



Independent  
Video Game Developer

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version española 

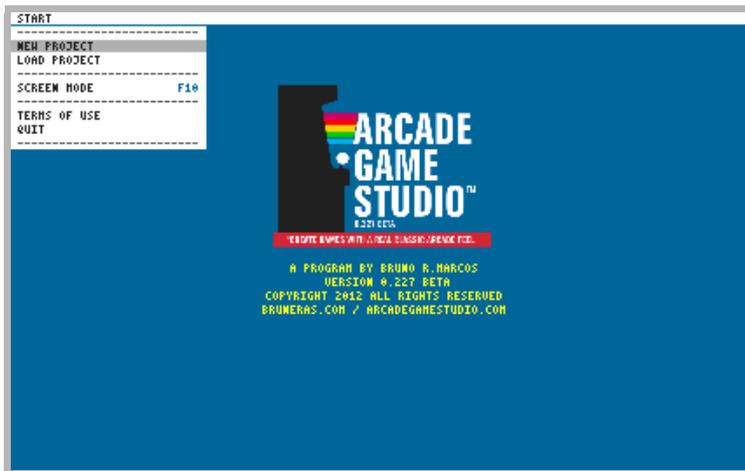
## Control keys and keyboard shortcuts help topic

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Here is a full list of control keys of the program.

### Start Screen

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[F1]	Terms of Use
[F10]	Screen mode (0-9)
[F11]	Fullscreen / Windowed

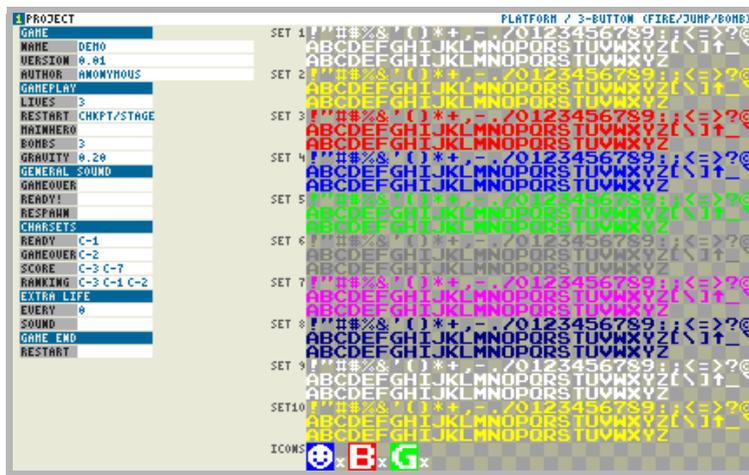
### General program keys

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[F1]	Current screen help
[F5]	Quick Save
[F9]	Take and save Screenshot
[F11]	Fullscreen / Windowed
[1]	Project screen
[2]	Stages screen
[3]	Tiles screen
[4]	Actors screen
[5]	Spritesets screen
[6]	Sounds screen
[ESC]	Close / Cancel

### Project Screen [1]

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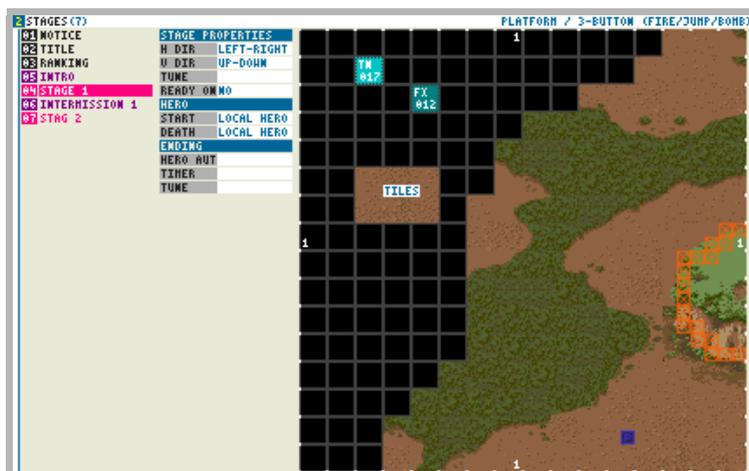


