Pretty self explanatory it is a quick guide to guts for them to have to reference.

ACE’S SHORTGUTS!

Ctrl + Left-click - Select multiple [Level Objects](http://docs.runicgames.com/wiki/Level_Objects).

Ctrl + Right-click - Bring up a "Start Here" context menu to play the level and spawn at the clicked location ( if it is pathable ).

* Select "(close)" or click anywhere else to close the context menu without playing the level.

Shift + Right-click and Drag - Marquee select multiple [Level Objects](http://docs.runicgames.com/wiki/Level_Objects).

Right-click and Drag - Look around with the camera.

Mouse Wheel In or Out - Zoom the camera in and out.

Esc - Deselect all [Level Object(s)](http://docs.runicgames.com/wiki/Level_Objects).

F2 - Rename the selected [Level Object](http://docs.runicgames.com/wiki/Level_Objects) in the Layout Scene Manager.

F4 - Select all instances of the currently selected [Level Object(s)](http://docs.runicgames.com/wiki/Level_Objects) in the [Layout](http://docs.runicgames.com/wiki/Layouts).

F5 - Play the level.

Shift + F5 - Stop playing the level ( if currently playing ).

F6 - Launch Torchlight2.exe.

Ctrl + 8 - Toggle the Player Light on or off.

Tab - Toggle the "~Use Rule set" option *True* or *False*.

Q or E - Raise or lower the camera.

W, S, A, or D - Move the camera.

Ctrl + W, S, A, D, Q, or E - Double the speed of the camera movement.

R - Reset the camera to the default distance and rotation.

* If nothing is selected the camera will move to the origin of the level.
* If a [Level Object](http://docs.runicgames.com/wiki/Level_Objects) is selected the camera will move to the origin of the selected [Level Object](http://docs.runicgames.com/wiki/Level_Objects).

T - Toggle objects snapping to the set snap values on or off.

Ctrl + I - Toggle an arrow indicating the direction of the Directional Light in the current [Level Rule Set](http://docs.runicgames.com/wiki/Rule_Sets).

Ctrl + P - Show the Working Plane.

[ or ] - Cycle between all Visual variations the selected [Room Piece](http://docs.runicgames.com/wiki/Room_Piece_Object) may have.

Ctrl + G - Show the Grid.

Ctrl + H - Show all Helpers.

Ctrl + K - Select all [Room Pieces](http://docs.runicgames.com/wiki/Room_Piece_Object) that have "Collision Enabled" set to *True*.

Ctrl + Shift + K - Display the collision meshes of all [Room Pieces](http://docs.runicgames.com/wiki/Room_Piece_Object) in the [Layout](http://docs.runicgames.com/wiki/Layouts).

* Red indicates a pathable area
* White indicates a non-pathable area.

Ctrl + L - Show all polygon edges.

C - Scale the selected object(s)

* Not all objects are scalable.

V - Close the [Brush Editor](http://docs.runicgames.com/wiki/Editor_Brushes) window.

B - Open the [Brush Editor](http://docs.runicgames.com/wiki/Editor_Brushes) window.

N - Snap the selected [Level Object](http://docs.runicgames.com/wiki/Level_Objects) to the grid using the current X, Z snap value.

Ctrl + N - Snap the selected [Level Object](http://docs.runicgames.com/wiki/Level_Objects) to the grid using the current X, Z snap value and reset its orientation.

Ctrl + M - Toggle MIP level diagnostic display.

, or . - Cycle between all X, Z snap values on the selected [Level Object](http://docs.runicgames.com/wiki/Level_Objects).

Spacebar - Add the selected [Room Pieces](http://docs.runicgames.com/wiki/Room_Piece_Object) in the [Room Piece Palette](http://docs.runicgames.com/wiki/Room_Piece_Palette) to the [Layout](http://docs.runicgames.com/wiki/Layouts) at the Working Plane.

* If nothing is selected in the [Layout](http://docs.runicgames.com/wiki/Layouts) a new [Room Piece](http://docs.runicgames.com/wiki/Room_Piece_Object) will be created.
* If one or more [Room Pieces](http://docs.runicgames.com/wiki/Room_Piece_Object) are selected in the [Layout](http://docs.runicgames.com/wiki/Layouts) they will be replaced with the [Room Piece Object](http://docs.runicgames.com/wiki/Room_Piece_Object) selected in the [Room Piece Palette](http://docs.runicgames.com/wiki/Room_Piece_Palette).

Home - Drop the selected [Level Object(s)](http://docs.runicgames.com/wiki/Level_Objects) to the collision mesh below.

Ctrl + Home - Drop the selected [Level Object(s)](http://docs.runicgames.com/wiki/Level_Objects) to the collision mesh below and orient them to the collision mesh's normals.

Delete - Delete the selected [Level Object(s)](http://docs.runicgames.com/wiki/Level_Objects).

Arrow keys - Move the selected [Level Object(s)](http://docs.runicgames.com/wiki/Level_Objects) using the current X, Z snap value.

Shift + Arrow keys - Duplicate the selected [Level Object(s)](http://docs.runicgames.com/wiki/Level_Objects).

Ctrl + Left or Right Arrow keys - Rotate the selected [Level Object(s)](http://docs.runicgames.com/wiki/Level_Objects) using the current Angle snap value.

Ctrl + Up or Down Arrow keys - Move the selected [Level Object(s)](http://docs.runicgames.com/wiki/Level_Objects) up or down using the current Y snap value.