

Shortcut Keys

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 **10** - 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).

From:

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

Permanent link:

https://wiki.frictionalgames.com/hpl2/tools/editors/level_editor/shortcut_keys

Last update: **2011/03/07 15:20**

