



Extended Mapedit cheat sheet

General and 3D mode

Esc	Open main menu
; or :	Rotate highlighted group of sprites
Shift + ; or Shift + :	Rotate highlighted group of sprites (finer step)
Ctrl + ; or Ctrl + :	Rotate highlighted group of sprites (finest step)
K	Kinetic sprite / wall movement
Home	Toggle preview mode on and off
Ctrl + Home	Search for object number
F12	Toggle beeps on and off
U	Toggle underwater sector status
Ctrl + U	Set selected visibility for all sectors
Ctrl + O	(while pointing at wall or sector) Toggle textures alignment of all walls of that sector
Shift + G	Change grid size
Ctrl + Shift + G	Toggle grid lock on and off
M	Masking walls
X	Auto-slope
R	Sprite orientation
1	One side flag
P + Shift	Cycle through palookups
Left Alt + X	Disable auto-slopes for all highlighted walls
Ctrl + B	Toggle blocking walls to block move on and off
Ctrl + Alt + P	(aim in parallax sector) Cycle tiles from 1 to 32 in the parallax sky
Ctrl + I	Toggle showing of all invisible sprites
[or]	Change sprite slope
Note: To make sprite sloped, it must be floor oriented first.	
F5 or F6	Go to 2D mode to edit object properties
Ctrl + F5	Go to Sector Lighting Settings directly
Alt + S	Game objects menu

Alt + L (point at any floor) Enable global floor shade for all paralaxed ceilings

To disable global floor shade, just point at any unhighlighted ceiling.

/	Reset panning, offset and repeats
Num 7 or Num 9	Change repeats and panning in X and Y directions at once
Shift + Num 7 or Shift + Num 9	Change repeats and panning in X and Y directions at once, with finer step

2D mode

Drawing path: It is useful if you'd like to use Path Sectors or dude patrolling in your maps.

First create Path Marker sprite using Game Object menu or sprite edit dialog and press Tab to copy it in clipboard. Then press S to insert new sprite which will be turned in path marker automatically.

The previous path marker will be automatically connected with the new one. Repeatedly press S to continue path drawing or press Tab on something else to stop.

Num - or Num +	Change radius of Ambient Sound by 20
Ctrl + Num - or Ctrl + Num +	Change radius of Ambient Sound by 20 - Just change first radius
Shift + Num - or Shift + Num +	Change radius of Ambient Sound by 20 - Just change second radius
Ctrl + G	Toggle auto-grid. It changes grid size while zooming
Shift + G	Enable dense grid
F10	Listen defined sounds
In case of sprites that have multiple sounds set, just press F10 repeatedly to listen sound one by one.	
Shift + S	Game objects menu
Right Alt	Highlight sectors
Shift	Highlight walls
Alt + X	Disable auto-slope for all highlighted sectors
Ctrl + F5	(on sector) Get directly to FX editing dialog

Edit dialog:

F10	(while on "Message") Visually pick the message from selected episode file
F10	(while on a "Data" field) Gib type selection helper
Ctrl	(in dialog area) Show common x-properties
If it shows common when you need x-properties, you can press Alt to see it.	
Del	(for number edit) Reset value to zero
~	(hold) Show XObject usage statistics in the status bar

Preview mode

Home	Enable preview mode
Esc	Disable preview mode
Home	(in preview mode) Disable preview mode
Shift + Home	Change difficulty
3D mode only:	
Left click	Send CMD 2: State to object / kill enemy / pickup item / destroy the thing
Right click	Send CMD 0: Off to object
Middle click	Send CMD 1: On to object
Enter	Change Z-Mode (Caps Lock duplicate)
S	Spawn an SEQ animation ID on the object you currently pointing. The seq file must be in the resource archive
2D mode only:	
Left click	Send CMD 2: State to object / kill enemy / pickup item / destroy the thing
Right Ctrl + Left click	Send CMD 0: Off to object
Right Shift + Left click	Send CMD 1: On to object
E	Create an standard explosion. Can be useful for testing gib object's FX effects

Mouse

Tile viewer

Left click	Select a tile
Middle click	Open detail tile info window
Right click	Move mouse to the first row and hold right mouse button to scroll the tiles up
Right click	Move mouse to the last row and hold right mouse button to scroll the tiles down

Sprites

Left click	Hold to drag the sprite(s) you currently pointing at by XYZ axis. If sprite was placed on a wall, you may also hold right mouse button to align it according to that wall angle. It doesn't work for group of sprites though
Right click + Left click	Drag sprites only in Z axis
Right click	Press repeatedly when aiming in floors or ceilings to just rotate sprite in counter-clockwise order. Grid size and grid lock affects x/y dragging

Walls and sectors

Left click	Hold to raise the sector
Right click	Hold to lower the sector
Hold Shift for finer step or Ctrl to set Z of sector to the closest neighbor sector(s)	

Highlighting objects

Middle click	In 2D mode, highlight or unhighlight wall point or sprite
Left Shift + Middle click	Sectors highlighting process
Middle click	In 3D mode, highlight an wall or sector for gradient shading. Press again on it to unhighlight

Usually, highlighted objects displays as pink colored. However sometimes it might display as normal (for example, after you applied the gradient shading). To show previously highlighted objects, continue holding right mouse button and press Ctrl.

Esc	Reset highlight
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Left click Clicking mouse on a sprite will
add or remove it from standard
highlight

Source: cruo.bloodgame.ru

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More information: defkey.com/pl/xmapedit-for-blood-game-shortcuts

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