






EDITOR

Camera:

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

Building:







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

- | | |
|--|--|
|  W = Move forward |  = Move up |
|  A = Move left |  = Move down |
|  S = Move backward | |
|  D = Move right | |

Walking camera mode: _____

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

Orbit camera mode: _____

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