

# ShortCuts

Two shortcuts are provided for your convenience:

- Hold down the '1' key to allow painting over an existing tile. See "Brush Inspector," below.
- Hold down Alt+1 (CMD+1 on Mac) to drag a Grid Selection when Painter is active.

These can be modified in the Unity Shortcut manager (Edit/Shortcuts) in the TilePlus category.

Tile+Painter has numerous shortcuts of its own, largely emulating those of the Unity Palette editor window but with ALT (Option on Mac) added.

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