

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)			
Α	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	
MIDDLE CLICK	Pan	
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 <mark>/Squirrel Mario Sprites</mark>	Shikaternia
Boomerang Mario <mark>Sprites</mark>	Dynamo128
Swooper Mario Sp <mark>rites</mark>	Squishy Rex
Karate Mario Sprit <mark>es</mark>	Slamman
Princess Peach Spr <mark>ites</mark>	Ants <mark>hield21</mark>
NPC Sprites (Wario <mark>/Waluigi/Prin</mark> cesses)	Kibbleknight
Mario Series	Nintendo

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