C e l e s t i a   C o n t r o l s

This list of controls was current as of Celestia version 1.5.0 (Jan, 2008). If you notice that a command is missing or incorrect, please write a message in the Celestia Bugs forum, located at :

http://www.shatters.net/forum/viewforum.php?f=3

Thank you.

Enjoy your Celestial travels ...

MOUSE CONTROLS DESCRIPTION

Left Drag	Camera orientation--Up/Down/Left/Right (also Up & Down arrow keys, and 2/8/4/6 on the Number Pad with NumLock enabled)
Right Drag	Orbit selected object (Shift+Arrow keys)
Shift+Left Dbl Click on an object	Deselect and Center selected object
Left Click on an object	Select object (Enter key -- by object name)
Left Click on no object	Deselect currently selected object
Left Double Click on an object	Select and Center object
Right Click on an object	Display object context menu if it has one
Scroll Wheel	Adjust distance to selection (Home/End)
Cmd+Left Drag	Adjust distance to selection (Home/End)
Shift+Left Drag	Field of View (FOV) adjust. (also . and ,)
Middle Button	Field of View (FOV) toggle -- between 45 degrees and previous setting (Alt (option)+Left Click)

KEYBOARD CONTROLS DESCRIPTION

Navigation

1 ... 9	Select planet #1... #9 around the nearest star
0 (zero)	Select parent star of current planet or system
Esc	Cancel: scripts, Goto, Follow, Track, Lock, Sync Orbit
Cmd+L	Open Go To Object dialog box
Cmd+B	Open Browser

C .... Center the selected object on the display
Shift+C .... Center/orbit--center the selected object without changing the position of
            the reference object.
" ....Chase selected object (orientation is based on the object's velocity)
Backspace ...... Select parent of current object or clear the selection:
            - If selection is a location, select the parent object
            - If selection is an object, select the parent object / star
            - If selection is a star, clear the selection
F ....Follow selected object
G .... Goto selected object
Ctrl+G .... Goto surface of selected object
: ....Lock two objects together as one
            (select object #1, press "f", select object #2, press ":")
Home .... Move closer to object
End .... Move further away from object
* .... Reverse view 180 degrees (look back)
H .... Select Sol, our sun (Home system)
Y .... Sync Orbit selected object at a rate synced to its rotation
T ....Track selected object (keep object centered on the display)

Navigation via Arrow Keys

Up Arrow .... Pitch down (moves object Up)
Down Arrow .... Pitch up (moves object Down)
Left Arrow .... Roll left (rolls object Right)
Right Arrow .... Roll right (rolls object Left)

Shift+Left Arrow .... Orbit object: right (rotates object Left)
Shift+Right Arrow .... Orbit object: left (rotates object Right)
Shift+Up Arrow .... Orbit object: down (rotates object Up)
Shift+Down Arrow ... Orbit object: up (rotates object Down)

Navigation via number Pad Keys (with NumLock active)

8 .... Pitch down (moves object Up, also Down arrow)
2 .... Pitch up (moves object Down, also Up arrow)
7 .... Roll left (rolls object Right, also Left arrow)
9 .... Roll right (rolls object Left, also Right arrow)
5 .... Stop rotation
4 .... Yaw left
6 .... Yaw right

Motion (Spaceflight)

A .... Increase velocity
Z ....Decrease velocity
Q .... Reverse direction

X .... Set direction toward center of screen
S .... Stop motion
F1 .... Stop motion
F2 .... Set velocity to 1 km/second
F3 .... Set velocity to 1,000 km/second
F4 .... Set velocity to speed of light (1 c/second)
F5 .... Set velocity to 10x the speed of light (c)
F6 .... Set velocity to 1 AU/second
F7 .... Set velocity to 1 light year/second

Time Control

Spacebar .... Pause/Resume the flow of time and scripts (toggle)
Spacebar+Shift .... Pause the flow of time only
J .... Reverse/Forward time (toggle)
\ .... Set time: 1x forward (norm), cancels faster/slower x factors
L .... Set time: 10x faster
K ....Set time: 10x slower
! .... Set time: to current date and time

? .... Display light-travel delay between observer / selected object
- (hyphen)................. Add / Subtract light-travel delay from current simulation time

Cmd+T .... Open Set Time dialog box

What Label to display (on/off toggles)

