

# Place Anywhere (Fallout 4 mod) cheat sheet

## General

F1	Toggle object snapping (you have to cancel current object, if you have selected any)
F2	Toggle ground and surface snapping
F3	Toggle workshop grid snapping
F5	Toggle out-of-workshop timeout
F6	Toggle storing clamped objects in workshop storage, when underlying object is scrapped or stored in workshop storage
F7	Lock / unlock highlighted object selection. While selection locked, no other object will be highlighted, when you move your aim on it
F8	Toggle "Place Everywhere" mode (if you enabled the toggle in config)
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Num 0	Reset rotation angles X and Y to 0
Num 5	Remove 'tremor' effect
Num 2	Move outlined object down
Num 8	Move outlined object up
Num 4	Move outlined object left
Num 6	Move outlined object right
Num 7	Move outlined object to player
Num 9	Move outlined object from player
Num 1	Scale down outlined object by 10%
Num 3	Scale up outlined object by 10%
Num .	Reset scale of outlined object to 100%
Num -	Decrease rotation angle step
Num +	Increase rotation angle step
Num /	Decrease movement step
Num *	Increase movement step
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Home	Turn object physics on (make it movable / droppable if possible)

End or Home	Turn object physics on (make it static if possible)
Page Up	Increase scale step
Page Down	Decrease scale step
Insert	Toggle extra objects selection
Ctrl	Change rotation axis
Backspace	Undo last precise movement / rotation / scaling action
=	Store outlined object position, rotation and scale info
1 or 2 or 3	Set X, Y, Z position of stored info to outlined object
4 or 5 or 6	Set X, Y, Z rotation angles of stored info to outlined object
7	Set scale of stored info to outlined object
0	Set all stored info to outlined object

Source: Steamcommunity

Last modification: 5/6/2020 12:55:44 PM

More information: [defkey.com/place-anywhere-shortcuts](https://defkey.com/place-anywhere-shortcuts)

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