



This cheat sheet is provided free of use to anyone using the Sauerbraten engine. This is not a full list of commands available to the user, but a list of the most common and useful functions. For more information, and an larger list of commands check out the documentation. The documentation features default keys provided by the *base/default.cfg* file. To make your own binding, you can either edit the *config.cfg* file in the root directory or use the command: bind [key] [command]

Key:

Lower-case letters: Keys that commands are assigned to, can either be single keys or combined with other actions (such as mouse).
 Upper-case words: Mouse actions and non-character keys that commands are assigned to.

N = Integer number
 D = Direction (1/-1)
 T = Text

Common Editing Command List

Console Command	Default Bind Keys	Description	Additional Parameters or details
edittoggle	e	Switches between map edit mode and normal mode.	
cancelssel	SPACE	Cancels out any explicit selection you currently have	
gridpower [N]	g + SCROLLWHEEL	Changes the size of the brush grid (default 32x32)	N = integer 0 - x to increase or decrease brush grid side
edittex [D]	y + SCROLLWHEEL	Changes the texture on currently selected face by browsing through a list of textures directly shown on the cubes.	D = 1 (Forwards) / -1 (Backwards)
gettext		Get the texture of the currently selected face, puts at the top of the texture list.	
reorient	SHIFT	Change the side the white box is on to be the same as where you are currently pointing.	
flip	x	Flip (mirror) the selected cubes front to back relative to the side of the white box.	
rotate [D]	r + SCROLLWHEEL	Rotates the selection 90 degrees around the side of the white box.	D = 1 (Forwards) / -1 (Backwards)
undo	z / u	Multi-level undo of any of any changes (up to a maximum of the undo memory set).	To increase the level of undo, change the option in ESC -> Editing -> Map Operations.
redo	i	Multi-level redo of any changes, provided no other changes are made.	
copy	c	Copy copies the current selection into a buffer.	
paste	v	Paste copied selection to cursor location.	Upon pressing 'paste', a selection box will be created to identify the location of the pasted cubes. Releasing the 'paste' button will actually paste the cubes. So combined with the 'moving' command you can easily place and clone sets of cubes. If the current grid size is changed from the copy, the pasted copy will be stretched by the same factor.
replace		Repeats the last texture edit across the whole map. Only those faces with textures matching the one that was last edited will be replaced.	
editmat [T]		Changes the type of material left behind when a cube is deleted.	<p>air: the default material, has no effect.</p> <p>water: acts as you would expect. Only renders from the top, so treat it like real water and keep all 4 sides contained. Shows blue volume in edit mode.</p> <p>clip: an invisible wall that blocks players movement but not bullets. Is ideally used to keep players "in bounds" in a map. Can be used sparingly to smooth out the flow around decoration. Shows red volume in edit mode.</p> <p>noclip: cubes are always treated as empty in physics. Shows green volume in edit mode.</p> <p>glass: a clip-like material with a blended/reflective surface. Glass also stops bullets. Will reflect the closest envmap entity, or if none is in range, the skybox. Shows cyan volume in edit mode.</p>