PyMap Application Features

Many features and key-stroke shortcuts will be posted to the status message area at the bottom right of the window when interacting with buttons and other objects inside the application window.

Navigating the Editing Area

Arrow-Keys:
- ❖ These keys will shift the view of the edit area one cell in any direction indicated by their symbols

Scroll-Wheel-Up:
- ❖ This will shift the view of the edit area toward the top (one cell per click/roll)

Scroll-Wheel-Down:
- ❖ This will shift the view of the edit area toward the bottom (one cell per click/roll)

Left-Shift-Scroll-Wheel-Up:
- ❖ Shift the view of the edit area to the left

Left-Shift-Scroll-Wheel-Down:
- ❖ Shift the view of the edit area to the right

Middle-Mouse-Button (press in the scroll wheel)**:**
- ❖ Roughly center the view on the cell clicked

NOTES:
- ❖ All these actions can be performed while in the middle of making a selection
- ❖ Click once on the desired cell to start the selection process (do not have to hold down the left click)
- ❖ Navigate the editing area with any of the above options and select the end point
- ❖ All the cells in the range will be selected and any cells previously selected will stay selected

Selecting Cells

Left-Click:
- ❖ **Select Any Point in the Editing Area**
  - o Select one point inside the editing area to start the selection process
  - o Dragging will show a rectangle indicating the area of cells to be selected
  - o When released, this will clear the selected points and highlight the selected cells
- ❖ **NOTES:**
  - o Selecting any cell or cells will not deselect any currently selected cells elsewhere
  - o If a cell is selected and is also in the new selection range it will stay selected
  - o See **Left-Shift-Left-Click**

Left-Shift-Left-Click:
- ❖ **Invert the Selection**
  - o cells not selected in the area will be selected
  - o When released, cells selected will be deselected

Right-Click:
- ❖ **Deselect selected cell(s) in area** (when released)

Navigating the Tile Selector

Scroll-Wheel-Down:
- ❖ **Scrolls the Tile Selector view to the right** (if applicable)
  - o Only works if the mouse cursor is inside the Tile Selector

Scroll-Wheel-Up:
- ❖ **Scrolls the Tile Selector view to the left** (if applicable)
  - o Only works if the mouse cursor is inside the Tile Selector

Selecting Tiles:
Left-Click:
  ❖ **Select a tile in the Tile Selector**
Left-Shift-Left-Click:
  ❖ **Select multiple tiles in the Tile Selector**
Right-Click:
  ❖ **Deselects the tile clicked**

Selecting Cells via Tile Selector
Left-Control-Left-Click:
  ❖ **Select One Tile** (deselects all other tiles):
    o This will select any cells in the editing area that contain that tile
    o Deselects any other cells (even if they were previously selected)
Left-Control-Left-Shift-Left-Click:
  ❖ **Select Multiple Tiles:**
    o This will select any cells in the editing area that contain the selected tiles
NOTES:
  ❖ These methods will clear cell selections made with the 'Selecting Cells' methods
  ❖ Tiles can be selected with any of the 'Selecting Tiles' methods above and if multiple tiles are selected, performing either of these key-stroke-click methods will function as they say

Filling Cells with Tiles
'F':
  ❖ **Fill the selected cells with the selected tile(s)**
    o If multiple tiles are selected, the cells will be filled randomly
Left-Shift-'F':
  ❖ **Fill the selected area with the selected tile(s)**
    o If multiple tiles are selected they will be placed in the order they were selected
    o This function currently works from top to bottom, left to right, and starts the sequence over with each new column
NOTES:
  ❖ Filling cells will not deselect them
  ❖ Random fills can be done as many times as desired with different results each time

Resizing the Editing Area
Left-Shift-'R' and Left-Ctrl-'R':
  ❖ **Adds a new Row of cells to the editing area** (bottom)
  ❖ **Removes a Row of cells in the editing area** (bottom)
Left-Shift-'C' and Left-Ctrl-'C':
  ❖ **Adds a new Column of cells to the editing area** (right side)
  ❖ **Removes a Column of cells in the editing area** (right side)
NOTES:
  ❖ These actions can be performed while making a selection
  ❖ These actions will not deselect any currently selected cells
  ❖ If the editing area view is all the way to the bottom, right, or both, it will move to show the newly added column or row
  ❖ Using Left-Shift-'X' will add both and Left-Ctrl-'X' will remove both

Saving a Map
Left-Control-'S':
  ❖ **Saves the map in the Maps folder**
    o There will be a folder in the Maps folder with the same name as the current map

Loading a Map
'L':
- ❖ **This will bring a up a prompt where a map name can be typed in to be loaded (not case sensitive)**
  - o If it is a valid map then it will be loaded
  - o If a map fails to load for any reason, check the status posts at the bottom right of the window to see what the issue is.
  - o Pressing ESCAPE at any time cancels this action

Loading a Tileset
Left-Control-'T':
- ❖ **This will bring a up a prompt where a tileset name can be typed in to be loaded (not case sensitive)**
  - o If it is a valid tileset then it will be loaded
  - o If a tileset fails to load for any reason, check the status posts at the bottom right of the window to see what the issue is.
  - o Pressing ESCAPE at any time cancels this action

Creating a New Map
'N':
- ❖ **This will bring up a Create New Map prompt**
  - o Name field:
    - ▪ Accepts all text (this will also be the name of the folder the map will be stored in)
  - o Tileset field:
    - ▪ Accepts all text (must be a folder name inside the Tilesets folder)
  - o Tile Width field (pixels):
    - ▪ Accepts only numbers (should match the tiles in the specified Tileset)
  - o Tile Height field (pixels):
    - ▪ Accepts only numbers (should match the tiles in the specified Tileset)
  - o Map Width field:
    - ▪ Accepts only numbers (this is the maps width in tiles NOT pixels)
  - o Map Height field:
    - ▪ Accepts only numbers (this is the maps height in tiles NOT pixels)
  - o Pressing ESCAPE at any time cancels this action
    - ▪ Invalid fields cause the action to be terminated as well

NOTES:
- ❖ If a directory with the same name as the one provided in the Name field exists, the map creation process will be canceled
- ❖ If the Tileset specified in the Tileset field does not exist, the map creation process will be canceled