

# MARIO EDITOR

## 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

<b>SHIFT/X</b>	Jump
<b>SHIFT+UP/X+UP</b>	Spin Jump
<b>CONTROL/Z</b>	Run/Pick Things Up
<b>ARROW KEYS</b>	Move/Duck/Slide Down Slopes
<b>ENTER</b>	Pause Menu

### Editor Controls

<b>MOUSE</b>	Move Cursor
<b>LEFT CLICK</b>	Press GUI Buttons/Place Down Items
<b>RIGHT CLICK</b>	Delete Items
<b>ARROW KEYS</b>	Move
<b>+CONTROL</b>	Hold Down To Move Faster
<b>+SHIFT</b>	Hold Down To Resize Level
<b>SPACE</b>	Toggle Grid
<b>ESCAPE</b>	Clear Selection

### Hotkeys

<b>ALT+R</b>	Restart Game
<b>ALT+ENTER</b>	Full Screen
<b>ALT+F4</b>	Quit Game
<b>ALT+1</b>	Turn Off Filtering
<b>ALT+2</b>	Turn On HQ2X Filtering
<b>ALT+3</b>	Turn On HQ4X Filtering
<b>ALT+V</b>	VSync (Turn this OFF when recording)
<b>ALT+F</b>	FPS Display
<b>ALT+G</b>	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 Mario Sprites	Shikaternia
Boomerang Mario Sprites	Dynamo128
Mario Series	Nintendo

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