

Player's motion

Six Directions: W, A, S, D, Q, E
Rotation: central mouse button + move mouse
Zoom (3rd person only): mouse wheel
Speed: mouse wheel (3rd P: speed determined by level of zoom)
Reset (location, speed, zoom): double click central mouse button

1st/3rd person: H
Attach camera to a pawn: selection, F
Cyclic pawns selection: G

Interface

Main interface: space
Desk: Ctrl+space
Current pawns tray: Tab
Tune main user interface height: P + mouse

Record desk view: up arrow
Record ground view: down arrow

Create a video camera on the desk: K

Saves

Quick save 1/2/3: F5/F6/F7
Quick load 1/2/3: Alt + F9/F10/F11
Manual named saves: interface only (settings panel)

Yag automatically saves (binary full + local parameters) every 5 minutes and keeps the last 5 automatic saves.

Screenshots

Local (on computer): F1
Ansel (needs an Ansel compatible card): F2
Steam: F12

Pawns

All actions are performed on all selected pawns.

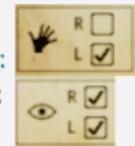
Creation: select on tray, Ctrl-C, Ctrl-V
Selection: left click OR selection circle (left click on ground + move mouse)
Selection of pawns identical to those selected: Ctrl-A
Copy-paste: selection, Ctrl-C, Ctrl-V
Cut-paste: selection, Ctrl-X, Ctrl-V
Deletion: selection, allow deletion by clicking the bin checkbox, press bin button or Del key: 

Rotation: selection, R + mouse (gaze follows mouse)
Motion in 4 directions: selection, hold right click, move mouse, release click to move.
Rotation of selected formation: selection, hold right click + mouse wheel
Altitude: selection, T + mouse (ground: T + double click)

Size: selection, Y + mouse (default: selection, Y + double click)
Speed: selection, U + mouse (default: selection, U + double click)
Invisibility: selection, L

Mount (humans on creatures): selection (riders + creatures), Z
Dismount: select riders, Z

Equipment (weapon/shield on humans): select humans, click weapon on tray
Equipment right/left hand: before clicking weapon, choose RH/LH on interface:
Unequip weapon: impossible => hide weapon on interface (RH/LH) -----:
Size left hand equipment: selection, I + mouse (default: I + double click)
Size right hand equipment: selection, O + mouse (default: O + double click)



Attach to a character sheet: interface only (CS panel)
Display character sheet (if no CS, displays pawn sheet): selection, J

Distance measure 2D: selection, B + mouse
Distance measure 3D: selection, N + mouse

Test death animation: selection, left arrow
Test attack animation: selection, right arrow



Hold left click
- Clear all selections
- Start the selection cylinder



We always work with the 3D mouse cursor
- Hold right click => selected pawns cursors follow 3D mouse cursor
- Release right click => selected pawns go to their cursors (pawns displacement)

Move mouse
=> cursor displacement

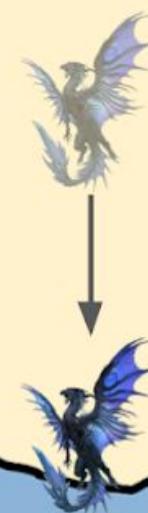
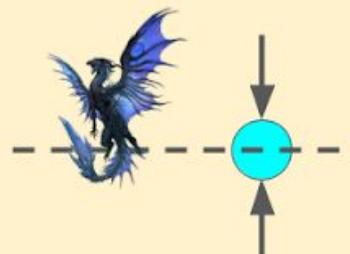
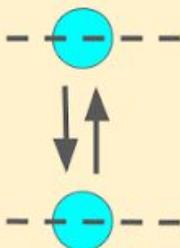
T (hold)
=> vertical

T (release)
=> horizontal

X
=> terrain

C
=> 3D mouse cursor at selected pawns altitude

T + left double click
=> selected pawns land vertically



- 2 ways to stick to the ground:
 - X key (manual)
 - select pawns on the ground (automatic)
- 3 ways to quit the ground:
 - C key => cursor is set to the selected pawns altitude (manual reset altitude)
 - T key => cursor stays at its current altitude
 - select pawns in the air => cursor is set to the selected pawns altitude (automatic)