R
Smart Select	Q
Start Parameter Wiring...	Ctrl+5
Sub-Object Level 1	1
Sub-Object Level 2	2
Sub-Object Level 3	3
Sub-Object Level 4	4
Sub-object Level 5	5
Unhide All (Poly)	Alt+U
WalkThrough View Mode	Up Arrow

----- Quad Menu Sets -----

Animation	[Alt+RMB]
Custom	[Shift+Ctrl+Alt+RMB]
Custom	[Shift+Ctrl+RMB]
Lighting Render	[Ctrl+Alt+RMB]
Modeling	[Ctrl+RMB]
reactor	[Shift+Alt+RMB]
Snap	[Shift+RMB]
Viewports	V