

# Stormworks: Build and Rescue Spickzettel

## Walk

W/A/S/D	Movement
Ctrl	(hold) Crouch
Space	Jump
Shift	(hold) Sprint
Q oder E	Use/hold object
F	Enter/exit seat or ladder
V	Toggle flashlight
Tab	Toggle 3rd-person view
R	Return vehicle to workbench

## Seated (passenger)

Q oder E	Use
F	Enter/Exit seat
V	Toggle flashlight
Tab	Toggle 3rd-person view of vehicle
Vehicle	editor
X	Switch between adding blocks and erasing
Tab	Open/close component inventory view
Rechtsklick	(hold) Pan camera
Mausrad nach oben und unten bewegen	Zoom in/out
Mittelklick	(hold) Traverse camera
Ctrl + Links Klick	Copy pointed component (if placing components)
Ctrl + Links Klick	Keep a logic source selected by continuing to hold Ctrl (if logic tool is active)
Ctrl + Links Klick	Copy pointed color (if paint tool is active)
Ctrl + Links Klick	Create selection around pointed component (if selection tool is active)
Shift + Links Klick	Expand selection to include pointed component (if selection tool is active)
Ctrl + Z	Undo
Ctrl + Y	Redo

Enter	Spawn vehicle
U	Mirror/flip component on X axis (red)
I	Mirror/flip component on Y axis (green)
O	Mirror/flip component on Z axis (blue)
J	Rotate component parallel to X axis (red)
K	Rotate component parallel to Y axis (green)
L	Rotate component parallel to Z axis (blue)
P	Toggle rotation controls hint
F	Recenter camera pivot
[1 - 9]	Select components to place

## Vehicles (driver)

Vehicle keys vary from vehicle to vehicle. These are the universal controls:

Links Alt	Trim menu
H	Toggle controls UI

The variable controls are usually:

A	Roll left (aircraft) / Turn left (water/land vehicles)
D	Roll right (aircraft) / Turn right (water/land vehicles)
S oder W	Pitch up/down (aircraft) / Throttle (water/land vehicles)

In addition to this, there are always at least six hotkeys that may also be assigned to various actions, like raising/lowering landing gears.

## Multiplayer

`	Player list
(Nicht zugeordnet)	Emote wheel
Enter	Quick chat
'	Voice chat

Note that multiplayer voice chat is not global, so only nearby players will hear it.

For long-distance voice chat, design vehicles with microphones, speakers and radios to transmit audio to other vehicles, or implement a PA system on larger

vehicles to speak with other players elsewhere in the vehicle.

## Miscellaneous

M	Map
N	Missions
F12	Creative menu
(Nicht zugeordnet)	Photo mode
J	Toggle controller input

This enables controllers like joysticks to be used to operate vehicles. Controllers are not automatically active, so this button must be pressed to enable them.

Source: [stormworks.fandom.com](https://stormworks.fandom.com)

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Mehr Informationen: [defkey.com/de/stormworks-build-and-rescue-tastaturkurzel](https://defkey.com/de/stormworks-build-and-rescue-tastaturkurzel)

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