



PROJECT CHR\$(143) - KEYBOARD SHORTCUTS



FUNCTION KEYS:

F1...F4	Activate global switch F1 to F4
F5	Pause / Resume time flow*
F6	Step 1 tick*
F7	Step 10 ticks* (*when allowed by level)
F9	Reload archive to visible floorplan
F10	Same as F9 with previous archive
F11	Brick informations
F12	Level briefing (and pause)

TOOLS:

MouseWheel or T	Select tool
1	Select "full rectangle" tool
2	Select "empty rectangle" tool
3	Select "copy" tool
4	Select "paste" tool
5	Select "parameter" tool
6	Select "agent" tool
LeftClick	Use selected tool
Esc	Abort current tool operation

SCREEN & MISC:

RightClick	Move screen
W or Z	Move screen up
S	Move screen down
A or Q	Move screen left
D	Move screen right
O	Toggle zoom
M	Toggle monochrome/colored sprites
X	Toggle sound effects
I	Toggle aiming mode (tool 7, w/CPUs)
L	Toggle log panel (low res. only)
Enter [↵]	Send public text message

AGENT:

PageUp [↑]	Select next agent
PageDown [↓]	Select previous agent
ArrowKey[↑]	Move (/build with) selected agent up
ArrowKey[↓]	Move (/build with) selected agent down
ArrowKey[←]	Move (/build with) selected agent left
ArrowKey[→]	Move (/build with) selected agent right
Ctrl	(+ ArrowKey or agent LeftClick) Dig
Shift [⇧]	(+ ArrowKey or agent LeftClick) Build
C	Toggle "center screen on selected agent"
G	Gather selected agents
U	Scatter selected agents
F	Toggle "follow mouse" mode
Space	Setup engine (default values)

BUILDING:

Tab [⇧]	Select next (prev.w/Ctrl) building brick
Delete	Clear current floor plan
R	Toggle upward/downward building strategy
B	Start/stop building current floor plan

KEYPAD:

KP[0]...[9]	Activate local switch 0 to 9
KP[ENTER]	Force agent power to 9.9 MW
KP[.]	Force agent power to 1.0 MW
KP[*]	Increase agent power by + 1.0 MW
KP[+]	Increase agent power by + 0.1 MW
KP[-]	Decrease agent power by - 0.1 MW
KP[/]	Decrease agent power by - 1.0 MW