Octave3D Hotkeys

Thank you for purchasing Octave3D. Your support is highly appreciated.

IMPORTANT NOTE: When placing objects manually in the scene (i.e. Using the Unity Editor interface instead of Octave3D), you will need to press the **Refresh scene** button below the main tollbar in order to be able to interact with those objects.

HOTKEYS NOTE: In order to use the hotkeys, the scene view window must have keyboard focus. For example, when you are playing around with controls inside the inspector (or other windows), the keyboard focus will be transferred to that window and using the hotkeys will not have any effect. In order to trasnfer the keyboard focus back to the scene view, you can use one of the following approaches:

- click inside the scene view window area (any mouse button will do);

  OR

- press the hotkey 2 times. For example, let's assume that you played around with the settings inside the inspector and now you would like to press the Y key to rotate the object placement guide. In order to do this, you will have to press the Y key one time to transfer the focus back to the scene view and then a second time to perform the actual rotation.

Please understand that this is **not a bug** and it is also happenning with the Unity Editor itself. For example, create a cube object, select it and then left click somewhere in the inspector area. Then try to use **LCTRL + D** to duplicate the cube object and you will see that it won't work. You have to click in the scene view to give it keyboard focus.

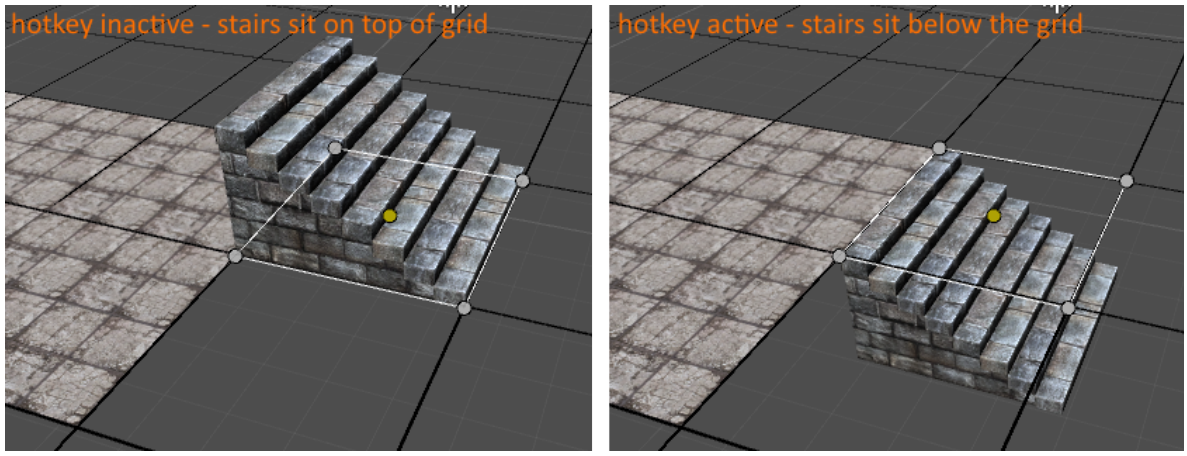
GENERAL:

- **A -** switch to object placement mode (also activates the object placement GUI). Has the same effect as pressing the first button in the main toolbar;
- **S –** switch to object selection mode (also activates the object selection GUI). Has the same effect as pressing the second button in the main toolbar;
- **D** – switch to object erase mode (also activates the object erase GUI). Has the same effect as pressing the third button in the main toolbar.
- **ALT + R –** select the tool object;
- **ALT + D –** deselect the tool object;

OBJECT PLACEMENT (i.e. when working in object placement mode):

