

Tanki Map Editor Manual

- Version: v0.7.0
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Camera movement

Key	Description
W	Move forward
S	Move backward
A	Move left
D	Move right
Q	Move down
E	Move up

Press `shift` for a speed up while moving the camera.

Viewport

Key	Description
R	Select rotation gizmo
T	Select translation gizmo
V	Deselect gizmo/selection
Z	Rotate selection -90 degrees
X	Rotate selection +90 degrees
Ctrl+Z	Undo
Ctrl+Y	Redo
Ctrl+O	Open a new map
Ctrl+S	Save a map
Ctrl+Shift+S	Save a map without collisions
Escape	Clear selection
Spacebar	Duplicate selection
Delete	Delete selection
1	Toggle grid
2	Toggle props

Key	Description
3	Toggle sprites
4	Toggle collisions meshes
5	Toggle spawn points
6	Toggle bonus regions
7	Toggle game mode objects
g	Select grid
f	Add spawn points, bonus regions, flag pedestals, and domination pedestals
h	Toggle skybox
left arrow	Move selection to the left. Press control to move half steps.
right arrow	Move selection to the right. Press control to move half steps.
forward arrow	Move selection forward. Press control to move half steps.
backward arrow	Move selection backward. Press control to move half steps.
page up	Move selection up. Press control to move half steps.
page down	Move selection down. Press control to move half steps.

Mouse	Description
Right click	Select object
Shift + Right click	Multi-select
Ctrl + Right click	Drag selection (requires gizmo to be inactive)
Ctrl + Shift + Right click	Additive drag selection (requires gizmo to be inactive)

Properties panel

- Bonus regions
 - You can `shift+click` on bonus type and game mode type to exclusively select a checkbox, such that you don't have to uncheck other checkboxes.