Encounters and AI

Middle mouse + F1	Selects the spawned actor in the center of the game view
Middle mouse + F2	Select next encounter
Middle mouse + F3	Select previous encounter
Middle mouse + F4	When an encounter is selected, selects the next actor
Middle mouse + Shift + F4	Selects the previous actor
Middle mouse + F5	Cycles through render modes for actor sprays: Actions, Activation status, None
Middle mouse + F6:	Erase all spawned actors
M	Toggle group labels on firing positions
M	Show the default actor for move positions used by a squad instance
M	Highlight editor gizmos/place-holders (makes it easier to see)

scripted camera mode

A	Toggle "Attach camera to unit" option
E	Toggle "Edit camera point" option.
C	Toggle "Scripted camera control".
Space	Creates a new camera point at the game view camera's location if "Edit camera point" is disabled. If "Edit camera point" is enabled then it instead moves the "Active camera point" to the camera's location.

scripted camera mode (cont)

Shift + V	Using this key combo while in scripted camera mode will take over (posess) the selected unit.
Backspace	Cycles through camera types for the possessed unit: first person, third person, flycam
Caps lock	Start/stop animation recording. Unfortunately it is not possible to control the posessed unit while recording.
Shift + Q	Exits a posessed unit while in scripted camera mode.
These hotkeys *only* apply in scripted camera mode	

Movement Keys

Move	MMB + W, A, S, D
Go up	MMB + R
Go Down	MMB + F
Increase Camera Speed	scrolling down or pressing *Shift*
Decrease Camera Speed	scrolling up
Temporary Camera Speed Boost	Hold *Control*

Miscellaneous Binds

~	Console Command
Space	Clones the selected object to the camera's location and orientation. If multiple objects are selected, uses the first.
Pause/ Break	Pauses your Sapien instance. Press "OK" in the opened window to resume Sapien
Control + B	Open the BSP switch dialog window

Miscellaneous Binds (cont)

Control + Shift + B	Creates the file baggage.txt. If you end up getting a maximum tag slots error or are running low on tag space, this file shows the memory usage of tags in the editor.
Shift + Click	Select a group of objects or keep previously placed objects selected. You can also use it to select the first and last object in the hierarchy list to select everything in-between at once. Useful for deleting multiple objects or moving them all at once.
Control + Click	Select a group of objects or keep previously placed objects selected. This will only select the object you specifically click in the hierarchy list. Useful for deleting multiple objects or moving them all at once.
Hold Tab	Using this key combo while having an object selected will set the rotation gizmo to sync with the local rotation of the object. Only really useful if "Local Axes" is not enabled.