

## CELACTION KEYBOARD SHORTCUTS

These are the keys that are most used when first using the software.

### General operations

<b>Save</b>	Save current Scene	Ctrl S
	Save Scene As...	Ctrl Shift S
<b>Undo</b>	Undo	Esc
	Redo	Shift Esc
<b>Playback</b>	Start Playback	F7
	Stop Playback	Shift F8
	Playback options	F8
<b>Preview animation</b>	Make Preview	F9
	View Preview	Shift F9
	Render sample Frame	F11

### Select Operations

<b>Select</b>	Override current mode	Ctrl Left Click
	Select from list of Elements under cursor	Shift Left Click
	Re-select last selected Element	Ctrl F3
	Select Root Element	\
	Select next Sibling	Shift )
	Select previous Sibling	Shift (
	Select parent of current Element	Shift \
	Select first child of current Element	/

### Navigate operations

<b>Camera/Scene view</b>	Toggle view	Space
<b>Magnify Scene View</b>	Zoom out	<
	Fast zoom out	Alt <
	Zoom in	>
	Fast zoom in	Alt >
	Zoom in to area selected by cursor	Ctrl Shift left drag
	Restore previous view	F12
<b>Navigate</b>	Navigate mode (then left click to centre screen on cursor)	N
	Pan Scene View	Alt Shift left drag
	View current Actor	Shift @
	Centre view on selected Element	L
<b>Target</b>	Target mode	T
	Centre and zoom in (while in Target mode)	Alt Click
	Centre and zoom out (while in Target mode)	Alt Gr Click

### Dope Sheet Operations

<b>Go to Frame</b>	Next Frame	Down
	Previous Frame	Up
<b>Selection</b>	Reselect Poses	F3
	Reselect Frames	Alt F3
<b>Hold</b>	Hold first Pose/Property	Keypad *
	Hold last Pose/Property	Alt Keypad *
<b>Nudge</b>	Nudge Pose up	Shift Page Up
	Nudge Pose down	Shift Page Down

	Nudge Family up	Alt Shift Page Up
	Nudge Family down	Alt Shift Page Down
<b>Timing</b>	Squash	Ctrl Shift Numpad -
	Stretch	Ctrl Shift Numpad +
<b>Delete</b>	Delete Key Pose/Transform	Del
	Delete Frame	Ctrl Del
<b>Add Frames</b>	Add Frames to Scene	Ctrl F
<b>Algorithm</b>	Set Pose/Element Algorithm	F6
	Set Family Algorithm	Alt F6
<b>Sound</b>	Play sound for selected Frames	F4
<b>Effects</b>	Add Effect	E
	Edit Effects List	Alt E
	Add targetted Effect	Ctrl Alt E
	Add Family targetted Effect	Ctrl Alt Shift E
	Set Effects Algorithm	Alt Shift E

### Element Operations

(\* denotes holding Shift increases amount)

<b>Move</b>	Move visually	Z
	Move by one unit *	Ctrl Cursor keys
<b>Rotate</b>	Rotate visually	X
	Rotate clockwise by one unit *	Ctrl R
	Rotate anticlockwise by one unit *	Ctrl E
	Reset rotation to 0	Shift X

<b>Scale</b>	Scale visually	S
	Scale up uniformly by one unit *	Ctrl W
	Scale down uniformly by one unit *	Ctrl Q
	Scale up on Y axis by one unit *	Ctrl Y
	Scale down Y axis by one unit *	Ctrl T
	Scale up on X axis by one unit *	Ctrl L
	Scale down X axis by one unit *	Ctrl K
<b>Skew</b>	Skew Horizontally anticlockwise by one unit *	Ctrl Alt K
	Skew Horizontally clockwise by one unit *	Ctrl Alt L
	Skew Vertically anticlockwise by one unit *	Ctrl Alt T
	Skew Vertically clockwise by one unit *	Ctrl Alt Y
<b>Freehand</b>	Move and Rotate visually	H
<b>Mirror/Flip</b>	Mirror Family vertically	Alt V
	Flip Family horizontally	Alt H
<b>Visibility</b>	Toggle Element Visibility	V
	Toggle Family Visibility	Shift V
	Switch to next sibling Family	Alt ]
	Switch to previous sibling Family	Alt [
<b>Shape</b>	Cycle Forwards	]
	Cycle Backwards	[
	Next Group	Ctrl ]
	Previous Group	Ctrl [
<b>Display Order</b>	Change within current Level	Shift D

	Change within current Levels over Frames	Ctrl Shift D
	Change within all Levels	D
	Set Display Order Link	Alt D
	Visual Display Order Link	Ctrl Alt D
<b>Attachment</b>	Toggle Attachment	U
	Visual Attachment Link	Ctrl Alt A
	Set Attachment Link	Alt A
<b>Pivot Point</b>	Change	P
	Reset	Shift P
<b>Opacity</b>	Set Opacity	Alt T
<b>Copy</b>	Copy Pose from previous Frame	Alt B
	Copy Pose from next Frame	Alt N
	Copy Element from previous Frame	Ctrl B
	Copy Element from next Frame	Ctrl N
	Copy Family from previous Frame	Ctrl Shift B
	Copy Family from next Frame	Ctrl Shift N
<b>Reset Properties</b>	Reset Actor	Alt J
	Reset Family	Alt Shift J
	Reset Element	Ctrl J