

### 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

Not published yet.

Last updated 2nd February, 2024.

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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.

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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[cheatography.com/chromodyne/](https://cheatography.com/chromodyne/)

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