



Spore Spickzettel

General

W oder Num 8	Move Forward
A oder Num 4	Move Left
S oder Num 2	Move Back
D oder Num 6	Move Right
B	Open/Close Sporepedia
H oder / oder ?	Open/Close Sporeguide
L	Open/Close Mission Log
T	Open/Close Timeline
P oder ~	Pause Game
V	Take Movie
C	Take Picture
Ctrl + H	Hide UI
Ctrl + S	Save Game or Asset
Alt + F4	Quit
< oder >	Move Camera Left and Right
+	Zoom Camera In
-	Zoom Camera Out
Page Up	Pitch Camera Up
Page Down	Pitch Camera Down
Mausrad nach oben und unten bewegen	Zoom Camera
Mitteldklick + Bewegen Sie die Maus	Pitch and Rotate camera
Esc	(If Nothing Is Selected) Open/Close Options Menu
Esc	(If Rigblock/Unit/Tool/Target Is Selected) De-Select Selected
Esc	Also used to close open dialog/tutorial boxes, skip cinematics, or exit planners
Enter	Mapped to Accept (Green Checkmark)

Cell Game

Pfeiltasten	Move Avatar
Backspace	Mating Call
Rechtsklick oder Links Klick +	(hold and move) Drive Cell

Rechtsklick

Links Klick Click Go Here/Action

Creature Game

1 oder 2 oder 3 oder 4	Verb Tray Hotkey
Pfeiltasten	Move Avatar
E	Strafe Right
Q	Strafe Left
F	Target Nearest Opponent
K	Drop Object In Hand
R	Toggle Autorun
Z	Activate Sneak Ability
Shift	Activate Sprint Ability
Space	Jump, Push again after jumping to flap wings
F1	Use Super Ability
Tab	Toggle Verb Tray
Backspace	Locating Call
Links Klick	(hold and move) Drive Creature
Rechtsklick oder Links Klick + Rechtsklick	(hold and move) Pitch and Rotate Camera
Links Klick	Go Here/Action

Tribe Game

1 oder 2 oder 3 oder 4	Verb Tray Hotkey
Pfeiltasten	Move Camera
F1 oder F2	Use Super Ability
Ctrl + A	Select All Tribe Members
Tab	Toggle Verb Tray
Space	Toggle Between Widely Spaced Groups
Backspace	Move Camera To Player's Hut
Links Klick	(hold and move) Selection
Rechtsklick	(hold and move) Action
Links Klick + Rechtsklick	(hold and move) Pitch and Rotate Camera
Links Klick	Action
Rechtsklick	Go Here

Links Klick + Bewegen Sie die Maus	(drag) Rectangle Select Tribe Members
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Civilization Game

Ctrl + [0 - 9]	Assign Group
Pfeiltasten	Move Camera
F1 oder F2 oder F3 oder F4	Use Super Ability
Ctrl + A	Select All Units
Tab	Toggle Vehicle Stance
Space	Toggle Between Units
Del	Disband Vehicles
Backspace	Move Camera Between Cities
leftclick	(hold and move) Selection
Rechtsklick	(hold and move) Action
Links Klick + Rechtsklick	(hold and move) Pitch and Rotate Camera
Links Klick	Action
Rechtsklick	Go Here
Links Klick + Bewegen Sie die Maus	Rectangle Select Units

Space Game

[1 - 9]	Tools Shortcut
Ctrl + [1 - 9]	# shortcuts for 2nd row of tools palette
Pfeiltasten	Move Camera when Planetside or in Galaxy
E	Strafe Right
Q	Strafe Left
R	Open Rares UI
X	Zoom Spaceship In
Space	Zoom Spaceship Out
Y	Open Comm Screen
Tab oder Shift + Tab	Cycle Tools Palette
Backspace	Planetside: Returns Spaceship to home city on home planet, Galaxy: Centers on home planet
Links Klick	(hold and move) Selection/Action

Rechtsklick oder Links Klick + Rechtsklick	(hold and move) Drive Spaceship
Links Klick	Go Here/Action and Tool Use
Rechtsklick	Fly To
Mausrad nach oben und unten bewegen	Change Spaceship Altitude

Editor

Mausrad nach oben und unten bewegen	Scale Spine/Rigblock
Ctrl + N	Start New
Ctrl + Y	Redo
Ctrl + Z	Undo
Tab	Advanced Handles (In Parts Mode)
Space	Jump (In Play Mode)
Pfeiltasten	Up and Down Scale (In Parts Mode)
Del oder Backspace	Delete Rigblock (In Parts Mode)
Ctrl + Links Klick	(hold and move) Break Apart Limbs (In Parts Mode)
Shift + Links Klick	(hold and move) Move all vehicle blocks (In Parts Mode of Vehicle Editor Only)
Alt + Links Klick	Clone Part (In Parts Mode)
Alt + Links Klick	Over a region of a block eyedroppers only the assigned colors from the model, leaving you with the texture you had selected. Useful for matching colors across textures. (In Paint Mode of Building and Vehicle Editor Only)
Ctrl + Links Klick	(hold on a rigblock) Move selected rigblock vertically (In Parts Mode of Building Editor Only)
Shift + Links Klick	(hold on a rigblock) Move selected rigblock horizontally (In Parts Mode of Building Editor Only)

Shift + Links Klick	Paint all regions (In Paint Mode)
Ctrl + Links Klick	Paint like blocks using current region (In Paint Mode)
Shift + Links Klick	Assigns the selected texture from the palette to the entire block you are clicking on, instead of one region at a time. Useful for quickly painting a multi block model. (In Paint Mode of Building and Vehicle Editor Only)
Shift + Ctrl + Links Klick	Assigns the selected texture from the palette to all similar regions on all the parts. So if you want to paint all your window frames red, instead of clicking on each one. You would Shift Ctrl LMB on one window frame, and all of the other window frames would also get painted (In Paint Mode of Building and Vehicle Editor Only)

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Mehr Informationen: defkey.com/de/spore-maxis-tastaturkurzel

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