

Default controls: camera and building

How to use this reference

The in-game controls help is read-only and currently does not support rebinding. Active tools and text fields take priority. Check whether you are observing, placing or editing before using a shortcut.

Camera

W A S D / arrow keys: pan.

Right-drag: rotate in normal mode; pan in terrain mode.

Mouse wheel: zoom, unless the active tool uses the wheel.

T: toggle top view in normal observation mode. This top-view action is unavailable for the city-manager role.

Selection and menus

Left-click: select an object or confirm placement.

Esc: cancel the active tool or close the top window; when idle, open the save/system menu.

Space: toggle the backpack, or the city construction catalogue for the city-manager role.

B: toggle city construction tools.

Placement and lines

Click a card, then left-click: confirm placement; dragging a card and releasing also places it.

R + wheel: rotate the placement preview.

L: select/cancel the standard straight-line tool if its material is available in the current catalogue.

X: repeat the last successful equipment or building placement.

Default controls: editing and saves

Edit objects

E: toggle scene editing.

C: copy a placeable object under the pointer.

R + wheel: rotate a supported hovered device or building horizontally; dedicated tools take priority.

Delete / Backspace: delete a supported hovered object; attached lines and pipes are also affected.

In the device editor, W selects move; hold R for rotation, then release to return to move.

Undo and redo

Ctrl + Z: undo a scene action, with up to 20 steps retained. During drawing it first retracts unfinished nodes; in terrain mode it undoes brush work.

Ctrl + Y or Ctrl + Shift + Z: redo.

Undo history is not a substitute for saving before major changes.

Roads, walls and terrain

Enter: finish a road or wall; cancel if there are too few nodes.

T: change the current road/wall node corner type, rather than the camera view.

[/]: adjust tangent angle on curved/right-angle nodes; - / +: adjust tangent length.

Terrain: left-click brush, right-drag pan, wheel zoom.

Save

Ctrl + S: quick-save to the current available save; unavailable during drag placement or when visiting someone else's scenario.

Alternatively, use the top-bar save entry, or Esc when no tool/window is active. Wait for the save message.