

Player

DISPLACEMENT

Six Directions: **W, A, S, D, Q, E**

Rotation: **central mouse button + move mouse**

Zoom (when attached to a pawn): **mouse wheel**

Speed (when not attached): **mouse wheel**

Speed boost (x10): **hold left shift**

Reset (location, speed, zoom): **double click central mouse button**

Cyclic pawns selection: **H**





Attach camera to a pawn or detach from it: **selection, F**

Allow/forbid pawn possession: **G**

If possession allowed:

Possess a pawn: **selection, F** (pawn and player move together with WADQE)

Unpossess a pawn: **F**

Custom configuration     

Save current position/rotation/attachment: **Ctrl + Click 1/2/3/4**

Load position/rotation/attachment: **Click 1/2/3/4**

USER INTERFACE

Show/hide current windows: **space**

Show/hide main menu: **Ctrl+space**

Current pawns tray: **Tab**

Tune main user interface height: **P + mouse**

Create a video camera on the desk: **K**

Custom configuration     

Save current UI configuration: **Ctrl + Click 1/2/3/4**

Load UI configuration: **Click 1/2/3/4**



HELP

This cheat sheet: **F3**

PLAYERS INTERACTION

Laser pointer: **CapsLock**

SCREENSHOTS

Local (on computer): **F1**

Ansel (needs an Ansel compatible card): **F2**

Steam: **F12**

SAVES

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

Pawns

All actions are performed on all selected pawns.

CREATION

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: 

MOVEMENTS

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)

Undo / redo: [selection](#), [Ctrl-Z](#) / [Ctrl-Y](#)

Possession: [selection](#), [F](#) (possessed pawn moves with WADQE)

Unpossession: [possession](#), [F](#)

Mount (humans on creatures): [selection](#) (riders + creatures), [Z](#)

Dismount: [select riders](#), [Z](#)

PROPERTIES

Size: [selection](#), [Y](#) + mouse (default: [selection](#), [Y](#) + double click)

Speed: [selection](#), [U](#) + mouse (default: [selection](#), [U](#) + double click)

Invisibility: [selection](#), [L](#)

EQUIPMENT

Equipment (weapon/shield on humans): [select humans](#), [Ctrl-Click](#) weapon on tray

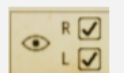
Equipment right/left hand: [before clicking weapon](#), choose RH/LH on interface:

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)

Equipped lights direction (only with directional lights): [selection](#), [P](#) + mouse (light follows mouse)



All actions are performed on all selected pawns.



MISCELLANEOUS

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 (long click > 0.1s)

- 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

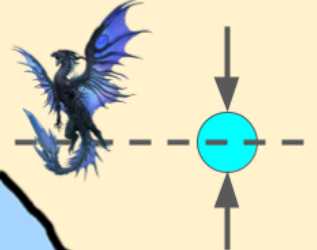
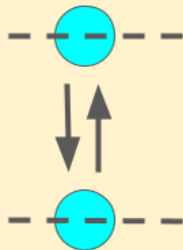
X
=> terrain

C
=> 3D mouse cursor at selected
pawns altitude

T + left double click
=> selected pawns land
vertically

F: possession
=> selected pawn is moved
with WADQE

F: unpossession
=> selected pawn is moved
with its cursor



- 2 ways to stick to the ground:
 - X key (manual)
 - select pawns already 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 moves vertically, following the mouse
 - select pawns in the air => cursor is set to the selected pawns altitude (automatic)

