The Map Editor:
A How-To Guide

Controls:

WASD: Move camera

Left-Click-Drag: Look around with the camera in perspective view, move the camera in ortho view.

Right-Click: Select/Edit Map Objects

Control+Right-Click: Create a map object where you click.

Alt+Right-Click: Move the currently selected object to the raycast position of where you click.

Mouse Wheel: Change the precision scale (shown on the top right of the screen), which effects how precise moving the camera and editing objects is.
In Ortho-View, the mouse wheel zooms the camera.

Delete: Delete the currently selected map object.

Map Meshes:

Maps are made of five meshes: Track, Invisible-Track, Solid, Invisible-Solid and Decor.

Track and Invisible-Track are the solid geometry that can be painted. They should be mostly flat in the X-Z plane.

Solid and Invisible-Solid are solid geometry that cannot be painted. They are things such as walls and obstacles.

Decor is not solid, and will not be considered by physics.

Invisible meshes will not be drawn in the game.

Load or unload a mesh under the Mesh menu. Only .obj files can be loaded as meshes.

Viewing Options:

Advanced Rendering
Shortcut: Z
Display the map using the same shaders that the game will use. Set the rendering quality in editorconfig.txt the same way as in the game config file.

Ortho View
Shortcut: X
Display the map in an orthographic view from overhead.

Show Paint:
Shortcut: C
Display the generated paint cells

Show Invisible:
Shortcut: V
Display the invisible map meshes (Invisible-Track and Invisible-Solid)

Map Objects:

Lights:
Shortcut: 1
When "Has Attenuation" is checked, there is a distance falloff to the effects of the light, dictated by the "Strength" attribute.
Should be unchecked for fully-ambient lights.

Mesh Instance:
Shortcut: 2
First load a prop mesh into the map by selecting "Load Prop Mesh" in the Map menu. Then select the prop mesh using the drop down menu on the right side of the top options bar, and Ctrl+Right-Click to create an instance.

Path Nodes:
Shortcut: 3
Pathing information for the map. The drawn lines go from white to blue, where the blue end denotes the next node in the path.

Start Points:
Shortcut: 4
Positions where the cars will be spawned on the map. Should be as many as there should be players, and should be near the finish plane.

Finish Plane:
Shortcut: 5
The "finish-line" of the map. Should be placed near the start points. Rotate it so that the normal is facing the direction the players should go. Can only be one, and cannot be deleted.

Edit Modes:

Translate:
Shortcut: T
Move the currently selected object. Hold shift and drag the mouse up or down to move the object away or closer to the camera. Hold the right-mouse-button and move the camera using WASD and the object will be moved with the camera.

Rotate:
Shortcut: R
Rotate the object using Yaw, Pitch and Roll euler angles. By default, horizontal dragging changes Yaw, vertical dragging changes Pitch. Holding shift and vertical dragging changes Roll.

Scale:
Shortcut: F
Only uniform scaling can be done. Vertical drag to change the current scale.

Link:
Shortcut: G
Link two path nodes to eachother. Click on one path node, then drag the mouse to the next path node and release. Order is important. To unlink them, repeat the process.