

X-Cam Keyboard shortcuts

Key	Description
Spacebar	Deselect objects, cancels selections, cancels functions, cancel loading process (project & prefab)
Shift	Activates the old object detection methode (as long as the key is pressed)
F1	Shows the "Search within Library" dialog
F2	Shows the "Search within Project" dialog
F3	Closes the Search dialog
W,A,S,D	Camera movment (if the camera is not attached)
W,A,S,D + Alt	Faster camera movment (if the camera is not attached)
W,A,S,D	Sets the camera to the north south east west side of the object (if the camera is attached)
W,A,S,D + Shift	Sets the north south east west side of the object to the camera orientation (if the camera is attached)
Return	Starts a frame selection for saved objects, transfers pre-selected objects into a selection, confirms a object deletion
Shift + Return	Starts a frame selection for map objects
Home	Aligns the object or selection to the north, moves the camera to the players position (if no object is selected)
End	Places object(s) to the ground, selects the last saved object within the current project (if no object is selected)
Insert	If no object is selected >>> places the player unit to the position of the cursor
Insert	If only one object is selected >>> Saves the object into the project
Insert	If an object selection is activ >>> places the whole object selection to the position of the cursor (reference object)
Win	Shows the 'Randomize' or 'Automatic' or 'Player' window (hold down the key)
0-9	Changes the object detection distance (0.10 0.20 0.40 0.80 1.50 2.50 4.00 7.00 10.00 15.00)
Shift + mousewheel	Rotates an object or selection in 5 deg steps
Strg + mousewheel	Changes the height of an object or selection stepwise
Shift + LMB	Rotates an object or selection steplessly
Strg + LMB	Changes the height of an object or selection steplessly
PgUp	Rotates an object or selection in 45 deg steps (clockwise)
PgDn	Rotates an object or selection in 45 deg steps (counterclockwise)
Alt + PgUp	Rotates all objects of a selection around their own axis in 45 deg steps (clockwise)
Alt + PgDn	Rotates all objects of a selection around their own axis in 45 deg steps (counterclockwise)
BackSpace	Adds the focused object to the current selection or deletes the focused object from the current selection
. (dot)	Changes the pitch of the selected object(s) (works only if the ASL function is turned on)
, (comma)	Changes the bank of the selected object(s) (works only if the ASL function is turned on)
N	Resets Pitch and Bank values / Gets Pitch and Bank values (if any saved object is in focus)
C	Copy object, copy object selection
E	Places object(s) to the last known position
Shift + E	Places object(s) to the last saved position
I	Switchs the Slope behaviour [On] / [Off]
U	Switchs the ASL mode [On] / [Off] / with position change
Shift + U	Switchs the ASL mode [On] / [Off] / without position change
Alt + U	Switchs the ASL mode permanent [On]
F	Adds the selected or focused object to the current selected favorite list
Shift + F	Adds all objects from the selected class to the current selected favorite list
X	Restricts the movement of objects on the X-axis of the referece object (hold down the key)
X + Shift	Restricts the movement of objects on their own X-axis (hold down the keys)
Y	Restricts the movement of objects on the Y-axis of the referece object (hold down the key)
Y + Shift	Restricts the movement of objects on their own Y-axis (hold down the keys)
Z	Adjusts the height of the selected object to the height of the focused object
P	Sets the position of the selected object to the position of the focused object
Q	Switchs between different copy directions (N,E,S,W)
Shift + Q	Switchs between different copy directions (up + down)
Tab	Adjusts the selected object to the focused object (Default = orientation)
G	Creates a new object group, selects a saved object group
Shift + G	Adds a object group to the current selection
H	Starts the HideBrush (if no object is selected / focused), hides the selected / focused object
Shift + H	Hides the whole object group (if the focused object is part of any object group)
J	Places object(s) at the position of the GEO pointer or mouse pointer
J	Activates/De-activates ObjectFollowGeometry mode (if SingleBrush is activ)
R	Defines a new reference object (works only with objects within a selection)
R	Replaces a single object or all objects of a selection (works only with objects without a selection)
T	Starts the selection brush for saved objects ([Shift] + mousewheel, [Strg] + mousewheel to adjust)
Shift + T	Starts the selection brush for map objects ([Shift] + mousewheel, [Strg] + mousewheel to adjust)
L	Starts the delete brush ([Shift] + mousewheel, [Strg] + mousewheel to adjust)
Shift + L	Starts the delete brush for map objects ([Shift] + mousewheel, [Strg] + mousewheel to adjust)
O	Starts the multi brush ([Shift] + mousewheel change size, [Strg] + mousewheel change object distance)
B	Starts the placement brush (if a temporary object is selected)
B	Starts the secondary movement methode (if saved object is in focus or selected)
K	Sets objects damage value to 1 (if a saved object is in focus and not selected)
V	Shows / hides all the UI elements of the X-Cam
M	Opens / closes the map window
Pause	Loads the default windows layout
Shift + Pause	Saves the current windows layout as the new default layout
0 (NumPad)	Resets the random scale- and pitchbank values for the current selected objects
8 (NumPad)	Moves an object or selection to the north (in distance of the boundingbox of the reference object)
6 (NumPad)	Moves an object or selection to the east (in distance of the boundingbox of the reference object)
2 (NumPad)	Moves an object or selection to the south (in distance of the boundingbox of the reference object)

4 (NumPad)	Moves an object or selection to the west (in distance of the boundingbox of the reference object)
7 (NumPad)	Moves an object or selection up (in distance of the boundingbox of the reference object)
7 (NumPad) + Alt	Moves an object or selection up (in distance of the basic grid size)
1 (NumPad)	Moves an object or selection down (in distance of the boundingbox of the reference object)
1 (NumPad) + Alt	Moves an object or selection down (in distance of the basic grid size)
+ (NumPad)	Increases the count of the selected favorite object for the dynamic object pool
- (NumPad)	Decreases the count of the selected favorite object for the dynamic object pool
Arrow up	Scroll up in the favorite list or scroll up in the object type list
Arrow down	Scroll down in the favorite list or scroll down in the object type list
Arrow left	Scroll up in the object list
Arrow right	Scroll down in the object list