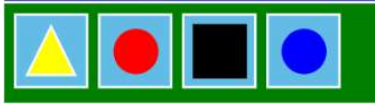# Höhensatz Dash Editor Guide

Selecting Objects

Select the object you want to place in the toolbar at the bottom of the screen.

Place the object wherever you want with your mouse. You can move it in small increments with the arrow keys. With the slider in the toolbar you can move around in your Level. You can also use your mouse wheel.

You can deselect the object you have select with the "Deselect" Button.

Editing placed Objects

To edit a placed object, press the move button in the toolbar.
Click on the object you want to edit. Now you can move it around. If you want to delete it, move it to the trashcan button and click on it. You can also delete a object by hovering your mouse over it and pressing the backspace key.

Rotating Spikes

If you have a spike selected, you can rotate it by pressing the "R" key.

Settings

Test Level: You can test your level by clicking on this button. When you click on it, you will be prompted to choose a start position. Click where you want to start the level.

Save: You can save your level locally by going in this menu. You have to give it a name and click on the save button. Your level will now appear when you click on the "Map Maker" button in the Main Menu. **Note: Your levels will disappear if you clear your browser cache.**

Upload: In this menu you can upload your level to the server. Enter a name and your username and click the "Upload" button. Your level will now appear in the Online levels.