

Build Key Command Summary

Because the Build program is so hot-key intensive, what would really prove useful is a comprehensive list of every keyboard command and what function each command performs. Following is just such a list. The author of this great reference tool is Steffen “Duke Addict” Itterheim. This list is part of *The Official Build FAQ*, which can be found on CompuServe in the 3DREALMS forum. This FAQ is another good reference tool: It

compiles many of the Build tutorials written by many other authors into a single reference. Steffen has kindly allowed me to include the keyboard command chart here.



NOTE

This section is now at least 99 percent complete. If there's a key described as useless it is just that. For example, ALT+V and G (3D mode) don't work at all, but they did something in previous BUILD versions. They're also mentioned in BUILDHLP.EXE, which means absolutely nothing.



STEFFEN'S DUKE NUKEM 3D KEY COMMANDS

Along with the keyboard commands are a few quotes from other sources concerning some of the function keys and a few tips and tricks for using them. The numbering system is from Itterheim's FAQ, so it starts in a strange place ([5.01.1]).

Levelord 74722,2520

[referring to key commands]

Be aware that BUILD was given out for free. It wasn't "cleaned up" and still has some leftover things that either don't work anymore, or they never did.

[Some of the ` keys for example don't work]

[5.01.1] --> 2D Mode Keys <--

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Mouse = move your cursor

Left button = used for dragging sprites, vertices and selected sectors

Right button = used to move your current position within the map (white arrow)

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F1 = Displays a quick help

 Also decreasing your x-position by one

F2 = Increasing your x-position by one

F3 = Decreasing your y-position by one

F4 = Increasing your y-position by one

F5 = Displays level statistics

F6 = While a sprite is highlighted:

 SectorEffector quick help chart

 if no sprite is highlighted:

 displays actor status and next free tag number

F7 = Sector Tags quick help chart (only if cursor is in a sector)

F8/F9 = Wall/Sector search (insert tag number then press [or])

F10 = Increasing your angle by one

F11 = Apparently does nothing (Grabbed Wall Picnum # ???)

F12 = Screenshot (CAPTxxxx.PCX)



.....

Right ALT = Hold down and move mouse for sector selection box; use mouse to drag selected sectors or press INSERT to duplicate sectors. Highlighted sectors can also be rotated with , and .

BACKSPACE = Remove the last drawn line while in line drawing mode, can also completely end drawing

DEL = Delete highlighted sprite

Keypad ENTER = Enter 3D mode

ESC = New-Load-Save-Save As-Quit menu

INSERT = Insert vertex in highlighted line; used to duplicate selected sectors (see Right ALT)

RETURN = The message you get is not meaningful - useless key

Right SHIFT = Hold down and move mouse for sprite/vertex selection box; use mouse to drag selected sprites/vertices

SPACE = Press once to enter line drawing mode; press each time you want to put a vertex at that position.

TAB = Showing information on highlighted sector

.....

ALT+TAB = Showing information on highlighted line or sprite

ALT+H = Enter highlighted sprite's or wall's Hi-Tag

ALT+F = Turns highlighted line into sector's first wall (can be used to control direction of the slope in that sector)

ALT+S = Turn an island sector into valid player space (sector in sector)

ALT+T = Enter highlighted sprite's or wall's Lo-Tag

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R.CTRL+DEL = Delete highlighted sector (warning: there's no undo!)

CTRL+H = Toggle highlighted sprite's or wall's hitscan bit (lines will turn thick if hitscan bit is set)

CTRL+R.SHIFT = Same as R.SHIFT but selects all vertices of a sector in a loop; does not select sprites

CTRL+T = Turn on/off all tags and sprite descriptions

.....

SHIFT+< or > = (also , and .) Used to fine tune a sprite's/sector's angle

.....

` + M = display memory status (Build crashes the next time you want to switch to 3D mode after using this key!)

` + 3 = toggle tag display (7 settings)



.....

A = Zoom in (see Z)

B = Toggle block bit on highlighted wall or sprite

C = Begin circle drawing on highlighted line, press + or - (keypad) to increase/decrease the amount of vertices. Press C again or switch to 3D mode to stop drawing, press space to finish action and draw the circle. Use your mouse to adjust the circle's size.

E = Change a sprite's status list (statnum); used only for debugging

G = Increase grid size

H = Insert highlighted sector's Hi-Tag

J = Join sectors; highlight sector whose attributes should be kept and press J, then highlight sector you want to get rid of and press J again. Sector attributes from the first sector will be copied to the other and connecting red lines will be deleted.

L = Toggle Grid Locking on/off; cursor will be white if off, else it'll be purple as always

O = Used to move sprites to the next nearest solid (or blocked) wall in the opposite direction of their current angle, their angle will be adjusted to be orthogonal to the wall.

P = Enter highlighted sector's floor & ceiling pal(ette)

S = Insert sprite at current cursor position

T = Enter highlighted sector's Lo-Tag

Z = Zoom out (see A)

[and] = Sector/Wall search feature, press F8 or F9 first

< and > = Used to rotate sprites by 12.5 degrees and selected sectors by 90 degrees each press

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[5.01.2] --> 3D Mode Keys <--

Most of these keys require the cursor to be pointed at the appropriate sprite, wall/floor/ceiling texture to work.

