

# FPEdit

## Description

FPEdit is a BZFlag map editing program. It is a 2D top-down program. You can easily drag objects around using the mouse, resize objects by dragging the corners, objects will snap together, etc. It is designed to make it easier to get things to line up. This editor is simple and not perfect, **so I recommend that you only edit copies of your maps with this editor.**

## Controls

**Left Mouse Button:** Click on an object to select it. Or click and drag a box, and when the mouse button is released, all objects within the box you dragged will be selected. Hold control to select multiple objects.

**Left Mouse Button + Shift:** Click on an object and drag to move it, click on the edges of an object and drag to resize it. Hold down Control for no snap.

**Arrow Keys:** Move the view around.

**Arrow Keys + Shift:** Move all selected objects in the direction pressed.

**Right Mouse Button:** Click and hold to drag the view around.

**Left Mouse Button + N:** Click to create an object at the position of the mouse. Drag to change the box's size.

**Left Mouse Button + X:** Deletes all selected objects or the object position of the mouse.

**J Button:** Jumps the view back to the starting position (in case you get lost!).

**A Button:** Shifts Zmin and Zmax up 10 units.

**Z Button:** Shifts Zmin and Zmax down 10 units

**Ctrl + D:** Duplicates all selected objects.

**Ctrl + H:** Flips all selected objects horizontally. This is good for making symmetrical two team CTF Maps.

**Ctrl + V:** Flips all selected objects vertically. This is good for making symmetrical two team CTF Maps.

**Ctrl+ F:** Flips x/y and xsize/ysize. Use in combination with Ctrl + H and Ctrl + V to make symmetrical four-team CTF maps.

## Saving and Loading

In the top left corner of the editor, there are two textboxes and two buttons, "Save" and "Load". Type the file you want to save/load in the textbox next to the save or load button and click the save or load button. When loading, all code that the program cannot understand will be stored and added back in when saving, so you don't have to worry about it wrecking your code. It does not understand groups, however, so don't load maps with groups in them.

**Read the following page for more descriptive instructions on how to use the map editor.**

## **Creating, Selecting, Moving, and Resizing Objects**

To create a box, hold down “N” and drag a box with the mouse. An object will be created of the size and shape of the box you dragged.

After you create an object, you can select it by clicking on it. Selected objects have a thick purple border around them. If you want to select multiple objects, hold down Ctrl when clicking on each object. You can also drag a box with the mouse to select all objects within that box.

To move an object, hold down shift, click and hold the mouse button on the object. Then drag around the mouse to move the object, and release the mouse button when you want the object to stop moving. You can also hold down shift and press the arrow keys to move all selected objects in that direction.

You can resize an object the same way as moving. But instead of shift-clicking in the center of the object, click on the edge or corner of an object and drag to resize the object from that edge or corner.

## **Zmin, Zmax, Zoom, View, and Snap**

**Zmin and Zmax:** Since FPEdit is a 2D top-down editor, you can edit your map in layers. Just change Zmin and Zmax (with “A”, “Z”, or the textboxes on the left side). Whatever objects have a Z value between Zmin and Zmax will be displayed. This allows you to only show the layer of the objects you're currently working on: You only have to see the stuff your working on and also you don't accidentally mess up any other parts of your map.

**Zoom:** You can also zoom in on your map. You can either use the scroll wheel on your mouse to zoom in, or you can change the “Zoom” textbox. This is useful if you want to zoom out to view the entire map, or want to zoom in and work with small objects.

**View:** If you are zoomed in, you probably want to move around a bit. You can move the view around in several different ways. You can press the array keys to move the view in that direction. Or you can hold down the right mouse button the drag the view around. Also, if you are moving or resizing and object, you can move your mouse to the edge of the screen to scroll around.

**Snap:** When moving or resizing objects, they snap to the nearest “Movement Snap” or “Resizing Snap”. This makes it easy to get objects to line up because they snap together. If you want to change the snap values, change the values in the textboxes. You can always hold down Ctrl when moving or resizing an object for no snap.

## **Other Features – More Code, Duplicating and Flipping**

**More Code:** You can add more code to your objects, like textures, and rotation. Select the object you want to add extra code to. Then in the bottom right corner, there will be a large textbox labeled More Code. Fill this with the extra code you want.

**Duplicating:** Press Ctrl + D to make duplicates of all selected objects.

**Flipping:** Press Ctrl + H to flip all selected objects horizontally, press Ctrl + V to flip all selected objects vertically. You can select all your objects, duplicate them, and flip them to make a symmetrical map. If you want a four side symmetrical map, you'll have to use a combination of Ctrl + D, Ctrl +H, Ctrl +V and Ctrl + F . Ctrl + F flips x/y and xsize/ysize, meaning that if you Ctrl +F something on the left wall, it will rotate onto the top wall. So then, use D to duplicate, then fiddle with D, H, and V until you get four symmetrical sides.

**FPEdit**

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