USEFUL KEY-BOARD MOUSE SHORT CUTS

Q – Select
W – Move
E – Rotate
R – Scale
F10 – Render dialogue
M – Material Editor
8 – Environment
S – Toggle Snap
T, B, F, R, L, P, C – change selected viewport to Top, Bottom, Front, Right, Left, Perspective or Camera views respectively
Alt+W – Maximize or un-maximize current view

Middle mouse (drag) – pan view
Middle mouse (scroll) – zoom
Alt + click on new window – selects the new window without changing current selected object
Shift + Drag object – if one of the transform modes (move, rotate, scale) is selected, this will transform and automatically clone the object
CTRL+Z – Undo
CTRL + Y – Redo
CTRL + LeftClick – Add clicked object to selection (select multiple objects)
ALT + LeftClick – Remove clicked object from selection

More shortcuts listed here: https://en.wikibooks.org/wiki/Autodesk_3ds_Max/Shortcuts