[SPACE] Play game

## Game mode [SPACE]

[CURSORS,D,S,A]	Default game controls
[ ] (Between ESC TAB)	Change CRT filter
[+,-](Between 0 BACKSPACE)	Change CRT brightness
[F10]	Change screen mode (on title screen)
[ESC]	Exit game mode

## Stages Screen [2]



[R,F]	Change selected Stage
[R,F]+[SHIFT]	Move selected Stage
[CTRL]+[D]	Duplicate selected Stage
[DEL]	Delete selected Stage
[WASD]	Move Stage view
[WASD]+[SHIFT]	Move Stage view (fast)
[Q,E]	Switch editor layer: Tiles» Actors» Walls/Events» Sounds» Text» Tiles
[Z,X]	Switch selected element for Actors, Walls/Events, Sounds or Text
[ ](between ESC TAB)	Show element list on Actors or Sounds layer
[TAB]	Hide/show elements for selected layer
[SPACE]	Stage test mode
[LEFT-CLICK]	Place selected element on Stage. Actor layer: move up/down/right/left while pressed to move Actor to border when activated in-game. With no selected Actor you can pick and drag an existing Stage Actor
[LEFT-CLICK]+[SHIFT] (Actor layer)	Actor will show up when scroll reaches current Stage position
[RIGHT-CLICK] (Stage register)	Rename Stage
[RIGHT-CLICK]	Clear selected element. Remove element form stage
[RIGHT-CLICK]	Remove Tile cell from Stage

[RIGHT-CLICK]+[SHIFT] (Tile layer) Remove all Actors form Stage of current selected Actor layer)  
 [RIGHT-CLICK]+[CTRL] (Actor layer)

## Stage test mode [SPACE]

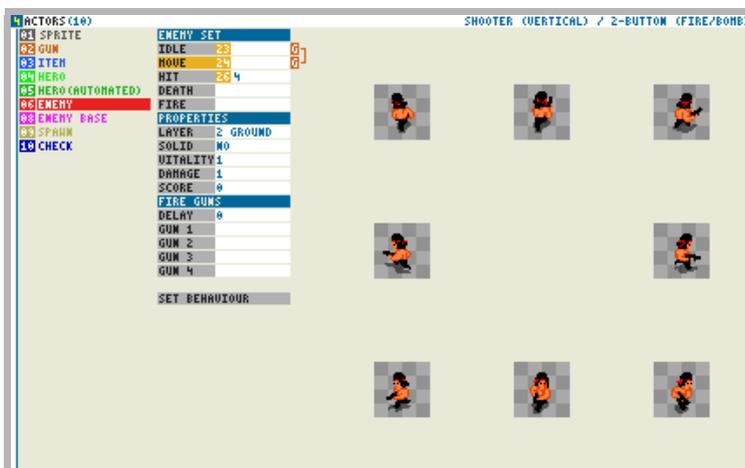
[ ] (Between ESC TAB) Hide/show Stage info  
 [TAB] Hide/show Walls/Events/Sounds elements and Actors bounding box  
 [ESC] Exit Stage test mode

## Tiles Screen [3]



[R,F] Change selected Tile  
 [R,F]+[SHIFT] Move selected Tile  
 [DEL] Delete selected Tile  
 [WASD] Move Tile view  
 [WASD]+[SHIFT] Move Tile view (fast)  
 [LEFT-CLICK] Select a Tile area, you can move the Tile [WASD] while dragging to select a greater area. The first selected cell will be the gripping point use this to place it easily on to the stage. Press [2] and select Tile layer to place it on the Stage  
 [RIGHT-CLICK] (Tile register) Rename Tile

## Actors Screen [4]



[R,F] Change selected Actor  
 [R,F]+[SHIFT] Move selected Actor  
 [CTRL]+[D] Duplicate selected Actor

[DEL]	Delete selected Actor
[ ](between ESC TAB)	Change backcells color
[SPACE]	Actor test mode
[RIGHT-CLICK] (Actor register)	Rename Actor

Actor Firing Points (Hero and Enemy only): Gun firing points are disabled by default, to enable a firing point select a Gun (GUN X) and then select a firing set (marked with G), then go over a sprite on the right.

