

Shortcut Keys

Editor and Files

Ctrl + S - Save the map

Ctrl + Z - Undo

Ctrl + Y - Redo

Alt + F4 - Close Editor

Esc - Close Editor (Only if not obtruded by, for example, a dialogue box)

Tools and Navigation

1 through 0 - Select Editor tools (the first 10 tools from top to bottom)

Ctrl+1 or 2 - Select Editor tools (The last two tools in the toolbar)

Alt + LMB - Rotate view

Alt + MMB - Move center point (or pan view, as you prefer to put it).

Alt + RMB (Zoom)

Editing

Q, W - Rotates an object along the Y axis, while placing them in the map.

Q, W, E - Selects the transformation gizmos (Translation, Rotation and Scale, respectively), when the Select Tool is active.

Shift + LMB - Add to/subtract from selection. (When clicking on, or box-selecting objects.)

Ctrl + LMB - Subtract from selection (When clicking on, or box-selecting selected objects)

Space - Expand/Contract active viewport.

F - Focus viewport on selection (zoomed in).

G - Show grid

Objects

Ctrl + F - Find Objects

Ctrl + D - Duplicates the selected object (In the exact same position as the original).

D - Alternatively, holding D and dragging an object with the translation gizmo will create a duplicate object.

B - Group objects

Delete/Backspace - Delete selected Object(s)

From:
<https://wiki.frictionalgames.com/> - **Frictional Game Wiki**

Permanent link:
https://wiki.frictionalgames.com/hpl2/tools/editors/level_editor/shortcut_keys?rev=1299508274

Last update: **2011/03/07 14:31**

