# Windows & Shortcuts (/topics/129-windows-shortcuts/)

There are 3 main windows in Bolt. You can find them all in the "Windows" menu.

- **Graph** : The main graph editor

- **Graph Inspector** : The inspector for nodes and other graph elements

- **Variables** : A window to define and edit variables

Open all three windows.

The layout in which you decide to place the windows is a matter of preference. We recommend giving equal space for the graph window and the scene view -- you'll need it! We also suggest adding the graph inspector as another tab next to the Unity inspector.
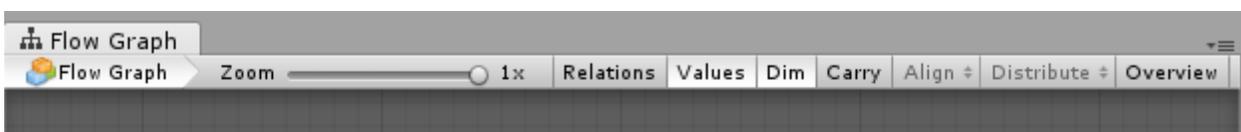
For example:
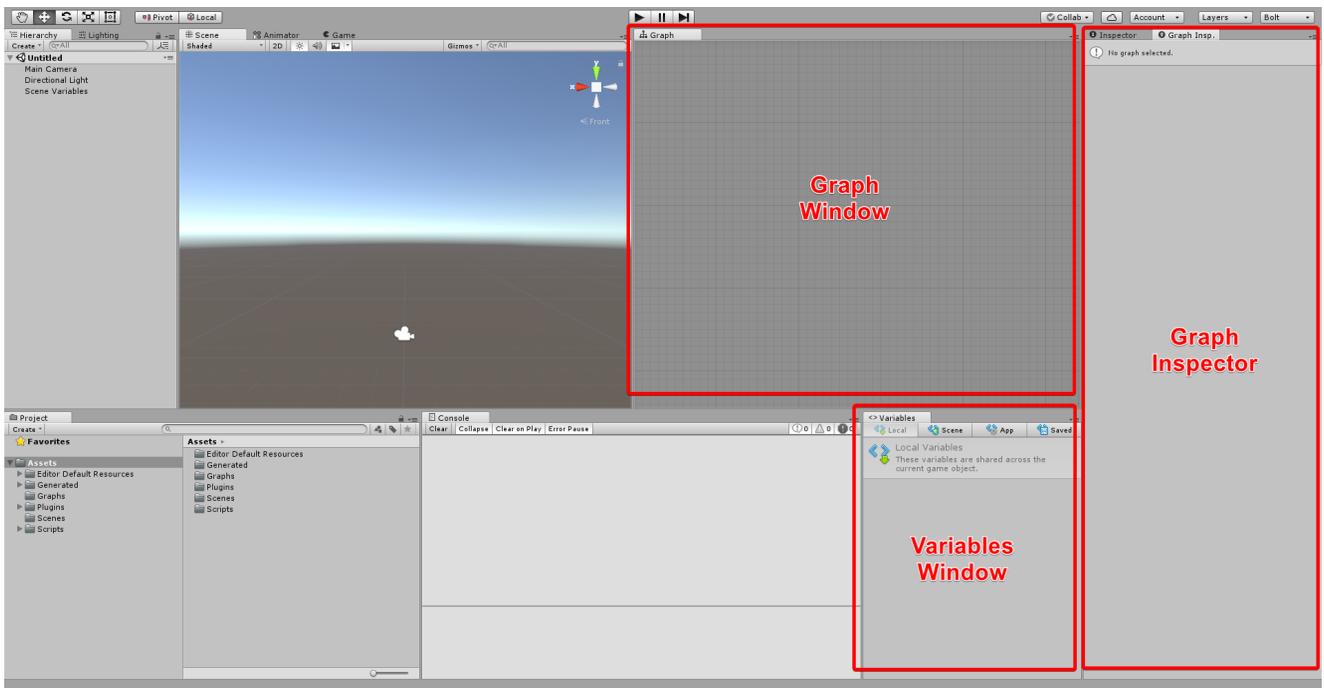
If you have dual monitors, you may want to put Bolt on your second monitor entirely. This gives you a lot of room for graph editing and keeps your usual Unity layout intact. For example:
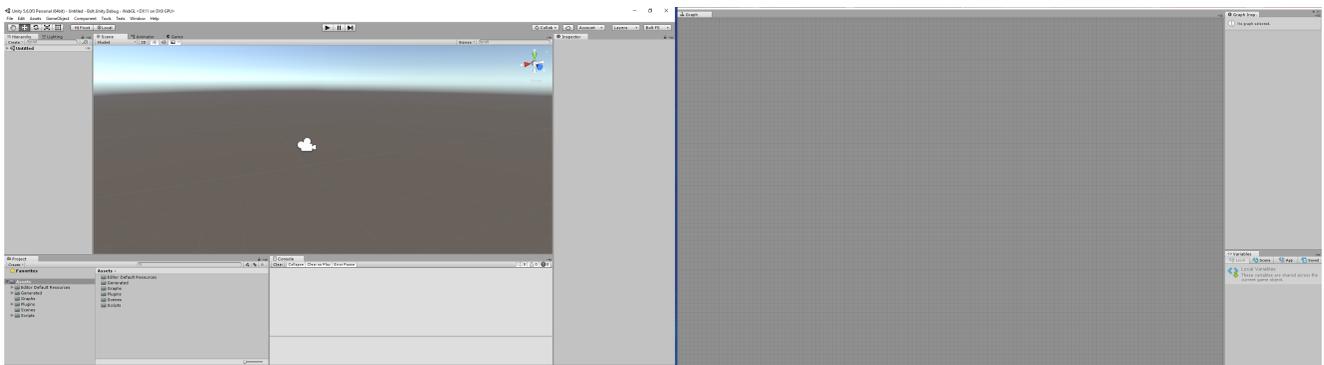
Now, let's go over each window.

