## **Planet Zoo Keyboard Shortcuts** Ctrl + move mouse ...... lock to surface axes Alt + LMB ... select objects in group with same color for German keyboard ..... toggle Angle Snap ..... toggle Align to Surface **User Interface** ..... toggle Flatten Terrain ..... close stuff ..... toggle Snap Stuff to Wall Piece Center Del. ..... delete stuff ..... toggle show user interface **Paths** RMB ..... delete path ..... open Zoo Management [LMB] on preview, then [1/4] ..... raise/lower path ..... open Animal Trading ..... open Exhibit Trading U / J ..... raise/lower path without placing ..... open Barriers Y + move mouse ..... rotate junction angle ...... open Habitat hold $|\mathsf{Y}|$ ...... make right angle join hold Ctrl ..... prevent paths from joining ..... open Nature ..... decrease/increase path length ..... open Facilities $\boxed{\ddot{\mathsf{U}}}$ / $\boxed{+}$ ...... decrease/increase path width ..... open Construction hold Y ..... create Y junction from existing path ..... open Blueprints X ..... toggle T Junction ..... open Paths ..... toggle Curved Slopes ..... open Terrain ..... open Heat Maps B ..... toggle Align to Placement Suggestions ..... open Multi-Select N ..... enter/exit Align to Grid as well as most general editing shortcuts and toggles **General Placement & Editing Barriers** Ctrl + LMB ..... select multiple pieces ..... hold to change curve radius ..... move selection as well as most general editing shortcuts and toggles ..... toggle advanced move/rotate Ctrl + D ...... duplicate object **Terrain Editing** Ctrl + X ...... duplicate object and avanced move B / / ..... decrease/increase brush intensity ..... enter group edit mode Ü / + ..... decrease/increase brush size $Y \mid + \mid \leftarrow / \rightarrow \mid$ ..... rotate hold Ctrl ..... apply inverse brush (pull/push)

..... reset vertical placement Multiselect Tool