

- NUM 0 - Toggle debug mode.
- NUM 1 - Spawn health at mouse.
- NUM 2 - Spawn ammo at mouse.
- NUM 3 - Overheat the Plasma Beam.
- NUM 4 - Spawn enemy at mouse.
Set "debugenemy" variable in "GameInit" script to determine which enemy to spawn.
- NUM 5 - Spawn a 16x16 basic block at the mouse.
Snaps to nearest 16x16 grid corner.
WARNING: Will delete other 16x16 basic blocks underneath it when placed!
- NUM 6 - Create player object at mouse.
- NUM 7 - Toggle drawing of motion planning grid.
- NUM 8 - Update motion planning grid.
- NUM 9 - Toggle HUD.
- NUM / - Toggle slowdown.
- NUM * - Grant all powerups to player.
- NUM - - Reduce player health by 1.
- PAGE DOWN - Restart game.
- PAGE UP - Restart current room (risky).