Graph Window

Once you select a graph, a toolbar will display in the graph window.

On the left, you can see the breadcrumb path to the currently selected graph.

The **Zoom** slider allows you to zoom out and get a bird's eye view of the graph.

When the **Relations** option is checked, units will display their inner connections (http://support.ludiq.io/topics/152-inner-connections/) (flow graphs only).

When the **Values** option is checked, Bolt will attempt to predict values and show them in graph connections (flow graphs only).

When the **Carry** option is toggled, child nodes of your current selection will be dragged along it. This is useful if you want to reorganize a large part of the graph without manually selecting each node.

The **Overview** button will pan and zoom the graph in order to show all of its elements within the area of the window.

Once at least two elements are selected in the graph, the **Align** and **Distribute** dropdowns will allow you to perform common automatic layout operations:
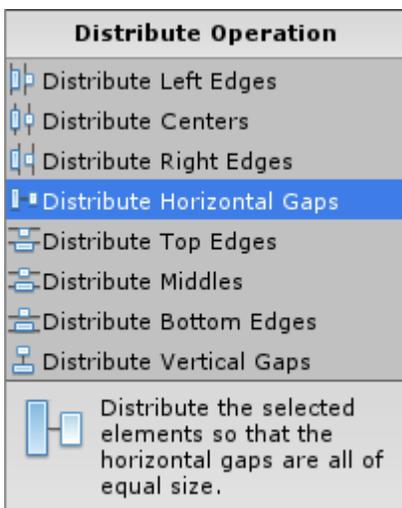
Shortcuts & Keybindings

When in the graph window, there are two **Control Schemes** that determine how to pan and zoom. You can configure your control scheme in Tools > Ludiq > Editor Preferences... > Graphs . By default, it is set to Unreal .

> If you have a trackpad, try changing that setting to Unity . This will make navigating the graph with easier with to fingers.
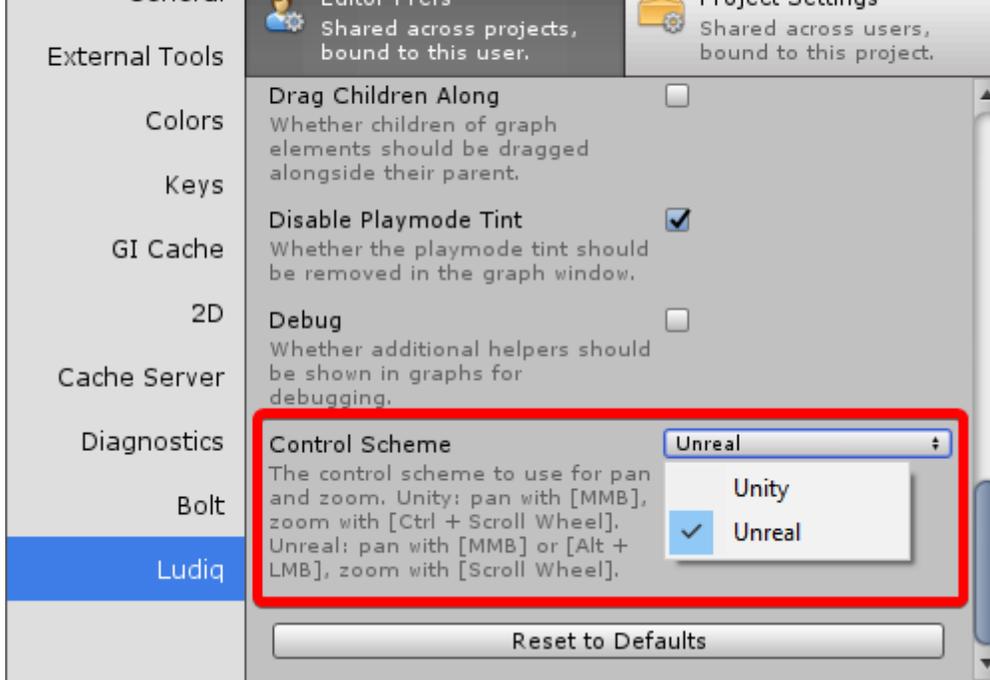
The keybindings are:

Action	Common	Unity Control Scheme	Unreal Control Scheme
Pan		Middle Mouse Button	Alt + Left Mouse Button
Zoom		Ctrl/Cmd + Scroll Wheel	Scroll Wheel
Select	Drag Left Mouse Button		
Create Group	Ctrl/Cmd + Drag Left Mouse Button		
Copy	Ctrl/Cmd + C		
Paste	Ctrl/Cmd + V		
Cut	Ctrl/Cmd + X		
Duplicate	Ctrl/Cmd + D		
Delete	Del		

Graph Inspector

The graph inspector shows information and settings about the currently selected graph element. We'll get into it later when we examine each type of graph.

Variables Window

The variables window shows all your variables. We'll get into it later when we learn more about variables.