

HDX Studio Keyboard Bindings

Key	Action
Space	Switch between FPS and Fly views
WASD	Standard game view movement controls
QE	Move view up or down
CTRL+Mouse Wheel	Change the movement speed of the view when using WASD
1 through 0	Go to bookmark
CTRL+1 through 0	Set bookmark at current view (saved with studio file)
Left Mouse Click	Select item
Double Left Mouse Click	Go into <i>Mouse Move Mode</i> for the clicked item. Click again to leave Mouse Move Mode.
R	Reset rotation of selected item
Arrow Up/Down	Mouse Move Mode: Move the highlighted item up or down. Hold SHIFT to move faster.
Arrow Left/Right	Mouse Move Mode: <i>FPS View</i> : Rotate highlighted item about the world vertical axis <i>Fly View</i> : When looking down, rotate the highlighted item about the world vertical axis. When looking towards the item, rotate it about the current view. <i>All Views</i> : Hold SHIFT to rotate faster.
Page Up/Down	Mouse Move Mode: Change the pitch of the highlighted item. Hold SHIFT to rotate faster.
Home/End	Mouse Move Mode: Change the roll of the highlighted item. Hold SHIFT to rotate faster.
Mousewheel	Mouse Move Mode: Move the highlighted item towards or away from the view. Hold SHIFT to move faster.
Hold Right Mouse Button and use WASD	Mouse Move Mode: Move the item with the view
Left Click Camera	Makes the camera active ie: the one that takes pictures