[LEFT-CLICK]	Set sprite firing point
[LEFT-CLICK]+[SHIFT]	Center sprite firing point
[RIGHT-CLICK]	Disable sprite firing point

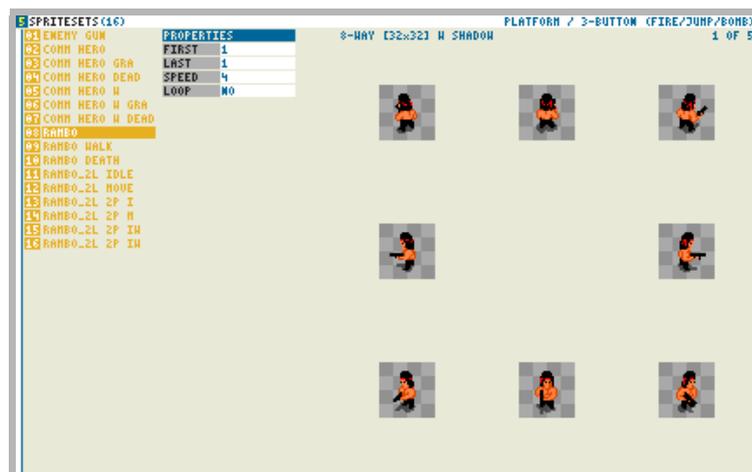
## Actor test mode [SPACE]

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[ ] (Between ESC TAB)	Change backcells color
[TAB]	Hide/show actor bounding box
[Z,X]	Switch cursor element
[SPACE]	Restart test
[ESC]	Exit test mode
[LEFT-CLICK]	Places the selected element
[RIGHT-CLICK]	Removes element
[LEFT-CLICK]+[SHIFT]	Fills grid with element cell
[RIGHT-CLICK]+[SHIFT]	Clears grid

## Spritesets Screen [5]

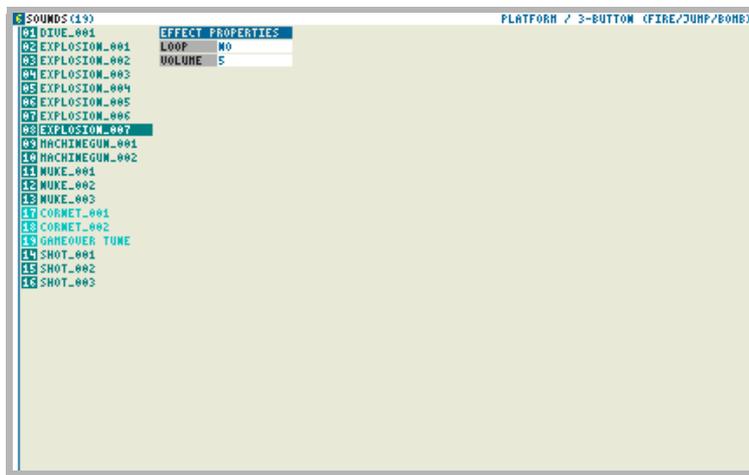
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[R,F]	Change selected Spriteset
[R,F]+[SHIFT]	Move selected Spriteset
[A,D]	Change animated sprite
[CTRL]+[D]	Duplicate selected Spriteset
[DEL]	Delete selected Spriteset
[ ](between ESC TAB)	Change backcells color
[SPACE]	Test Spriteset
[RIGHT-CLICK] (Spriteset register)	Rename Spriteset
[LEFT-CLICK] (on sprite)	set bounding box area for collisions
[TAB]	Show bounding box area

## Sounds Screen [6]

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[R,F]	Change selected Sound
[R,F]+[SHIFT]	Move selected Sound
[DEL]	Delete selected Sound
[SPACE]	Play Sound
[ESC]	Stop Sound
[RIGHT-CLICK] (Sound register)	Rename Sound

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