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Mouse = move your cursor

Left button = used to avoid selection of other objects if object that is being worked on is no longer under the cursor; keep the left mouse button pressed and you can safely adjust ceiling heights for example, without messing up other objects ;)

.....

F1 = Displays a quick help

F2 = move right

F3 = move forward

F4 = move backward

F5/F6 = no use (purple lines on screen; switch to 2D mode to fix that)

F9 = turn left

F10 = turn right

F11 = Gamma Correction

F12 = Screenshot (CAPTxxxx.PCX)

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CAPS LOCK = Toggle between three different z-coordinate modes

default mode = game mode / height lock mode / float mode

DEL = Delete highlighted sprite

Keypad ENTER = Switch to 2D mode

ESC = Quit (with confirmation)

PGUP/PGDN = Raise/Lower floors and ceilings

RETURN = Used to replace a texture by the one stored in the "TAB" buffer, can also replace sprites

TAB = will copy the highlighted sprite/texture plus some attributes into a temporary buffer. If used on a sprite this sprite will by default be placed when pressing S until TAB has been used on something else. If used on walls you can copy the wall onto a different wall by pressing RETURN, or SHIFT+RETURN if you only want to copy the texture's shading value.

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ALT+C = Very powerful function, works like RETURN, but replaces *all* matching textures/sprites in the level at once!

ALT+D = Change a sprite's clipdist (whatever that is)

ALT+F = Set sector's first wall (slopes and relative aligned floor/ceiling textures will align to that first wall)

ALT+P = Change texture/sprite pal (ranging from 0-30)

ALT+V = useless key



ALT+[and] = Used on slopes to perfectly match the next ceiling/floor
ALT+ +/- = Adjust depth cueing in one sector (see 5.1.3)
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CTRL+A = Look up
CTRL+RETURN = same as RETURN, but pastes attributes to all walls in a loop
CTRL+P = Toggle between three different parallaxing modes (normal,
squeezed = further away, curved = for space textures)
CTRL+Z = Look down
CTRL+PGUP/DN = Move a sprite exactly on the ceiling/floor
.....
SHIFT+M = Used to make a maskable wall only on one side
SHIFT+RETURN = Same as RETURN, but copies only the shade value from the buffer
SHIFT+[and] = Used to fine adjust slopes
SHIFT+2,4,6,8 = Used to move a texture around on the wall; does not work on sprites
(keypad keys only)
.....
CTRL+ALT +/- = Adjust depth cueing in all sectors (see 5.1.3)
CTRL+SHIFT+RETURN = Auto shade walls; use on the brightest wall, it'll shade walls in
a loop to the darkest wall
.....
' + C = changes the global sector shade to the shade of the selected
object (changes the same textures in the whole level to the shade value of the
selected texture)
' + D = "file not found" ???
' + G = toggles buffer texture display (when pressing TAB)
' + H = change hitag of selected object
' + R = toggles FPS display on/off
' + S = directly insert a shade value for the selected object
' + T = change lotag of selected object
' + V = changes a sector's visibility (see 5.1.3)
' + W = toggles sprite display (all sprites/no effectors/no actors/none)
' + Y = Undefined textures from the tile set are displayed as purple
instead of creating HOMs (only useful if you changed ART files)
' + DEL = "cstat=0" ???
' + RETURN = only copies the texture but leaves shading as it is
.....
1 = Make a wall one way



2 = Make top and bottom textures separately editable
2,4,6,8 = Used to stretch/squeeze textures/sprites (keypad keys only)
5 = Used to speed up the 2,4,6,8 keys functions (keypad key only)
A = move up (see Z)
B = Toggle a sprite's/line's block bit
C = Used to move a sprite half below the floor, probably to make it look as if it is standing in water
E = Expand/Unexpand floor/ceiling textures; will result in sort of "hi-res" floor/ceiling textures.
F = Flip sprite, wall/floor/ceiling texture
G = useless key
H = Toggle hitscan bit
M = Used to make a maskable wall on both sides of the line, for example to add a glass texture
R = Used to flatten sprites and to put them on the floor if desired
Used for floor/ceiling textures so that they align to the sector's first wall (also known as relative alignment mode)
O = Used to move sprites to the next nearest solid (or blocked) wall in the opposite direction of their current angle, their angle will be adjusted to be orthogonal to the wall.
Used to toggle orientation of textures on "red" lines, useful to align textures above/below windows/doors.
P = Make floor/ceiling textures parallax (look like a sky that is)
S = insert sprite (if cursor is on wall it will insert a flat sprite)
T = Used to make sprites and masked walls translucent (50%/25%)
V = Texture selection screen, press twice to get a list of all available textures
Z = move down (see A)
[and] = Used to slope floors/ceilings (be warned that floor and ceiling slopes should not "touch" or overlap!)
. = Used to automatically align textures along walls, very powerful function! Works from the selected texture to right.