ofxPiMapper cheatsheet

Key	Function
i	Show info
t	Add triangle surface
q	Add quad surface
g	Add grid warp surface
d	duplicate surface
p	toggle perspective warping (quad surfaces only)
]	add columns to grid surface (grid warp surfaces only)
[	remove columns from grid surface (grid warp surfaces only)
}	add rows to grid surface (grid warp surfaces only)
{	remove rows from grid surface (grid warp surfaces only)
.	select next surface (projection mapping mode only)
,	select previous surface (projection mapping mode only)
>	select next vertex
<	select previous vertex
f	Toggle fullscreen
s	Save composition
z	Undo
BACKSPACE	Delete surface
SPACE	Deselect surface (projection mapping mode)
TAB	Select next source (no need to use the source selection interface)
Arrow keys	Move selection. If no surface is selected in the projection mapping mode, all surfaces are moved.