

Keys	Supposed Function	Does it work for me?
<b>Changing the current slice</b>		
Space or CursorDown	Go to next slice	Yes, both work
Backspace or CursorUp	Go to previous slice	Yes, both work
PageDown	Go forward five slices	Works
PageUp	Go backward five slices	Works
Home	Go to the first slice	Works
End	Go to the last slice	Works
<b>Selection</b>		
A or +	Add the selection to the current material	"A" works, but it's "Shift +" that works, because shift is needed to get the "+". Hitting the key alone is "=".
S or -	Subtract the selection from the current material	"-" works, but not "s". "Shift s" also does not work.
R	Replace current material under the selection	Works
C	Clear the selection	Works
E	Extrapolate selection	Works
F	Fill the selection	Works
I	Invert the selection	Works
Ctrl +	Grow selection in current slice	Doesn't work
Ctrl -	Shrink selection in current slice	Doesn't work
Ctrl M	Smooth selection in current slice	Doesn't work
Ctrl I	Interpolate selection between multiple slices	Works
Ctrl W	Wrap selection using radial basis functions	Works
Shift S	Save label field to disk	It's "Ctrl S". Save is always "Ctrl S"! This must be a typo.

RETURN or Enter	Redraw	Doesn't work
<b>Tools</b>		
0	Not listed in the official list	Pick & Move tool
1	Brush tool	Works
2	Lasso tool	Works
3	Magic wand tool (region growing)	Works
4	Propagating Contour tool	Works
5	Blow tool	Works
6	Crosshair tool	Works
<b>Others</b>		
U	Undo	Works
Q	Toggle 3D button (switch between all slices and current slice)	In the "Selection" section of the Segmentation Editor, this switches ("toggles") you between "Volume" and "Current Slice". It doesn't affect the button "Show in 3D".
V	Toggle 1- and 4-viewer mode	This links and unlinks object visibility, but does not toggle between 1 and 4 viewer mode.
.	Select next material in the list	Works
,	Select previous material in the list	Works
Z	Decrease zoom factor	Works
Shift Z	Increase zoom factor	Works
D	Toggle draw styles for all materials	Works
Shift D	Toggle draw styles for region under cursor	Works
Alt D	Toggle 3D display of region under cursor (4-viewer mode only)	Works, and if you're in single-viewer mode, it does the same thing as "Shift D".