



# Construct 3 cheat sheet

## General

Ctrl + X	Cut
Ctrl + C	Copy
Ctrl + V	Paste
Ctrl + Move the mouse	with mouse left button Duplicate mouse
Ctrl + Z	Undo
Ctrl + Y	Redo
Ctrl + A	Select all
Ctrl + D	Unselect all
Ctrl + F	Find by text
Ctrl + Shift + F	Focus the Project Bar search field
Alt + N	New project
Ctrl + O	Open project from local file
Ctrl + S	Save project
Alt + W	Close current editor tab
F4	Preview project from first layout
F5	Preview current layout
Shift + F4	Debug from first layout
Shift + F5	Debug current layout
Alt + Preview	button to start an additional preview
Alt + 4	Start additional preview from first layout
Alt + 5	Start additional preview from current layout
F6	Export project
F9	Reload all script files from disk (only available when saved as project folder)
Del	Delete selected item(s)
F2	Rename selected item
Enter	Edit selected item
Ctrl + Left click	Add or remove clicked item from selection
Shift + Left click	Select everything in between the last selected item and the clicked item
Esc	Cancel drag or placement or event search

Ctrl + Shift +	Move to top
Ctrl + Shift +	Move to bottom
Alt + Shift + □	/ B Back
Alt + Shift + □	/ N Next
Ctrl + Shift +	Go to next tab to right
Ctrl + Shift +	Go to next tab to left
Shift + S	Go to associated view (switches between Layout View and Event Sheet View)

## Layout view

Ctrl + Wheel up and wheel down Up arrow or Ctrl + + Zoom	in
Ctrl + Wheel up and wheel down Down arrow or Ctrl + +	Zoom out
Shift	(hold) Increase the zoom rate
Ctrl + 0	Return to 100% zoom
Middle click + Move the mouse	Move mouse Pan the view
Space	(hold) Move mouse Pan the view
Ctrl + E or Shift + S	Go to associated event sheet
Arrow keys	Nudge selected objects 1 pixel. Hold Shift to nudge 10 pixels.
When grid snapping is enabled, nudging moves a whole grid cell at a time. Hold Alt to disable this and nudge 1 pixel again.	
Shift	(while resizing objects) Proportional resize
Shift	(while rotating objects) Lock to 5 degree increments
Shift	(while dragging objects) Axis-lock (move along diagonals only)
Tab + Left click	(on a selected object) Select the next object underneath in the Z order
Alt	(while moving selection) Disable resize handles, rotation and grid snapping while held.
Alt	(when selecting an instance)

	Bypass any container selection.
Ctrl	(while resizing selection) Resize relative to the object origin
Tab + Right click	Show the context menu on the current selection rather than the top instance

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Ctrl + Shift +	Send to front of layer
Ctrl + Shift +	Send to back of layer
C	Center horizontally in viewport
T	Align to top of viewport
Enter	Wrap selection (to rotate or stretch the selection as a whole)

W Select eight objects are selected and wrapped.

container and wrap. For example, select one object in A container of eight objects, press W, then all

To paste objects in-place (so they paste at their original positions, instead of relative to the mouse), hold Shift while placing a paste. The full process is: Ctrl + C to copy an object; press Ctrl + V to turn the mouse to a crosshair, hold Shift and click, all objects paste at their original positions (instead of by the mouse) and the mouse returns to a normal cursor.

Ctrl + R	Start all Live Previews Paid plans only
Ctrl + Shift + R	Stop all Live Previews Paid plans only

When editing tilemaps using the Tilemap Bar:

1	...to 6 Switch current tool
X	Flip horizontal
Y	Flip vertical
Z	Rotate 90 degrees clockwise
A	Rotate 90 degrees anti-clockwise
R	Reset transformations
Shift + Right click	Select a patch of tiles from the tilemap

Ctrl or AltGr + [ Use the replace whole hierarchy option on the current selection of

templates and/or replicas

Ctrl or AltGr + ]	Use the modify existing hierarchy option on the current selection of templates and/or replicas
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When editing timelines using the Timeline Bar:

Ctrl	(hold when dragging a cubic bezier anchor point) Also modify the adjacent anchor point if there is any.
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## Event Sheet View

### Animations Editor

Ctrl + +	Increase text size
Ctrl + -	Decrease text size
Ctrl + L or Shift + S	Go to associated layout (if any - event sheets only used via includes have no associated layout)
Ctrl + Home	Go to top of sheet
Ctrl + End	Go to bottom of sheet
F2	Toggle bookmark at selected event
Ctrl + F2	Go to next bookmark in project
Shift + F2	Go to previous bookmark in project
F3	Toggle breakpoint
Up arrow or Down arrow	Move the selection up and down the event sheet
Left arrow / Right arrow	Move the selection sideways between Events, Conditions and Actions
-	Insert event above
+	Insert event below
A	Add action
Shift + A	Add custom action
B	Add blank subevent
C	Add condition
D	Toggle selected items disabled
E	Add event below
Shift + E	Add event above

F	Add function
G	Add group
I	Invert selected conditions
J	Add script (script block if event selected, or script action if action selected)
Shift + J	Add script action (regardless of selection)
N	Add include
P	Add parameter to function
R	Replace object
Q	Add comment (block comment if event selected, or action comment if action selected)
Shift + Q	Add action comment (regardless of selection)
S	Add subevent
V	Add variable
X	Add 'Else' event following selected event
Y	Toggle 'Or' block
F4	In the Parameters Dialog, press F4 to toggle the Expressions Dictionary.

