DRIVER KEYBOARD SHORTCUTS

Keyboard ☐   Number Pad ☐

TRAINZ A NEW ERA

CAB MODE

Key		Action
9 or Q		Release Brake
6 or Z		Lap Brake
3 or A		Apply Brake
Pause Break		Emergency Brake
4 or E		Toggle Independent Brake
0 or D		Brake Bail
8 or W		Throttle Up
2 or X		Throttle Down
5 or S		Throttle Zero
* or F		Reverse Handle Forward
/ or R		Reverse Handle Backward
7 or C		Toggle Dynamic Brake
Alt + 9		Emergency Stop
Alt + 7		Driver's Reminder App On
Alt + 8		Driver's Reminder App Off
Alt + Space or Ins		Reset Automatic Warning System
Alt + 1		Isolate Automatic Warning System
Alt + 2		Activate Automatic Warning System
Alt + 3		Reset Train Protection Warning System
Alt + 4		Isolate Train Protection Warning System
Alt + 5		Activate Train Protection Warning System
Alt + 6		Override Train Protection Warning System

Key		Action
Alt + ;		Toggle Cabin Hardware 0
Alt + '		Toggle Cabin Hardware 1
T		Reset Trip Meter
Alt + [		Engine On
Alt +]		Engine Off
Alt + 0		Master Switch On
Alt + −		Master Switch Off
Alt + \		Panel Lamp Test
Alt + ~		Vigilance Foot Pedal
Alt + '		Wipers On
Alt + .		Wipers Off
Shift + F		Cabin Fans

DCC MODE

Key		Action
, + X		Decelerate/Reverse
. + W		Accelerate/Forward
/ + S		Stop
' + A		Apply Handbrake

CAB STEAM MODE

Key		Action
W or . or 8		Steam Regulator Up
S or / or 2		Steam Regulator Down
F or *		Steam Reverser Up
R or /		Steam Reverser Down
I		Steam Injector Up
O		Steam Injector Down
Alt + I		Steam Injector Up 2
Alt + O		Steam Injector Down 2
N		Steam Blower Up
Shift + N		Steam Blower Down
1		Toggle Firebox
Space		Shovel Coal
Shift + Space		Coalman Wave

HUD CONTROL

Key		Action
F5		Toggle Interface
F6		Toggle Driver Bar
F7		Toggle Button Bar
F8		Toggle Custom HUD
F9		Toggle Controls
Ctrl + H		Toggle Help Tips
Ctrl + N		Toggle Vehicle Name Visibility

GENERAL CONTROL

Key		Action
L		Headlight
Shift + L		Toggle High beam
1		Pantograph
H		Horn
− or V		Sand
B		Bell
M		Map
P		Pause
Ctrl + F		Find Object
Ctrl + D		Toggle Decouple
;		Toggle Flashing Ditchlights
Alt + C		Reverse Train Heading
J		Toggle Next Junction
Ctrl + J		Toggle Last Junction
Alt + Home		Show Reason for Autopilot
G		Toggle Metric/Imperial
K		Show Objectives
Ctrl + W		Toggle Wireframe
Alt + W		Toggle True Wireframe
Alt + H		Toggle IR Headtracker

Key		Action
Ctrl + 1		Driver 1
Ctrl + 2		Driver 2
Ctrl + 3		Driver 3
Ctrl + 4		Driver 4
Ctrl + 5		Driver 5
Ctrl + 6		Driver 6
Ctrl + 7		Driver 7
Ctrl + +		Previous Driver
Ctrl + −		Next Driver
Enter		Multiplayer Chat
Ctrl + I		Load
Ctrl + S		Save
Esc		Close
F1		Help

CAMERA MODE

Key		Action
1		Internal Camera
2		External Camera
3		Tracking Camera
4		Roaming Camera

CAMERA CONTROLS

Key		Action
↑		Camera Upward
↓		Camera Downward
←		Camera Rotate Left
→		Camera Rotate Right
Page Up		Zoom In
Page Down		Zoom Out
+		Next Train Car
−		Previous Train Car

IN-CAB CAMERA

Key		Action
[		Camera Previous View
]		Camera Next View
Alt + [		Camera Snap to Previous View
Alt +]		Camera Snap to Next View

