

Mapedit (Blood) cheat sheet

2D mode: Global

A	Zoom in
Arrow keys	Move white arrow
Scroll Lock	Position brown arrow (player start)
Alt + F7	Trace incoming trigger to this sector
Alt + F5	Dialog screen for sector properties

2D mode: Wall

Alt + T	Lo-tag (same as Type#), enter value
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3D mode: Global

Tab	Copy tile+shade+Xsector/Xwall properties
Ctrl + Alt + Enter	Paste tile (all walls in sector)

3D mode: Floor/Ceiling

F2	Set initial state, on/off
F3	Check OFF state (if set)
Alt + F4	Set ON state
Shift +]	Slope down fine step
Shift + [Slope up fine step
\	Slope reset

3D mode: Wall

Alt + X	Align sector to this wall (for dynamic slope)
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Sector group

2D

Ctrl + Del	Delete all contents and exit
Alt + O	Clean multiple sectors of Xproperties

Dialog

Space	Set/clear checkbox
F10	Next available channel while

cursor at RX/TX

Source: baitd.bloodgame.ru

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More information: defkey.com/mapedit-blood-build-shortcuts?filter=basic

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