

# Celestia Key Chart



★ Frequently used keys.  
Example: 3, G (select Earth and go to target)

## Time

★ Space	stop time
★ L	Time 10x faster
★ K	Time 10x slower
J	Reverse time
!	Set time to now
?	Display light-travel delay between observer and selected object
-	Subtract light-travel delay from current simulation time
★ \	Set speed to real time

## Labels

=	Toggle constellation labels
B	Toggle star labels
E	Toggle galaxy labels
★ M	Toggle moon labels
W	Toggle asteroid & comet labels
N	Toggle spacecraft labels
★ P	Toggle planet labels
V	Toggle verbosity of info text

## Other

D	Run demo
F8	Enable joystick
F10	Capture image to file
'	Show frames rendered per second
★ Enter	Enter a specific planet, moon, or star (enter again to confirm)

## Navigation

H	Select the sun (Home)
★ C	Center on selected object
F	Follow selected object
★ G	Goto selected object
Y	Orbit the selected object at a rate synced to its rotation
:	Lock on selected object
-	Chase selected object (orientation is based on selection's velocity)
T	Track selected object (keep selected object centered in view)
Home	Move closer to object
*	Look back
End	Move farther from object
Esc	Cancel motion or script
Left / Right	Roll Camera
Up / Down	Change Camera Pitch
★ 1-9	Select planets around nearby sun

## Options.

I	Toggle cloud textures
U	Toggle galaxy rendering
★ O	Toggle planet orbits
/	Toggle constellation diagrams
:	Show an earth-based equatorial coordinate sphere
[	If autoMag OFF: Decrease limiting magnitude (fewer stars visible)
]	If autoMag ON: Decrease limiting magnitude at 45 deg field of view
{	If autoMag OFF: Increase limiting magnitude (more stars visible)
}	If autoMag ON: Increase limiting magnitude at 45 deg field of view
(	Decrease ambient illumination
)	Increase ambient illumination
.	Narrow field of view
,	Widen field of view
Backspace	Cancel current selection

## Spaceflight

F1	Stop
F2	Set velocity to 1 km/s
F3	Set velocity to 1,000 km/s
F4	Set velocity to speed of light
F5	Set velocity to 10x the speed of light.
F6	Set velocity to 1 AU/s
F7	Set velocity to 1 ly/s
A	Increase velocity
Z	Decrease velocity
Q	Reverse direction
X	Set movement direction toward center of screen