



GESTALTOR

The visual glTF editor

Cheat Sheet for Controls and Hotkeys













Version: 2020.4.0

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Editor Base

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	Windows	Mac
New		
Open		
...		
Open Sample	-	-
Import ...		
Save		
Save As ...		
Export Scenes ...	-	-
Export Default Scene ...	-	-
File Properties	-	-
Exit		

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All primary panels can be addressed by hotkey in order of their listing in the menu bar. Pressing a hotkey opens the corresponding panel if it is not currently part of the editor layout or brings the panel to the foreground if it is tabbed behind another one.

	Windows	Mac
Inspector	 + 	 + 
Hierarchy	 + 	 + 
Viewport	 + 	 + 
Content	 + 	 + 
Logger	 + 	 + 
Lighting	 + 	 + 

Editing

Global editing features.

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	Windows	Mac
Undo		
Redo	 	
Cut		
Copy		
Paste		
Duplicate		
Delete /Remove		
Rename		

Viewport Editing

The following controls are only available in the viewport panel.

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	Windows	Mac
Edit Mode	Ctrl + F1	⌘ + F1
Render Mode	Ctrl +	⌘ +

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The visualization modes can be addressed by hotkey in order of their listing in the drop down. The Debug Outputs all have the same shortcut. Pressing it several times toggles through them in order of their listing, starting all over from the top.

	Windows	Mac
Default Shaded	Ctrl + + 1	⌘ + + 1
Wireframe	Ctrl + + 2	⌘ + + 2

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	Windows	Mac
Select	Q	Q
Move	W	W
Rotate	E	E
Scale	R	R

Viewport Navigation

The following controls are only available in the viewport panel.

General

Basic camera setup in edit and render mode.







	Windows	Mac
Perspective		
Orthographic		

Edit Mode

Basic navigation controls in the viewport are the same for both the perspective and the orthographic user camera. However, there are differences when it comes to the flight mode.

See the list below for an overview about the options and the control schemes with different input devices.















Key: Command: Control: Option:

	3-button mouse	2-button mouse	Mac (1-button mouse) secondary click is 	Trackpad
Select				one-finger-click
Pan		 +	 +	 + two-finger-swipe  + two-finger-swipe
Orbit	+	+	+	two-finger-swipe
Zoom	+ scroll wheel	+	+ +	two-finger-pinch
Focus Selection				
Look Around			+	two-finger-click-swipe

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
	3-button mouse	2-button mouse	Mac (1-button mouse) secondary click is à à à	Trackpad
Flight Mode (forward, backward, left, right)	+ W A S D	+ W A S D	+ + W A S D	two-finger-click + W A S D
Flight Mode (down, up)	+ E Q	+ E Q	+ + E Q	two-finger-click + E Q
Sprint (in Flight Mode)	↑	↑	↑	↑
Change Speed (in Flight Mode)	scroll wheel	two-finger drag		two-finger-depressed-pinch

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	3-button mouse	2-button mouse	Mac (1-button mouse) secondary click is à	Trackpad
Panning Mode (up, down, left, right)	+ 	+ 	+ + 	two-finger-click + 
Move Clipping Planes (forward, backward)	+  	+  	+ + 	two-finger-click + 
Fast Panning (in Panning Mode)				
Change Speed (in Panning Mode)	scroll wheel	two-finger drag		two-finger-depressed-pinch

Render Mode

In render mode, the regular user camera is not available. However, the user can select an orbit camera that centers the scene and allows orbiting around it in perspective mode. Zooming in and out is also possible.





























	3-button mouse	2-button mouse	Mac (1-button mouse) secondary click is 	Trackpad
Orbit				one-finger-click
Zoom	+ scroll wheel	+	+ +	two-finger-pinch


















Full screen

	Windows	Mac
Enter full screen		+  +
Exit full screen		+  +

Content

Shortcuts to add glTF elements.

	Windows	Mac
Create Scene	+  + 	+  + 
Create Node	+  + 	+  + 
Create Camera	+  +	+  +
Create Light	+  + 	+  + 
Create material	+  + 	+  + 
Create Texture	+  + 	+  + 
Create Sampler	+  + 	+  + 
Create glTF camera from view	+  +	+  +

	Windows	Mac
Compress mesh	 + 	 + 
Uncompress Meshes	 +  + 	 +  + 
Cleanup	 +  +	 +  +
Import Image	+  + 	+  + 