

Creation Kit Interface Cheat Sheet

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Menu Shortcuts

Save	Ctrl+S	Save the active plugin.
Undo	Ctrl+Z	Undo the last action in the current window or field.
Redo	Ctrl+Y	Redo the last Undone action.
Cut	Ctrl+X	Cut the current selection.
Copy	Ctrl+C	Copy the current selection.
Paste	Ctrl+V	Paste the copied item.
Paste in Place	Ctrl+Shift+V	Paste the copied item with no offset.
Move	Ctrl+M	In the Render Window, move the copied item instead of creating a new reference.
Move in Place	Ctrl+Shift+M	In the Render Window, move the copied item instead of creating a new reference. Maintains the same coordinates.
Duplicate	Ctrl+D	In the Render Window, duplicate the selected item.
Find	Ctrl+F	Open the Find/Replace Window.
Find Next	F3	Find the next item in the current search.
Find Prev	F2	Find the previous item in the current search.

Camera Controls

Pan	MMB+Mouse Space	Hold the middle mouse button and use the mouse to pan the camera (or hold the spacebar)
Orbit	Shift+Mouse	Hold shift and use the mouse to orbit around a selection
Zoom	Scroll Wheel or V+Mouse	The Scroll wheel will zoom in/out from the selection
Focus Camera	Shift+F	Snap Camera position to selection bounds
Top View	T	Force a top-down view
Cycle Views	C	Cycle through pre-set camera angles

Orthographic Projection	0 (zero)	Toggle between Orthographic/Perspective projection (<i>advanced users only</i>)
Object Manipulation		
Movement	Left-Click+Drag	Click and hold to drag to move the selection on the horizontal XY axis
Rotation	Right-Click+Drag	Click and hold RMB to rotate the selection
Axis Constraint	X/Y/Z	Hold X,Y or Z to constrain movement or rotation to that axis
Grid Snap	Q	Toggle snap-to-grid for movement and rotation
Scale	S	Hold S and left-click drag to scale the selection. Uniform scaling only.
Drop to Ground	F	Drops the selected object to the nearest surface.
De-Select	D	Removes all objects from current selection
Gizmo Helpers		
Move Gizmo	E	Enables gizmo w/Handles for XYZ axes and bi-axis planes
Rotate Gizmo	W	Enables gizmo w/Handles for XYZ rotation
Scale Gizmo	2	Enables scaling Gizmo w/XYZ handles for non-uniform scaling of primitives
Visibility Toggles		
Refresh	F5	Refreshes the current cell and unhides all hidden objects.
Unhide All	Alt-1	Unhides all hidden objects.
Toggle Hidden	1	Makes the current selection visible/translucent/invisible in the editor.
Toggle Markers	M	Toggles Markers on/off.
Toggle Light Radius	L	Toggles Light Radius on/off.
Toggle Bright Light	A	Toggles the default light on/off.
Toggle Sky	Y	Toggles the sky and sky lighting on/off.

Toggle Wireframe	7 / W	Toggles Wireframe on/off. Render view / Preview window
Toggle Collision Geometry	F4	Toggles collision geometry on/off.
Toggle Toggle Water	Shift+W	Toggles Water on/off.
Toggle Cell Borders	B	In the Exterior, toggles Cell Borders on/off.
Toggle Grass	8	Toggles Animated Grass on/off.

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