

The Sims™2 Controls



Esc
Cancel

F1
Live Mode
(Families in
Neighborhood
view)
Hide/show
main panels

F2
Buy Mode
(Lots & Houses
in Neighborhood
view)

F3
Build Mode
(Decorations in
Neighborhood
view)

F4
Story mode

F5
Options panel

F10
Hide/Show UI
(User Interface)

~
Pause game

1
Regular time
speed

2
Fast time speed

3
Ultra time speed

4
Restore camera
position 0

5
Restore camera
position 1

6
Restore camera
position 2

7
Restore camera
position 3

8
Restore camera
position 4

9
Restore camera
position 5

-
Adjust focal
length
+ scroll mouse
wheel Zoom
camera out

+
Adjust focal
length
+ scroll mouse
wheel Zoom
camera in

Tab
Hide/Show UI
Toggle movie making
mode/camera
Select interaction menu:
Navigate between dialog
pages (pie menu pages)

Q
Quit or save
quit
Lower camera
height

W
Move camera
up

E
Eyedropper
Tool
Raise camera
height

R
Design Tool

T
Top down view

P
Pause game

[
Move object
up wall

]
Move object
down wall

A
Move camera
left

S
Move camera
forward

D
Move camera
back

G
45 degree view
(Build/Buy
mode)

H
Hand Tool

J
Sledgehammer
Tool

L
Toggle Day
/Night
(Build/Buy
mode)

↵ Enter
Center camera on active Sim

Z
Adjust focal
length
Zoom camera
in

X
Adjust focal
length
Zoom camera
out

C
Take a
snapshot

V
Start/end
video capture

B
Pause/resume
video capture

N
Switch to next
Sim in household

M
Move/shuffle
object on
shelves

<
Rotate Sim
(Create-a-Sim)
Rotate floor tile
(floor tool)
Rotate camera

>
Rotate Sim
(Create-a-Sim)
Rotate floor tile
(floor tool)
Rotate camera

↑ Shift

Ctrl
|

Alt
+ F4 Quit or save quit
+ mouse Move camera
+ Enter Cycle screen
resolution scaling

Switch to next Sim in household

Home
Next wall mode

Page Up
Next floor

Del
Delete object

End
Previous wall
mode

Page Down
Previous floor

↑
Move camera

←
Move camera

↓
Move camera

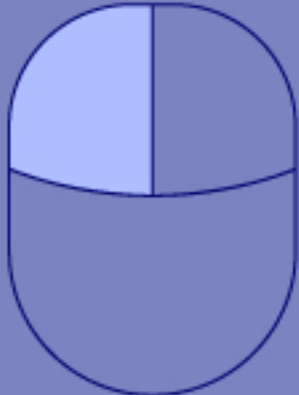
→
Move camera

- + Z / Y Undo, redo
- + Shift + C Toggle cheat window on/off
- + C / X / V / Z / Y Copy, cut, paste, undo, and redo text fields
- + left-click Remove walls etc, drag to remove area
- + F Toggle full/quarter tile mode
- + left-click (Grass tool) Remove grass
- + (right-click or middle click mouse) + drag Tilt (rotate) camera
- + 4 through 9 Save camera position 0 - 5

- + left-click mouse Continue placing object
- + ↑/←/↓/→ left-click Move camera faster
- + drag (wall tool) Create room
- + drag mouse (wallpaper/flooring tool) Fill room with wallpaper/flooring
- (Terrain tool) Invert tool
- + 4 through 9 Snap to camera position 0 - 5

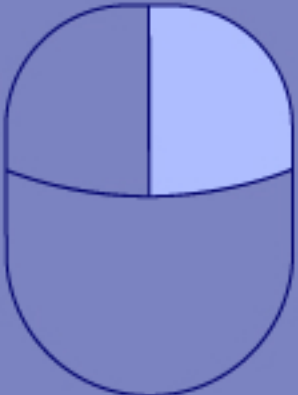
Mouse left-click

- and/or drag Use tools, drag to affect area
- On Live Move button Hide/show main panels
- + drag and or release Click and or drag to select interaction, then release
- On active Sim Select interactions to perform to active Sim
- On another Sim Select interactions done by active Sim to other Sims
- On Sim portrait Switch to (specific) Sim



Mouse right-click

- + drag Sim Rotate Sim
- After selection Cancel interaction
- On Sim Switch to (specific) Sim
- On Sim portrait Lock camera to Sim
- and/or drag Move camera



Drag Mouse

- Remove walls etc, drag to remove area