W .... Asteroids (lower case w)
Shift+W .... Comets
= ....Constellations
E .... Galaxies
& .... Locations
M ....Moons
P .... Planets
N .... Spacecraft
B .... Stars

What Items to Render / Display (on/off toggles)

Ctrl+A .... Atmospheres (use Ctrl+Shift+A)
I ....Clouds
Ctrl+T .... Comet tails
Ctrl+B .... Constellation boundaries
/ ....Constellation diagrams
; ....Earth-based equatorial coordinate sphere
Ctrl+E .... Eclipse shadows
U .... Galaxies

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^ ....................... Nebulae
Ctrl+K .............. Markers (placed on objects)
Ctrl+L .............. Night side planet lights (light pollution)
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What Orbits to Display

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O ................................            Orbits (toggle ON/OFF ALL selected orbits in the Preferences/General
dialog box)
Shift+Cmd+P ............ Planet orbits
Shift+Cmd+M .......... Moon orbits
Shift+Cmd+A .......... Asteroid orbits
Shift+Cmd+C .......... Comet orbits
Shift+Cmd+S .......... Spacecraft orbits
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Render / Display Options

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{ ........................ Ambient Light (Decrease)
} ........................ Ambient Light (Increase)
Ctrl+X .............. Antialias displayed lines (ie. orbits)
Ctrl+Y .............. Auto Magnitude (toggle) Auto adaptation of star visibility to Field of View (FOV).
                    Works best with the 2 million star database add-on
( .........................Galaxy Brightness (Dimmer)
) .........................Galaxy Brightness (Brighter)
Cmd+F ............ Toggle full screen mode
, .........................Field Of View [FOV] (Narrow, also Shift+Left Drag)
. .........................Field Of View [FOV] (Widen,  also Shift+Left Drag)
[ .........................Magnitude Limit (decrease):
                         - If AutoMag OFF: Decrease limiting magnitude (fewer stars)
                         - If AutoMag ON : Decrease limiting magnitude at 45 deg FOV
] .........................Magnitude Limit (increase):
                         - If AutoMag OFF: Increase limiting magnitude (more stars)
                         - If AutoMag ON : Increase limiting magnitude at 45 deg FOV
Ctrl+P............... Mark selected object (Marker display must be active -- Ctrl+K)
R ...................... Object file resolution (decrease)--use texture images in next lower resolution
                    directory (lores-medres-hires)
Shift+R ........... Object file resolution (increase)--use texture images in next higher resolution
                    directory (lores-medres-hires)
Ctrl+V .............. OpenGL Render Paths -- Cycle through the paths supported on your graphics card
+ ...................... Planet Texture Type toggle (Artistic / Limit of Knowledge)
Ctrl+S ............. Star Styles -- Cycle fuzzy points, points, and scaled discs
V ...................... Informational text verbosity control (None / Terse / Verbose)
Ctrl+W ............ Wireframe mode toggle
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Multiview Options

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Tab ................... Cycle through all active views
Delete .............. Delete active view
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Ctrl+D .... Delete all views except active one (reset to Single view)
Ctrl+U .... Split view horizontally
Ctrl+R .... Split view vertically

Other Functions

Cmd+E .... Open Eclipse Finder
Ctrl+F .... Alt-azimuth mode (toggle). Used with Ctrl-G (Goto surface). The Left & Right Arrow
                       keys become Yaw Left / Yaw Right.
Cmd+C .... Copy the cel:// URL of current position
Cmd+V .... Paste last cel:// URL copied
Cmd+D .... Add selected object to Favorites
Shift+Cmd+D .. Open Favorites dialog box
~ .... Display "file loading" information (toggle). Use to debug texture loading problems.
                       Up/Down arrow keys scroll list.
` ....Display "frames per second" (FPS) being rendered (toggle)
@ .... Edit Mode toggle (to assist in the placements of objects)
D .... Run demo script (demo.cel)
Cmd+] .... History (Forward)
Cmd+[............. History (Backward)
Cmd+M .... Minimize Celestia window
Enter .... Activate object/location name entry mode.
                               - Esc to exit.
                               - Type an object or location name and press Enter.
                               - Type a partial name then use Tab / Shift+Tab to highlight an item.
                                 Enter will then select the highlighted item.