

# Shortcuts Keys for the Level Editor

**Note:** LMB, MMB and RMB are the short for Left, Middle and Right Mouse Button, respectively.

## Editor and File

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).

Mouse Scroll wheel - Zoom in/out.

## 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).

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