Guide for Keyboard Transform Tool
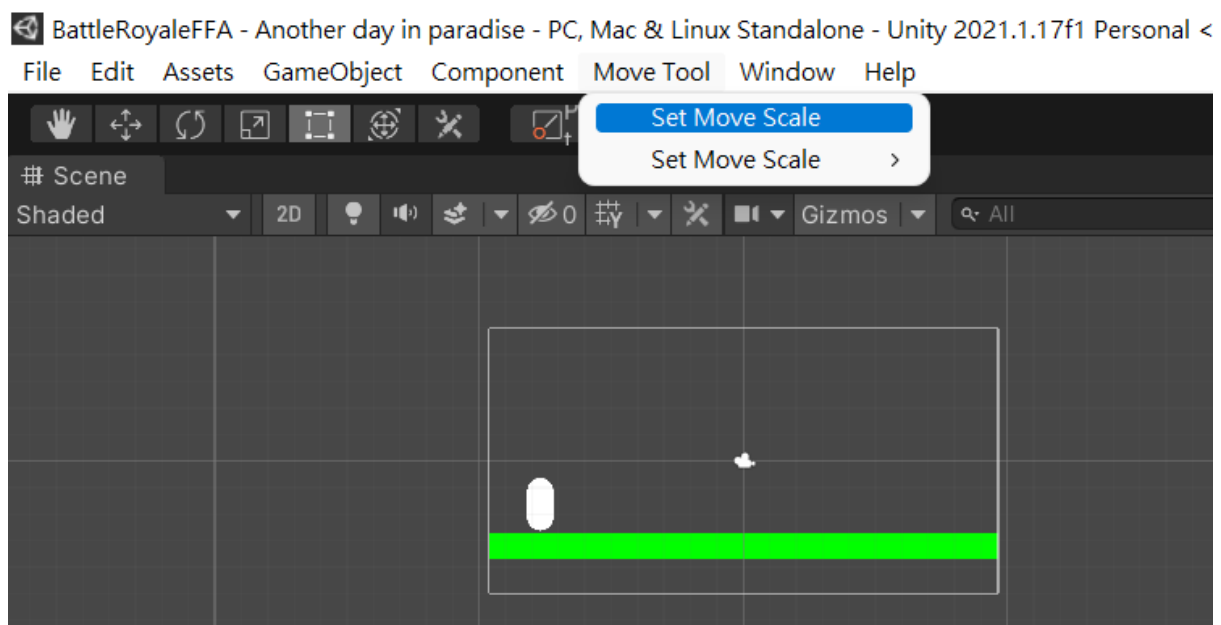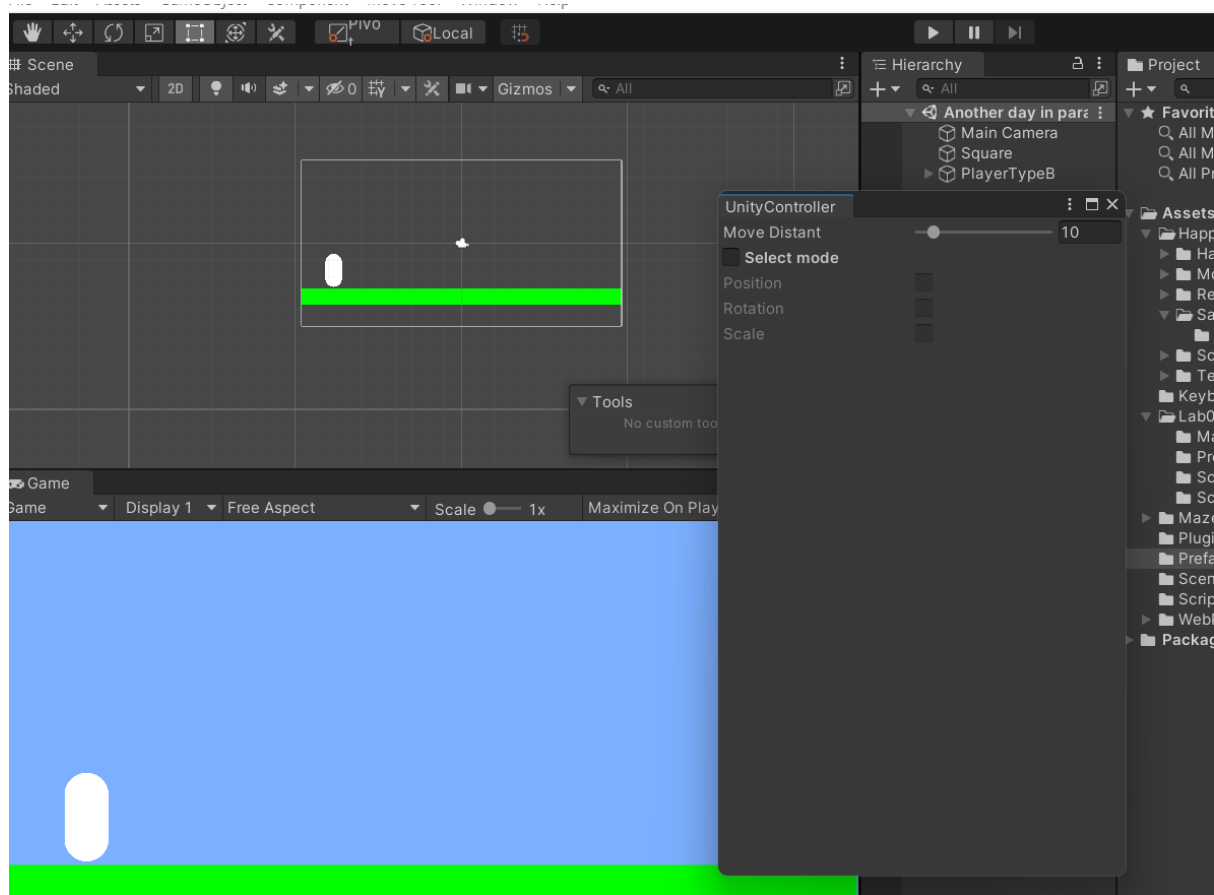
Hover the mouse on the tab"Move Tool"

click on the tab "Set Move Scale"

Click the "Select mode" box on the window appear afterward

Select the game object in the hierarchy that the user wants to do the transform.

Set the Scale for the transform action in the "Move Distant" value(the value with 0- 100,it has the value of 10 in default)

Control Key:Position/Rotation/Scale

I:Move Up/pitch forward/Scale Larger On Y Axis

M:Move Down/pitch backward/Scale Smaller On Y Axis

J:Move Left/Turn Left/Scale Smaller On X Axis

; :Move Right/Turn Right/Scale Larger On X axis

U:Move Forward/pitch Left/Scale Smaller On Z axis

O:Move Forward/pitch Left/Scale Larger On Z axis

Do something that can modify the scene(add component(s) on gameobject,add gameobject etc.)