



		Editing Mode (F2)	
		Function	Key
Movement / View		Movement Forward	W
		Movement Backward	S
		Strafe Left	A
		Strafe Right	D
		Flying Mode	Page Up
		Walking Mode	Page Down
		Crouch	C
		Prone	V
		Fly Up	Space Bar
		Fly Down	Left Alt
		Teleport	J
	General		Main Menu
		Cycle UI	Tab
		Show/Hide Target Number	Y
		Calculate Target Numbers	N
		Show / Hide Gun	H
		Create Camera	Backspace
		Quick Capture to Disk	CTRL - Backspace
		Prop Menu	` / Enter
		Select All	Shift L
		Select Object	Left Click
		Select Multiple	Shift Click
		Cancel Operation	Right Click
		Delete Object or Line	Delete
		Quick Align	Comma
		Lock Prop	L
		Clone Object	Middle Click
		Switch Target Type	B
		Replace Prop	O
		Flip / Mirror Stage	P / CTRL - P
		Undo / Redo	CTRL Z, CTRL X
		Show Crosshair	CTRL `
Prop		Vertical Rotate Counter-Clockwise	Z
		Vertical Rotate Clockwise	X
		Horizontal Rotate Counter-Clockwise	Q
		Horizontal Rotate Clockwise	E
		Tilt Forward	F
		Tilt Rearward	Right Click
		Move Up	T
		Move Down	G
		Enter Text	I
		Text Color	M

Activation Mode (F3)	
Function	Key
All Movement	See Edit Mode
Select Activators	Left Click
Cancel	Right Click
Delete Connection	Delete

Grouping Mode (F4)	
Function	Key
All Movement	See Edit Mode
Select Parent / Child	Left Click
Cancel	Right Click
Delete Grouping	Delete

Measure Mode (F6)	
Function	Key
All Movement	See Edit Mode
Click Start Pos/ Drag	Left Click
Cancel	Right Click

Draw Faultlines (F7)	
Function	Key
All Movement	See Edit Mode
Draw Faultline	Left Click
Cancel	Right Click
Straighten Line	CTRL
Draw Box	Hold Shift

Dryfire (F9)	
Function	Key
All Movement	See Edit Mode
Start Timer	Enter
Reset	Delete
Timer Visibility	H

Simulation (F10)	
Function	Key
All Movement	See Edit Mode
Start Timer	Enter
Reset	Delete
Timer Visibility	H
Shoot	Left Click
Aim Down Sight	Right Click
Reload	R
Toggle Gun Type	1



