Autodesk Stingray cheat sheet

General level viewport

F	Frame selected objects
Alt + D	Deselect all
H	Hide/Unhide selected objects
G	Show grid
Ctrl + G	Grid size
F5	Refresh
F8	Play level

Level viewport navigation

Alt + Middle click + Move the mouse	Pan
Wheel up and wheel down or Alt + Right click + Move the mouse	Zoom
Alt + Left click + Move the mouse	Orbit (tumble)

Level viewport navigation - Game mode

Right click	(hold) Enter game mode navigation
W	Move forward
A	Move left
D	Move right
S	Move back
E	Move up vertically
Q	Move down vertically
Right click + Move the mouse	Look around

Tip: To adjust viewport navigation speed in game mode, press W to move forward, then use your mouse scroll wheel or press Shift to increase speed and press Ctrl to decrease speed. Scroll forward to move faster in the viewport, scroll backwards to move slower.

Manipulate tool operations

Q	Select tool
W	Move (Transform) tool
E	Rotate tool
R	Scale tool
T	Placement tool
X	Snap position
Z	Snap rotation
Shift + Left click + Move the mouse	(in Transform, Rotate or Scale mode, drag a transformation manipulator) Clone
W	(in Transform mode) Toggle World/Local Transform
E	(in Rotate mode) Toggle World/Local Rotation
Q	(when in Select mode) Toggle Window/Crossing marquee selection mode

Edit operations

Ctrl + Z	Undo
Ctrl + Y	Redo
Ctrl + D	Duplicate
Del	Delete

File operations

Ctrl + S	Save Level
Ctrl + O	Open Level
Ctrl + N	New Level
Ctrl + Shift + S	Save All
Ctrl + I	Import
Alt + F7	Project Manager

Selection and marquee selection

Ctrl	(or hold down Ctrl) Toggle selection
Shift	Add objects to current selection
Ctrl + Shift	Remove objects from current selection

Note: See the selection outline on objects indicating which objects change their selection status in a marquee selection.

Terrain

B	Enter paint mode
B + Left click + Move the mouse	(drag left or right) Brush radius
N + Left click + Move the mouse	(drag left or right) Brush falloff
M + Left click + Move the mouse	(drag left or right) Brush strength

Note: Dragging left decreases the value and dragging right increases the value.

Miscellaneous

F8	Test level
Alt + Enter	(in Test Level or Run Project mode) Test a level or project in full screen
Ctrl + F	(in Asset Browser) Search in Asset Browser
Ctrl + F6	Restart Editor engine

Navigate in the Level Viewport

Middle click + Move the mouse or Alt + Middle click + Move the mouse	Pan
Wheel up and wheel down	Zoom
Alt + Right click +	mouse
Alt + Left click + Move the mouse	Orbit (tumble)
F	Frame a selected object
A	Frame all objects
Right click + Move the mouse	Look around

Navigate the viewport in gameplay mode

You can also right-click and hold to enter game navigation mode, then use the following hotkeys to navigate:

Right click	(hold) Enter game mode navigation
W	Move forward

A	Move left
S	Move back
D	Move right
E	Move up
Q	Move down

Tip: To adjust viewport navigation speed in game mode, press W to move forward, then use your mouse scroll wheel to adjust speed. Scroll forward to move faster in the viewport, scroll backwards to move slower. You can also press Shift to increase the speed of the camera while navigating in game mode or press Ctrl to decrease the speed.

Story editor

Keyframe hotkeys

S	Set Key on full transform
Shift + W	Set Key on Position
Shift + E	Set Key on Rotation
Shift + R	Set Key on Scale
Shift/Ctrl	Edit tangents (Force locked or broken)
Del	Delete key
Ctrl + X	Cut selected keys
Ctrl + C	Copy selected keys
Ctrl + V	Paste selected keys

Navigation hotkeys

A	Frame all. In cases where no keys are selected, use F to frame all
F	Frame selected keys/tracks
K + Move the mouse	Scrub timeline
K + Left click	Move playhead to key time
Alt + Right click	Zoom in the timeline
Alt + Middle click	Pan in the timeline

Timeline hotkeys

Space	Play/stop animation
,	Previous Key
.	Next Key
Alt + ,	Previous Frame
Alt + .	Next Frame
Source:	Autodesk

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More information: *defkey.com/ps/autodesk-stingray-shortcuts*

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