

Amazon Lumberyard cheat sheet

File menu

Ctrl + O	Open a level
Ctrl + S	Save the level
Ctrl + Alt + F	Restore the saved state
Ctrl + Alt + H	Save the current state
Ctrl + Shift + S	Save the selected object

Edit menu

G	Toggle snap-to-grid
Ctrl + D	Duplicate the selected object
Ctrl + Z	Undo the last operation
Ctrl + Shift + Z	Redo the last operation
Ctrl + Shift + Space	Lock the selection

Game menu

Ctrl + E	Export the level
Ctrl + G	Enter game mode (Esc to exit)
Ctrl + P	Enable AI or physics

Tools menu

M	Open the Material Editor
`	Open the console window
[Increase the brush radius size
]	Decrease the brush radius size
Shift + [Decrease the hardness shape of the fall-off curve between the inner and outer radius of the brush
Shift +]	Increase the hardness shape of the fall-off curve between the inner and outer radius of the brush

Select toolbar

1	Select the object
2	Select and move the object
3	Select and rotate the object
4	Select and scale the object
5	Select the terrain area

Hide toolbar

F	Freeze the selected object
H	Hide the selected object
Ctrl + F	Unfreeze all objects
Ctrl + H	Unhide all hidden objects

Constraint toolbar

Ctrl + 1	Follow the terrain
Ctrl + 2	Lock on the xy-plane
Ctrl + 3	Lock on the x-axis
Ctrl + 4	Lock on the y-axis
Ctrl + 5	Lock on the z-axis

Perspective viewport

W	Move forward in the viewport
A	Move backward in the viewport
S	Move left in the viewport
D	Move right in the viewport
Q	Move up in the viewport
E	Move down in the viewport
Z	Focus the camera to the selected object in the viewport
F3	Toggle the wireframe view
Alt + Middle click	Rotate around the selected object
Alt + Right click	Zoom in and out
Ctrl + F1	... to F12: Save the viewport location
Shift + F1	... to F12: Move to the saved viewport location
Shift + Space	Show or hide helpers

Source: Amazon

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More information: defkey.com/amazon-lumberyard-shortcuts

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