- **alphanumeric 1 –** activate **Decor Paint** placement mode;
- **alphanumeric 2 –** activate **Point and Click** placement mode;
- **alphanumeric 3 –** activate **Path** placement mode;
- **alphanumeric 4 –** activate **Block** placement mode;
- **alphanumeric 5 –** move grid down by the current step value (Snap Settings GUI);
- **alphanumeric 6 –** move grid up by current step value (Snap Settings GUI);
- **X –** rotate the placement guide around the global X axis;
- **Y –** rotate the placement guide around the global Y axis;
- **Z –** rotate the placement guide around the global Z axis;
- **C –** rotate the placement guide around the normal of the surface on which it resides;
- **LSHIFT + X + mouse move (only horizontal movements count)** – rotate the guide around the global X axis;
- **LSHIFT + Y + mouse move (only horizontal movements count)** – rotate the guide around the global Y axis;

- **LSHIFT + Z + mouse move (only horizontal movements count)** – rotate the guide around the global Z axis;
- **LSHIFT + C + mouse move (only horizontal movements count)** – rotate the placement guide around the normal of the surface on which it resides;
- **LCTRL + LSHIFT + mouse move (only horizontal movements count)** – uniform scale the placement guide;
- **Q + mouse move (only horizontal movements count)** – offset the placement guide from the surface on which it resides;
- **R** – works only when hovering a game object in the scene. If that object was instantiated from a prefab that exists inside a prefab category, that prefab will be activated;
- **V –** perform vertex snapping (no move handle/gizmo is required). This hotkey works in the following way:
    1. hover a mesh object with the mouse cursor;
    2. hold down **V**;
    3. select the vertex that you would like to snap;
    4. hold down the left mouse button and move the mouse to snap the vertex to vertices of other mesh objects.
- **N –** place the object placement guide right below the placement surface. The placement surface can be a grid or another object. This is useful when creating environments that contain stairs which lead to a different floor level. The effect of this hotkey is shown in the image below:



- **L** – lock/unlock object placement. When object placement is locked, any mouse or keyboard input is ignored;
- **B –** useful when automatic surface alignment is turned off. It allows you to manually align the guide to the surface on which it resides. Pressing this key successively will align the guide's axes in the following order: **PositiveX, NegativeX, PositiveY, NegativeY, PositiveZ, NegativeZ, wrap around;**
- **I –** reset the guide's rotation to identity (0 rotation on all axes);
- **O –** reset the guide's scale to the original value. This is the scale value stored in the prefab asset from which the guide was instantiated. **Note:** Changing the scale value of the actual prefab asset will not affect this value;
- **LSHIFT** + **mouse scroll wheel –** cycle through the prefabs in the active prefab category;
- **LSHIFT + LALT + mouse scroll wheel –** cycle through different prefab categories;
- **J –** cycle through the guide pivot points;
- **W –** toggle object surface snapping on/off. Only affects the **PointAndClick, Path** and **Block** placement modes. When object surface snapping is turned on, a grid will appear on the face of the hovered object's bounding volume and this grid can be used for snapping;

- **LCTRL + SPACE + mouse scroll wheel –** only works when object surface snapping is turned on and it allows you to change the size of the object surface grid;
- **T + click on object in scene –** snaps the grid position to the position of the contact point between the mouse cursor and the object which was clicked;
- **T + DOUBLE CLICK on object in scene –** snaps the grid to the top or bottom of the object depending on which one is closer to the mouse cursor hit point;
- **K** - sets the grid XZ cell size to the XZ size of the object placement guide;
- **SPACE –** only works with the **PointAndClick, Path** and **Block** placement modes. When this key is pressed, the tool will always snap the center pivot point (regardless of the active pivot point) to the center of the snap surface;
- **LCTRL -** only works with the **PointAndClick, Path** and **Block** placement modes. When this key is pressed, the tool will attempt to keep the object placement guide inside the area of the snap surface.
- ***DECOR PAINT BRUSH PLACEMENT MODE*:**
  - **LCTRL + mouse scroll wheel –** adjust brush radius;
  - **Brush element GUI view:**
    - **Right Click on prefab element –** remove element from brush;
    - **Right Click on prefab preview in active category –** add prefab to brush;
    - **SHIFT + Right Click on element –** disable element in brush;
- ***PATH PLACEMENT MODE*:**
  - **LMB (before path construction) –** begin path construction;
  - **LMB (during path construction) –** attach 2 new segments**;**
  - **ESC (during path construction) –** cancels path construction;
  - **SHIFT + LMB (during path construction) –** end path construction and place objects;
  - **G (during path construction with the 'Manual' height adjustment mode) –** raise the path;
  - **H (during path construction with the 'Manual' height adjustment mode) –** lower the path;
  - **R (during path construction) –** remove the last 2 path segments;
  - **E (before path construction) –** activates the next path extension plane;
- ***BLOCK PLACEMENT MODE*:**
  - **LMB (before block construction) –** begin block construction;
  - **LMB (during block construction)** – end block construction and place objects;
  - **ESC (during block construction)** – cancels block construction;
  - **LSHIFT (during block construction)** – adjust block using 1:1 ratio;
  - **G (during block construction with the 'Manual' height adjustment mode) –** raise the block;
  - **H (during block construction with the 'Manual' height adjustment mode)** – lower the block;
  - **E (before block construction)** – activates the next block extension plane;
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OBJECT SELECTION (i.e. when working in object selection mode):