## Timeline Bar

B	Brush tool
E	Eraser tool
F	Fill tool
I	Color picker tool
L	Line tool
N	Pencil tool
R	Rectangle tool
S	Rectangle select tool
T	Ellipse tool
Shift + I	Image points tool
Shift + P	Collision polygon tool
C	Clear image
Ctrl + E	Export image
Ctrl + M	Mirror image
Ctrl + F	Flip image

Ctrl + R Rotate image clockwise

Ctrl + L Rotate image anti-clockwise

Alt + C Crop image

Alt + R Resize image

Ctrl + B Toggle background color

Ctrl + G Toggle grid

Shift + O Toggle onion skin Paid plans only

Ctrl + 1 Zoom to fit

Quick assign origin and image points:

Num 1 or End Bottom left

Num 2 Bottom

NUM3 or Page Down Bottom right

Num 4 Left

Num 5 Center

Num 6 Right

Num 7 or Home Top left

Num 8 Top

Num9 or Page Up Top right

Arrow keys Nudge 1 pixel

Shift Hold to apply the origin/image point to the entire animation. Shift + Click also applies that positioning to the entire animation.

Shift + Crop button or Alt + Shift + C Crop entire animation

Shift + Mirror button or Ctrl + Shift + M Mirror entire animation

Shift + Flip button or Ctrl + Shift + F Flip entire animation

Shift + Rotate Clockwise button or Ctrl + Shift + R Rotate entire animation clockwise

Shift + Rotate Anticlockwise button or Ctrl + Shift + L Rotate entire animation anticlockwise

Animations only:

Ctrl + Up arrow Previous animation

Ctrl + Down arrow Next animation

Ctrl + Left arrow Previous animation frame

Ctrl + Right arrow Next animation frame

Ctrl + P Start / restart preview animation

Ctrl + Shift + P Close animation preview

## Tilemap bar

E	Toggle timeline edit mode
S	Set or update master keyframes and property keyframes at the current time marker position
Ctrl + D	Disable the current selection of timeline elements
Ctrl + E	Enable the current selection of timeline elements
M	Add missing property keyframes at the current time marker position using the current instance values (a master keyframe must exist at the position for this shortcut to work)
Ctrl + M	Add missing property keyframes at the current time marker position using values which seamlessly fit in the timeline (a master keyframe must exist at the position for this shortcut to work)
Space	Preview/pause the current timeline
Ctrl + Space	Stop the current timeline if it is being previewed
Shift + ,	Move the play head to the first master keyframe
,	Move the play head to the previous master keyframe
.	Move the play head to the next master keyframe
Shift + .	Move the play head to the last master keyframe
Ctrl	hold while dragging the current time marker to move the marker without previewing the timeline
Shift	hold while dragging keyframes to duplicate the dragged selection into the new position
Ctrl + X	Cut the current keyframe selection
Ctrl + C	Copy the current keyframe selection

Ctrl + P Paste keyframes using the current time marker as reference.

If no tracks are selected at the moment of pasting, the keyframes will be added in their respective tracks.

If there are tracks selected at the moment of pasting, an attempt is made to paste the keyframes into the tracks they would fit best. If there are keyframes in the selection which can't be fit anywhere, they are ignored.

Esc Clear highlighting on all timeline elements

Ctrl + Move the mouse Wheel to scale the timeline UI

Alt + T Add position property tracks in the current timeline

Alt + S Add size property tracks in the current timeline

Alt + Z Add a Z elevation property track in the current timeline

Alt + A Add an angle property track in the current timeline

Alt + O Add an opacity property track in the current timeline

Alt + C Add a colour property track in the current timeline

## Ease editor

Esc or 1 Restore normal layout editing

2 ...to 6 Switch tilemap tool

X Mirror tile or patch

Y Flip tile or patch

Z Rotate tile or patch clockwise

A Rotate tile or patch anti-clockwise

R Reset all transforms

Hold Shift with any tile drawing tool to temporarily switch to the Select tool. Releasing Shift returns to the previous tool.

Hold Ctrl with pencil tool to erase tiles

Hold Ctrl with eraser tool to erase single tiles

Hold Ctrl with rectangle tool to erase tiles in the drawn rectangle

## Flowchart View

Ctrl	(hold when dragging an anchor point) Also modify the adjacent anchor point if there is any.
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*More information:* [defkey.com/cs/construct-3-shortcuts](https://defkey.com/cs/construct-3-shortcuts)

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