

# Button Controls in TES:CS

## Generic Controls

**Mousewheel up/down** - zooms the view in and out

**V + mouse** movement up/down - zooms the view in and out

**Up Arrow** - moves to the next cell north

**Down Arrow** - moves to the next cell south

**Left Arrow** - moves to the next cell west

**Right Arrow** - moves to the next cell east

**Spacebar + mouse** movement - pans the camera view, based upon the point of focus

**C** - Isometric view (interiors only)

**T** - Top-down view (interiors only)

## Controls While Nothing is Selected

**Left-Shift + mouse movement** - changes the point of focus for the camera

## Controls While Something is Selected

**Left-Shift + mouse** movement - rotates (orbits) view around the selected objects

## Object Movement Controls

**X + mouse** movement - moves the object(s) only in the X-axis

**Y + mouse** movement - moves the object(s) only in the Y-axis

**Z + mouse** movement - moves the object(s) only in the Z-axis

**D** - Deselects the object(s) that you have currently selected

**F** - drops the selected object to the top of the object below (the ground for example)

**C** - centers view on selected object(s) (when in an interior cell, and no objects are selected, this switches the camera to isometric view)

**Right-click + mouse** movement - Rotates the selected object(s) left or right

## Preview Window Controls

W - Pan the view up

S - Pan the view down

A - Pan the view left

D - Pan the view right

Page Up - Zooms in

Page Down - Zoom out

Up Arrow - Rotate the object up

Down Arrow - Rotate the object down

Left Arrow - Rotate the object left

Right Arrow - Rotate the object right

## Miscellaneous Controls

A - Turns the lights on and off in the render window

L - Toggles the viewing of light radius in the render window

W - Toggles wireframe mode

F4 - Shows collision detection (render window)