

◆ EXACT ANGLE

R then type **4** **5** → rotate 45°. Also **9** **0** , **-** **3** **0** .
Enter to confirm.

◆ ARRAY OF LIGHTS

Shift + **D** then **1** - **9** → that many copies, drag to distribute.

● CREATE LIGHTS

- Shift** + **A** Add a new light (popup at cursor)
- Shift** + **D** Duplicate selected — then type 1-9 for an array, drag to distribute
- Shift** + **X** Delete selected light(s)
- Shift** + **S** Move selected light to Blender's 3D cursor
- Del** Delete selected (= Shift+X; Ctrl+Shift+X keeps Blender objects)

● TRANSFORM MODES

- G** Move / grab selected light(s)
- R** Rotate — type numbers for exact angle (45, 90, -30)
- S** Scale light size
- X** / **Y** During Move: lock to X or Y axis (press again to unlock)
- S** → **X** Scale X axis only (S then Y = Y axis only)
- D** Distance mode (3D lights — type a value)
- Arrows** Nudge light(s) · Ctrl+Arrows = fine (1/10)
- RMB** Confirm & exit transform mode
- Esc** Cancel operation / exit mode

● LIGHT PROPERTIES

- C** Open colour picker popup
- Alt** + **C** Gradient bars popup (colour / alpha ramps)
- F** Falloff curve selector (Linear / Smooth / Sharp / Soft / Amazing / Constant)
- T** Light-type popup (Circle / Rect / Env / Scrim ...)
- P** Properties overlay (Light / PostPro)
- B** Brightness / intensity mode (type a value)
- +** / **-** Increase / decrease intensity by 10%
- #** Toggle light isolation (solo) (= Shift+I)
- F2** Rename selected light

● SELECTION & PRECISION

- A** Select all lights
- Ctrl** + **Click** Add / remove light from selection
- Shift** + **Click** Select a range of lights
- Q** Light Lister popup at cursor
- Shift** + **Drag** Precision mode (10× slower)
- Ctrl** + **Drag** Super precision (100× slower)

• VIEW & RENDER MODE

O	Toggle overlay buttons (IS · BN · LN · PP · LQ · GPU)
Tab / Insert	Toggle LQ / HQ render mode
Ctrl + B	Toggle light boundaries
Home	Reset zoom (fit to window)
MMB + Drag	Pan canvas view
Scroll	Zoom canvas

• ORGANISE & PLAYBACK

Ctrl + G	Create folder from selected lights
Ctrl + Space	Maximize / restore panel
Space	Play / pause animation
L	Timeline scrub (hold & move mouse)

• ANIMATION & KEYFRAMES

I	Add keyframe at current frame (popup: pick properties)
J	Jump to previous keyframe
K	Jump to next keyframe

• FILE & RENDER

Ctrl + N	New canvas
Ctrl + O	Open project (.lmk)
Ctrl + S	Save project (.lmk)
Ctrl + Z	Undo (Ctrl+Shift+Z = Redo)
F1	Open Settings dialog
F12	Render high-resolution HDR
Ctrl + F12	Quick render (10K, auto-save)

• CANVAS-ONLY (TINY) MODE — HOLD ALT

Alt + 5	Toggle canvas-only mode on / off
Alt + 7 / 9	Position: top-left / top-right corner
Alt + 1 / 3	Position: bottom-left / bottom-right corner
Alt + 8 / 2	Top-center / bottom-center edge
Alt + 4 / 6	Left-center / right-center edge
Same 2×	Toggle between two remembered sizes (40% / 25%)
Alt + + / -	Resize tiny canvas in 10% steps (10-100%)

• CANVAS BUTTONS (TOP-LEFT)

IS	Persistent isolate — solo selected light
BN	Toggle light boundaries
LN	Toggle light names on canvas
PP	Post-processing (tone mapping) toggle
LQ	Low quality (8× downsample) — orange when ON
GPU	GPU acceleration toggle (30-50× faster)