

All Modes

2D Mode Only

3D Mode Only

General

| | |
|----------------|--|
| ESC | Open XMapEdit menu. |
| ~ | Enable command panel. |
| Numpad Enter | Swap between 2D & 3D mode. |
| F12 | Toggle speaker beeps. |
| Ctrl + Home | Search for sprites, sectors, or walls. |
| Ctrl + B | Toggle camera blocking. |
| Alt + CapsLock | Toggle clipping mode. |
| Alt + F11 | Cycle between HUD types. |

Movement

| | |
|----------------|---|
| Arrow Keys | Moves camera. Hold SHIFT to increase rate. |
| RMB | Move camera in 2D mode. |
| Scroll Lock | Snap player start to current camera position. |
| Alt + CapsLock | Toggle clipping mode. |

Sectors

| | |
|---------------|--|
| J | Join a child sector. Creates child sector. |
| Shift + J | Join selected child sector. |
| R- Ctrl + Del | Deletes a parent sector OR turns a child sector into a parent. |

Walls

| | |
|-------------|----------------------------|
| B | Toggle blocking flag. |
| Shft + B | Toggle one-sided blocking. |
| H | Toggle hitscan flag. |
| 1 | Toggle mask |
| M | Toggle mask |
| R-Shift + M | Toggle one-sided mask. |
| K | Marks a wall for movement. |

Sprites

| | |
|-----------|--|
| S | Insert a sprite. |
| Shift + S | Open "special sprites" menu. |
| B | Toggle block flag. |
| H | Toggle hitscan flag. |
| I | Toggle invisibility flag. |
| Ctrl + I | Toggles hiding of invisible sprites in editor. |
| K | Marks a sprite for movement. |
| E | Changes sprite status. |
| Ctrl + O | Push sprite to nearest wall. |
| R | Make a sprite wall or floor/ceiling sprite. |
| 1 | Toggle one-sided flag. |
| Del | Delete sprite. |

Sprites (cont)

| | |
|---------------|--|
| , OR . | Set sprite orientation and angle simulatenously. Hold SHIFT to increase precision. |
| ; OR ' | Rotates selected sprites 45 degrees. |
| Ctrl + ; OR ' | Rotates selected sprites 22.5 degrees. |
| Ctrl + D | Change clipping distance. |

General

| | |
|----------|-------------------------|
| Ctrl + T | Toggle sprite captions. |
| Alt + W | Insert a comment. |

Selection

| | |
|----------------|---|
| R- Shift + LMB | Box select groups of sprites or vertices by dragging with LMB. Press R-Shift again to deselect. |
| L-Alt + MMB | Select an individual sprite. ESC to deselect sprites from group. |
| R-Alt + MMB | Select a group of sectors. Press again to deselect. |
| Shift + MMB | Select an individual sector. |
| . / , | Rotate sector by 45 degrees. |



By Chromodyne

cheatography.com/chromodyne/

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Selection (cont)

Shift + . / ' Rotate sector by 22.5 degrees.

Sprites

LMB (Hold) Move sprite.

Alt + H Hi-tag.

Alt + T Lo-tag.

Ctrl + Num +/- Change yellow SFX radius by 20.

Alt + Num +/- Change brown SFX radius by 20.

Alt + MWheel Cycle through overlapping sprites.

Grid

A Zoom-in grid.

Z Zoom-out grid.

MWheel Zoom in and out.

G Change grid size.

Shift + G Access extra grid sizes.

Alt + G Toggle grid.

Ctrl + G Toggle auto-grid.

L Toggle snap-to-grid.

F11 Toggle texture map preview.

Editing

F7 Traces a sector's outgoing trigger.

F8 Traces a wall's/sprite's outgoing trigger.

Alt + F7 Traces a sector's incoming trigger.

Alt + F8 Traces a wall's/sprite's incoming trigger.

Q Connect 2 XObjects by using RX/TX values.

Shift + Q Uses a RX/TX value from an XObject and connects it to another XObject without RX/TX values.

F10 Assigns new TX/RX IDs.

Ctrl + H Hi-tag.

+ H

T Lo-tag.

Sectors

Spacebar Enter sector draw mode.

Backspace While drawing a sector, removes the last vertex inserted.

Alt + S Creates a child sector.

Walls

C Curve tool.

NumPad + / - [Curve Tool] Increase number of vertices when using curve tool..

Enter [Curve Tool]

Insert Insert a vertex.

F Set first wall to change sector slope orientation.

X Override sector auto-alignment.

L-Alt + X Disable sector auto-alignment for selected walls.

Alt + T Lo-tag.

Ctrl + H Hi-tag.



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