






## EDITOR

### Navigation:

	= Rotate camera view	<b>V</b>	= Center in on selected object
	= Zoom in / out	<b>C</b>	= View whole scene
<b>SPACE</b> + 	= Move camera view	<b>+</b>	= Zoom in
<b>SPACE</b> + 	= Zoom camera to mouse position	<b>-</b>	= Zoom out

### Building:

<b>R</b>	= Rotation mode	<b>CTRL</b> + <b>A</b>	= Select all objects
<b>S</b>	= Turn grid snapping on / off	<b>CTRL</b> + <b>C</b>	= Copy selected object(s)
<b>G</b> / <b>U</b>	= Group / Ungroup selected objects	<b>CTRL</b> + <b>V</b>	= Paste object(s)
<b>ALT</b> + 	= Duplicate and move	<b>CTRL</b> + <b>D</b>	= Deselect object(s)

### CoBlocks:

<b>CTRL</b> + <b>C</b>	= Copy selected block(s)
<b>CTRL</b> + <b>V</b>	= Paste blocks
<b>CTRL</b> + <b>A</b> + <b>C</b>	= Copy all blocks from current workspace



## PLAY MODE







### Flying camera: \_\_\_\_\_

- |   |   |               |  |   |           |
|---|---|---------------|--|---|-----------|
|   | = | Move forward  |  | = | Move up   |
|   | = | Move left     |  | = | Move down |
|   | = | Move backward |  |   |           |
|   | = | Move right    |  |   |           |

### Walking camera: \_\_\_\_\_

- |   |   |               |  |   |      |
|---|---|---------------|--|---|------|
|   | = | Move forward  |  | = | Jump |
|   | = | Move left     |  |   |      |
|   | = | Move backward |  |   |      |
|   | = | Move right    |  |   |      |

### Orbit camera: \_\_\_\_\_

- |   |   |                    |   |   |          |
|---|---|--------------------|---|---|----------|
|    | = | Rotate camera view |  | = | Zoom in  |
|  +  | = | Move camera view   |  | = | Zoom out |
|    | = | Zoom in / out      |   |   |          |

## EDITOR

### Navigation:



= Rotate camera view  
left / right



= Zoom in / out



= Tilt camera view  
up / down



= Move camera view

### Building:



= Select object



= Scale object



= Move object



= Open object inspector

## PLAY MODE



= Object interaction

### Walking/Flying/Fixed camera:



= Turn camera



= Move forward

### Orbit camera:



= Rotate camera view  
left / right



= Zoom in / out



= Tilt camera view  
up / down



= Move camera view