



2D Navigation

LMB	select object drag to move
MMB	drag to pan
WHEEL	zoom
F1	operations menu
TAB	toggle 3D view
1..9	grid size
Ctrl-z	undo
Ctrl-y	redo
Ctrl-a	select all
Ctrl-i	invert selection
` (back quote)	clear selection
HOME	zoom to fit
END	pan to camera
' (quote)	place camera at cursor
f	toggle free / grid snapping
g	toggle grid display
a	hold to pan with mouse toggle recently used Browser items
b	toggle Browser panel
N	next map
P	previous map

Default Keys

Meta Key	
;	Semicolon

2D Edit Modes

t	Thing mode
l	Linedef mode
s	Sector mode
v	Vertex mode

Tagging

meta-f	Apply a fresh tag
meta-l	Apply last tag

Selections

o	make a copy (duplicate) of selected items at position cursor
c	copy properties of one selected item to the item focused under the cursor
C	copy properties of item focused under mouse cursor to (multiple) selected items
H	mirror horizontally
V	mirror vertically
q	snap to grid (quantize)

Mouse Transforms

r	ratio scale
R	free scale
Ctrl-r	rotate
K	shear

Things Edit Mode

SPACE	add thing
w	angle -45 degrees
x	angle +45 degrees
d	separate stacked things
m	merge into stack

Vertice Edit Mode

space / RMB	add / insert vertice
d	disconnect vertices
m	merge selected vertices
l	reshape into line
O	reshape into circle
D	reshape into half-circle
C	reshape into 120 deg arc
Q	reshape into 240 deg arc

Linedef Edit Mode

e	select chain
E	select chain by texture
w	flip front/back sidedefs
k	split in half
A	auto align texture offsets
d	disconnect line
m	merge two single sided lines

Sector Edit Mode

SPACE	add sector
d	disconnect
m	merge selected
e	select by same floor height
E	select by same floor tex
D	select by same ceil tex
w	swap floor / ceil tex
, and <	lower floor
. and >	raise floor
[and {	lower ceil
] and }	raise ceil
F8	change rendering mode
RMB	Merge sectors

3D View

Arrows / WASD	move
LMB	select sides (must be in Linedef mode)
MMB	pan
PGUP/PGDN	move up / down
g	toggle gravity
r	adjust offsets with mouse
c	clear offsets
meta-l	toggle lighting
meta-t	toggle texturing
o	toggle Things (objects)
x/y	align x/y offset to left wall
z	align x+y offset to left wall
X/Y/Z	align offsets to right wall