






EDITOR

Navigation:

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

Building:




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

CoBlocks:

- CTRL** + **C** = Copy selected block(s)
- CTRL** + **V** = Paste blocks
- CTRL** + **A** + **C** = Copy all blocks from current workspace

PLAY MODE







Flying camera: _____

-  **W** = Move forward
-  **A** = Move left
-  **S** = Move backward
-  **D** = Move right
-  **Q** = Move up
-  **E** = Move down

Walking camera: _____

-  **W** = Move forward
-  **A** = Move left
-  **S** = Move backward
-  **D** = Move right
-  **SPACE** = Jump

Orbit camera: _____

-  = Rotate camera view
-  **+** = Zoom in
-  **SPACE** +  = 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