

## **keys.doc - Guide to the keyboard commands used in DETH and HETH**

### **Function Keys**

F1	-	Help Screen
F2	-	Save Pwad
F3	-	Save Pwad As...
F4	-	Toggle view type
F5	-	Preferences menu
F7	-	Display menu
F8	-	Miscellaneous menu (operations available depend on mode)
F9	-	Pre-defined objects menu (options depend on if the mouse is inside/outside a sector)
F10	-	Check level consistency and report on number of objects

### **Menu Keys**

ALT+F	-	File menu
ALT+E	-	Edit menu
ALT+S	-	Search menu
ALT+M	-	Mode menu
ALT+I	-	Miscellaneous menu (operations available depend on mode)
ALT+O	-	Pre-defined Objects menu (options depend on if the mouse is inside/outside a sector)
ALT+C	-	Checks menu
ALT+H	-	Help menu

### **Miscellaneous Keys**

Delete	-	Delete highlighted/selected object(s)
Enter	-	Edit highlighted/selected object(s)
Escape	-	Quit
Insert	-	Add an object, read section at end of this document for more information
Shift+Insert	-	Same as Insert but closes LineDefs, Inserts SideDefs etc.
ScrollLock	-	Toggle screen from scrolling/not scrolling when mouse is near edge of screen
Spacebar	-	Toggle screen scroll between slow & fast
Shift+Mouse	-	Enabled multiple selection of objects
Tab	-	Next mode and select bound objects (not Thing mode)
Shift+Tab	-	Previous mode and select bound objects (not Thing mode)

### **Mouse**

Move mouse	-	Highlights objects and scrolls screen when near edge
Left Button	-	Select object
Middle Button	-	Edit object
Right Button	-	Drag highlighted/selected objects
Shift+Mouse	-	Enabled multiple selection of objects

## **Standard Keys**

C	-	Clear selection and redraw screen
D	-	Toggle Drag mode
G	-	Decrease Grid scale
Shift+G	-	Increase Grid scale
H	-	Hide grid
Shift+H	-	Hide grid and set grid scale to 0
I	-	Toggle Information bar
Shift+I	-	Toggle graphical information displays
J	-	Jump to a given object number
K	-	Kill grid (set grid scale to 0)
L	-	LineDef mode
M	-	Mark highlighted object
N	-	Jump to Next object
O	-	Copy highlighted/selected Object(s)
P	-	Jump to Previous object
Q	-	Quit (brings up SaveAs box if 'qisquit'(ini file) is set to false)
R	-	Toggle Ruler
S	-	Sector mode
T	-	Thing mode
U	-	Undo last operation
V	-	Vertex mode

+	-	- Zoom in/out
> <	-	Jump to next/previous object

1,2,3,...,0	-	Change zoom
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## **Thing Mode**

CRTL+B	H-	Toggle Blind/Dormant flag
CRTL+D	D-	Toggle Deaf flag
CTRL+F	-	Flags menu
CTRL+G	-	Reset all Arguments to 0
CRTL+M	D-	Toggle Multiplayer flag
CRTL+T	-	Change Type
.	-	Rotate clockwise
,	-	Rotate anti-clockwise
A	-	Repeat last Find
B	H-	Jump to Thing TID
F	-	Find?Mark/Filter menu
>	H-	Increase height by 16
<	H-	Decrease height by 16
F4	-	Toggle Graphical display

## **Vertex Mode**

CTRL+A	-	Add LineDef between 2 selected Vertices and Add a Sector
CTRL+D	-	Delete Vertex(es) and join LineDefs (same as CTRL+J)
CTRL+J	-	Delete Vertex(es) and Join LineDefs (same as CTRL+D)
CTRL+M	-	Merge several selected Vertex(es) and join LineDefs
F4	-	Toggle Dimension display

## **Sector Mode**

CTRL+C	-	Change Ceiling height
CTRL+F	-	Change Floor height
CRTL+G	-	Change LineDef taG
CTRL+N	-	Set type to Normal and Tag to 0
CRTL+T	-	Change Type
.	-	Increase floor height by 'increment'(ini file)
,	-	Decrease floor height by 'increment'(ini file)
>	-	Increase ceiling height by 'increment'(ini file)
<	-	Increase ceiling height by 'increment'(ini file)

## **Line Mode**

CTRL+2	-	Toggle 2 sided flag
CTRL+A	-	Split LineDefs and Add a Sector
CTRL+B	-	Toggle Blocks sounds flag
CTRL+C	-	Flags menu
CTRL+D	-	Delete LineDef(s) and join Sectors (same as CTRL+J)
CTRL+E	H-	Trigger menu
CTRL+F	-	Flip LineDefs SideDef(s)
CRTL+G	D-	Change Sector taG
CRTL+G	H-	Reset all ArGument to 0
CTRL+H	-	Toggle Hidden on Map flag
CTRL+J	-	Delete LineDef(s) and Join Sectors (same as CTRL+D)
CTRL+L	-	Toggle Lower Texture unpegged flag
CTRL+M	-	Toggle iMpassable flag
CTRL+N	-	Set type to Normal and Tag to 0
CTRL+O	-	Toggle Already On map flag
CTRL+P	-	Toggle monsters can't Pass flag
CTRL+R	-	Toggle secRet flag
CTRL+S	-	Swap SideDef(s)
CRTL+T	-	Change Type
CTRL+U	-	Toggle Upper Texture unpegged flag
CTRL+V	-	Split LineDef(s) and add Vertex(es)
CTRL+X	-	Align LineDefs Textures on X axis without Texture checking
CTRL+Y	-	Align LineDefs Textures on Y axis without Texture checking
X	-	Align LineDefs Textures on X axis with Texture checking
Y	-	Align LineDefs Textures on Y axis with Texture checking
F4	-	Toggle Doom style Automap display

## **Notes on the Insert key**

### **Thing Mode**

Inserts a new Thing, the type being that of the last selected Thing, if no Thing is selected or you have just deleted a Thing then a player 1 Thing will be inserted.

### **Vertex Mode**

Inserts a single Vertex, unless;

If 2 or more Vertexes are selected then LineDefs will be inserted bewteen them and mode will change to LineDef mode.

If 3 or more Vertexes are selected and you press Shift+Insert then LineDefs will be inserted between them and the the last Vertex will connect to the first Vertex. Will also change to LineDef Mode.

If you insert a Vertex close to a LineDef, then the LineDef will split to form a new LineDef, how close you have to be depends on the setting 'closetoline', which can be set in the preference menu and a default set in the ini file.

### **Sector Mode**

Inserts a new Sector, be warned: the new sector will have no SideDefs bound to it, but is very useful in the development of pwads.

### **LineDef Mode**

Brings up a 'From Vertex ? To Vertex ?' type dialog, unless;

If 2 or more LineDefs are selected then a new Sector is added and 1st SideDefs are created, if however 1st SideDefs already exist then 2nd SideDefs are created instead.

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