- **SPACE + click on object –** allows you to perform prefab replacement. The selected objects will be replaced with the object that you cliecked on;
- **SPACE + click on prefab preview in active category –** allows you to perform prefab replacement. The selected objects will be replaced with the prefab which was clicked;
- **Q –** toggle transform gizmos on/off;
- **W –** activate the move gizmo;
- **E –** activate the rotation gizmo;

- **R –** activtae the scale gizmo;
- **LCTRL + mouse scroll wheel (only when the selection mode is set to 'Paint') –** adjusts the size of the selection shape;
- **LCTRL** + append objects to selection;
- **LSHIFT (only when using a selection shape) –** deselect objects;
- **DELETE –** delete the selected objects;
- **G –** select all objects which share the same prefab as the objects which are already selected;
- **Left Double Click** on object – select all objects which share the same prefab as the object which was clicked;
- **CTRL + D –** duplicate selection. **Note:** This operation does not preserve prefab links and works only in Unity 5.0 or above;
- **B –** grid snapping (no move handle/gizmo is required). This hotkey works in the following way:
    - while at least one object is selected;
    - hold down **B**;
    - move the mouse around to select a box corner;
    - hold down the left mouse button and move the mouse to snap the selected corner to the grid.
- **C –** toggle selection grab. When active, moving the mouse in the scene will snap the selected objects along the hovered surface with or without axis alignment depending on the current grab settings.

OBJECT ERASING (i.e. when working in object erase mode):

- **LCTRL + mouse scroll wheel (only when using the 2D or 3D erase brushes) –** adjust brush radius;
- **SPACE –** by default, the tool will erase entire object hierarchies. If this key is held down, the tool will erase only the object which is hovered by the cursor or intersected by the chosen brush (depending on the chosen erase mode);

MIRRORING:

- **M (only when working in selection mode) –** mirror selected objects;
- **SPACE –** snap mirror center to the center of the snap surface;
- **LCTRL –** disable mirror snapping;
- **I –** reset mirror rotation to identity (0 rotation on all axes);
- **LSHIFT + X + mouse move (only horizontal movements count)** – rotate mirror around the global X axis;
- **LSHIFT + Y + mouse move (only horizontal movements count)** – rotate mirror around the global Y axis;
- **LSHIFT + Z + mouse move (only horizontal movements count)** – rotate mirror around the global Z axis;
- **LSHIFT + C + mouse move (only horizontal movements count)** – rotate mirror around the normal of the surface on which it resides;
- **X –** rotate mirror around the global X axis;
- **Y –** rotate mirror around the global Y axis;
- **Z –** rotate mirror around the global Z axis;
- **C –** rotate mirror around the normal of the surface on which it resides;
- **Q + mouse move (only horizontal movements count) –** offset mirror from the surface on which it resides;
- **B –** align mirror with the normal of the surface on which it resides.