SURVEYOR KEYBOARD SHORTCUTS

TRAINZ A NEW ERA

TOPOLOGY MODE

- `F2` Topology Mode
- `U` Height Up
- `D` Height Down
- `A` Adjust Height
- `−` Decrease Cursor Radius
- `+` Increase Cursor Radius
- `[` Decrease Height Sensitivity
- `]` Increase Height Sensitivity
- `G` Get Height
- `H` Use Height
- `P` Plateau
- `W` Add Water
- `Q` Delete Water
- `E` Adjust Water Height
- `X` Extend Selection
- `Ctrl` + `G` Get Displacement
- `⇧ Shift` + `[` Rotate Displacement Counter Clockwise
- `⇧ Shift` + `]` Rotate Displacement Clockwise
- `Ctrl` + `[` Decrease Displacement Scale
- `Ctrl` + `]` Increase Displacement Scale
- `B` Selection Box
- `F` Apply Displacement

GENERAL CONTROLS

- `Ctrl` + `N` New Map
- `Ctrl` + `S` Save Map
- `Ctrl` + `E` Edit Map
- `Ctrl` + `F` Find Object
- `Ctrl` + `M` Mini Map
- `Ctrl` + `R` Rules
- `Ctrl` + `C` Copy
- `Ctrl` + `V` Paste
- `Ctrl` + `Z` Undo
- `Ctrl` + `Y` Redo
- `Ctrl` + `F2` Quick Drive
- `Alt` + `Y` Walk Cam
- `Alt` + `U` Fly Cam
- `Ctrl` + `Space` Toggle GUI
- `Alt` + `O` Contextual Info
- `⇧ Shift` + `R` Select Route Layer
- `⇧ Shift` + `S` Select Session Layer
- `Ctrl` + `⇧ Shift` + `F` Search Panel
- `F9` or `Ctrl` + `W` Wireframe Mode

- `M` Move Object
- `R` Rotate Object
- `G` Get Object
- `D` Delete Object
- `H` Adjust Object Height
- `Q` Split Spline
- `X` Remove Spline Point
- `I` Insert Spline Point
- `S` Smooth Spline
- `F12` Help

LAYERS MODE

- `F6` Layers Mode
- `⇧ Shift` + `R` Select Route Layer
- `⇧ Shift` + `S` Select Session Layer
- `A` Add Layer
- `D` Delete Layer
- `M` Merge Layer
- `V` Toggle Layer Visibility
- `L` Lock/Unlock Layer

TOOLS MODE

- `F5` Tools Mode
- `A` Place Camera
- `M` Move Camera
- `D` Delete Camera
- `B` Select Area
- `P` Paste Area
- `]` Rotation Clockwise
- `[` Rotation Counter Clockwise
- `R` Place Ruler
- `T` Move Ruler
- `Y` Delete Ruler
- `S` Absolute Height
- `L` Relative Height

TRAINS MODE

- `F7` Trains Mode
- `T` Train Filter
- `G` Get Train
- `D` Delete Train
- `P` Train Properties
- `H` Change Train Heading
- `X` Decouple Train
- `C` Consist Mode
- `−` Previous Selection
- `+` Next Selection
- `A` Add Train
- `M` Move Train
- `R` Rotate Train

PAINT MODE

- `F2` Paint Mode
- `[` Rotate Counter Clockwise
- `]` Rotate Clockwise
- `Ctrl` + `[` Decrease Scale
- `Ctrl` + `]` Increase Scale
- `−` Decrease Cursor Radius
- `+` Increase Cursor Radius
- `G` Get Texture
- `L` Fill Selected Grid
- `B` Selection Box
- `F` Selection Fill
- `D` Cancel Selection

TRACK MODE

- `F4` Track Mode
- `P` Properties
- `T` Spline Mode
- `Y` Object Mode
- `V` Trackmark Mode
- `−` Previous Selection
- `+` Next Selection
- `A` Add Track
- `M` Move Track
- `R` Rotate Object
- `G` Get Track

- `D` Delete Track
- `B` Straight Track
- `J` Toggle Junction
- `Q` Split Spline
- `H` Spline Height
- `X` Remove Spline Point
- `I` Insert Spline Point
- `S` Smooth Spline
- `Ctrl` + `G` Get Spline Gradient
- `K` Apply Spline Gradient
- `L` Get Curve Radius

OBJECTS MODE

- `F3` Objects Mode
- `O` Object Filter
- `S` Spline Filter
- `−` Previous Object
- `+` Next Object
- `A` Add Object
- `M` Move Object

- `R` Rotate Object
- `G` Get Object
- `D` Delete Object
- `P` Object Properties
- `H` Height Adjust
- `X` Remove Spline
- `I` Insert Spline
- `S` Smoother Spline