

MARIO EDITOR

Manual

With Mario Editor, it's easy to play, create, and share your very own custom Mario levels! Utilize a massive selection of powerups, enemies, items, and other goodies in your creations.

In Game Controls (Gamepad)

A	Jump
A+UP	Spin Jump
B / X	Run/Pick Things Up
LEFT STICK / D PAD	Move/Duck/Slide Down Slopes
START	Pause Menu

In Game Controls (Keyboard)

SHIFT/X	Jump
SHIFT+UP/X+UP	Spin Jump
CONTROL/Z	Run/Pick Things Up
ARROW KEYS	Move/Duck/Slide Down Slopes
ENTER	Pause Menu

Editor Controls

MOUSE	Move Cursor
LEFT CLICK	Press GUI Buttons/Place Down Items
+SHIFT	Tile Fill
RIGHT CLICK	Delete Items
+SHIFT	Tile Fill Delete
ARROW KEYS	Move
+CONTROL	Hold Down To Move Faster
+SHIFT	Hold Down To Resize Level
SPACE	Toggle Grid
ESCAPE	Clear Selection

Hotkeys	
ALT+R	Restart Game
ALT+ENTER	Full Screen
ALT+F4	Quit Game
ALT+1	Turn Off Filtering
ALT+2	Turn On HQ2X Filtering
ALT+3	Turn On HQ4X Filtering
ALT+V	VSync (Turn this OFF when recording)
ALT+F	FPS Display
ALT+G	Gamepad Toggle

Credits	
Mario Editor + Hello Mario Engine	Hello Fangaming
SMW Enemy Sprites	Icegoom
Bomb & Ninja Mario Sprites	Guinea
Bee Mario Sprites	SLB12
Shell Mario Sprites	Del
Penguin & Propeller Mario Sprites	Shikaternia
Boomerang Mario Sprites	Dynamo128
Mario Series	Nintendo

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**THE SHROOM
PROJECT**

**HELLO FANGAMING
COLLECTION**

**SUPER MARIO
DYNAMO**

