

Updated: Jun-24-2018	Default behavior under various conditions:			Modifier (shortcut) keys:		
Button	No selection	Orange Temp Layers (regardless of selection)	Selection/Path, but no Orange temp layers	<cmd/ctrl>	<option/alt>	<shift>
Mode (Normal, Live, Blendif)	N/A	N/A	N/A	N/A	Reset blending modes to default (CC only)	N/A
X	N/A	clear orange/red temp layers and Blendif	N/A	N/A	Reset blending modes to default (CC only)	Clear Blendif
Standard/Zone Previews (L2, Z9,...)	Create preview	N/A	N/A	Normal mode: Advanced options. LIVE-S mode: Subtract Selection.	Invert preview (labeled as "not"). This is ideal to protect highlights/shadows (ie, select everything but Lights/Darks).	Normal / LIVE-M: Use Blendif (<ctrl/cmd><shift> to use "this") LIVE-S mode: Subtract Selection.
Zone Pickers	Create preview	N/A	Selection used to determine zone center	N/A	invert ("not")	Use Blendif (<ctrl/cmd><shift> for "this")
Range Picker	Create preview	N/A	Selection used to determine tonal range	Use narrow/wide range	Protect a range of tones ("not")	Use Blendif (<ctrl/cmd><shift> for "this")
Saturation/Vibrance	Create preview	N/A	N/A	N/A	N/A	N/A
Sel	Save or load selection	load as selection	Options to save/load selection, or convert to path	toggle marching ants preference	Invert to protect ("not")	Quick save (uses default name)
Curve	Adjustment layer w/o mask	Adjustment w/ luminosity mask	Adjustment w/ selection mask	Luminosity blend mode (avoid color shift)		Create zone curves, or use Brightness/Contrast layer
Level				use Gradient Map layer instead		
Brightness / Contrast				N/A		
Sel Color				use Color Balance adjustment layer instead		
HSL				Luminosity blend mode (color specific luminosity adjustment)		
Color Balance				Channel Mixer layer		
Solid				use Photo Filter adjustment layer instead		
Contrast				Prompt to select range for contrast	Use mask as basis of contrast enhancement	Use selected area as basis of contrast enhancement
Dodge / Burn	Dodge layer w/o mask	Dodge layer w/ luminosity mask	Dodge layer w/ selection mask	Overlay blend mode (increases contrast)	Protect a range of tones ("not")	N/A
Vignette	Default vignette	Vignette w/ luminosity mask	Darken outside selection	Luminosity blend mode (avoid color shift)	Inverse vignette (Lighten inside selection)	N/A
Sharpen	Sharpen	Sharpen w/ luminosity mask	Sharpen w/ selection mask	Vivid light blend mode (increases effect)	Surface blur sharpening (ideal for portraits)	use last method again
Mask	White mask (black if holding <alt/option>)	Replace current layer's mask w/ luminosity mask	Replace current layer's mask w/ current selection (mask will be feathered)	Load selection/path as vector mask	Protect a range of tones ("not")	N/A
(Mask) +	White mask	Add to current luminosity mask	Add to current luminosity mask	Toggle Feather preference	Invert selection	N/A
(Mask) -	Black mask	Subtract from current luminosity mask	Subtract from current luminosity mask	Toggle Feather preference	Invert selection	N/A
Edge	Refine mask	Refine mask	Refine selection (or deselect and refine mask if mask is present)	Complex mask settings	Simple mask settings	N/A
Group	Group w/ white mask	Group w/ luminosity mask	Group w/ selection mask	N/A	Protect a range of tones ("not")	runs Combine after creating the new group. Can be used to apply a vector mask next to a layer mask.
Color Group	Color group mask	error	Selection used as group mask on the color group	N/A	N/A	N/A
Combine	Apply group mask to child layers, or rasterize other layers' masks	N/A	N/A	Rasterize group masks without applying them to child layers	N/A	N/A
Restore	N/A	N/A	N/A	Set reference	Paint back (if restore established)	Paint forward
Split	N/A	N/A	N/A	N/A	Use opposite split (horizontal/vertical) based on default for image's aspect ratio.	N/A
✓ L	N/A	N/A	Selection used to determine boosted range	Select a tonal range to boost	N/A	N/A
✓ dust	N/A	N/A	N/A	View in color	N/A	N/A

Green shortcuts are ones that are generally important to be aware of.  
Blue shortcuts are required to use some features on CS6 (the CC panel has corresponding buttons).