

# TrenchBroom 2 Setup & Keyboard Shortcuts

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This document serves as a supplement to the Quickstart tutorial on my YouTube Channel. This is not meant as a stand-alone document. <https://youtu.be/gONePWocbqA>

## Setup Directories and TrenchBroom

1. Create a **QuakeDev** folder in the root of your hard drive. (**C:\Quakedev**)
2. In **C:\QuakeDev** create a folder called **id1**
3. In **id1** create a folder called **maps**
4. In **C:\QuakeDev** create folders called: **wads**, **working**, **tools** and **TrenchBroom**
5. Search your hard drive for **id1\pak0.pak**
6. Right Click the file and **Open File Location**
7. Copy **pak0.pak** and **pak1.pak** into the **C:\QuakeDev\id1** folder you recently created
8. Download and unzip **TrenchBroom 2** files into **C:\QuakeDev\TrenchBroom** folder
9. Download and copy **START.wad** to **C:\QuakeDev\wads**
10. Download and unzip **ericw-tools** into its own folder in **C:\QuakeDev\tools**
11. Download and unzip **Necros' Compiling GUI** into its own folder in **C:\QuakeDev\tools**
12. Download and unzip **Quakespasm** into **C:\QuakeDev**
13. Launch **TrenchBroom** and select **New Map** then **Open Preferences**
14. Select **Quake** and **Set Game Path** (the "... " Button)
15. Navigate to **C:\QuakeDev** then click **Select Folder**
16. Click on **Configure Engines** then the "+" sign to **Add Profile** call this **Quakespasm**
17. Click on **Path** (the "... " Button) navigate to **C:\QuakeDev\Quakespasm.exe** click **Open**
18. Click **Close** then **New Map** with **Map Format: Standard**
19. Click **Okay** to open your map.
20. Click on the **Entity Inspector Tab** on the far right top side of the screen
21. At the bottom of the screen click on the words **Texture Collections**
22. Navigate to **C:\QuakeDev\wads** and select **START.wad**
23. Choose **Absolute** for **Path Type**

## Setup Necros' Compiling GUI

After you've saved your map do the following:

1. Launch **Compiling GUI 1.03** in **C:\QuakeDev\tools** folder
2. Click **Settings** then **Folder Setup**
3. Select **Tools Folder** (the "... " Button)
4. Navigate to **C:\QuakeDev\tools\** and select the **bin** folder under **ericw-tools**
5. Click **OK**
6. Select **Working Folder** (the "... " Button)
7. Navigate to **C:\QuakeDev\working\**
8. Click **OK**
9. Select **Output Folder** (the "... " Button)
10. Navigate to **C:\QuakeDev\id1\maps**
11. Click **OK** then **Done**
12. Select **Source Map** (the "... " Button)
13. Navigate to your map in **C:\QuakeDev\id1\maps**
14. Click **Open**
15. Select **Quake Engine** (the "... " Button)
16. Navigate to Quakespasm.exe in **C:\QuakeDev\**
17. Click **Open**
18. To compile your map (source map) type **Ctrl + C**

## Keyboard Shortcuts

This is **NOT** a complete list of Keyboard Shortcuts for Trenchbroom. This is only meant as a supplement to the Quickstart tutorial. Please refer to the manual under the Help Menu for all commands.

Zoom In and Out	Mouse Wheel
Pan View	Right Click and Drag
Move Sideways, Up and Down	Middle Mouse Button
FPS Mode	W A S D
Fly Mode	Y
Deselect	Escape
Select Brush or Entity	Left Click
Select Multiple Brushes or Entities	Ctrl + Left Click
Orbit Around a Selection	Alt + Right Click and Drag
Snap View to Selected Object	Ctrl + U
Move Selection on X and Y axes	Left Click and Drag
Move Selection on Z axis (up, down)	Alt + Left Click and Drag
Shape Brush Face	Shift + Left Click and Drag
Copy Selection	Ctrl + Left Click and Drag, Ctrl + Arrow Keys
Duplicate in Place	Ctrl + D
Move Selection	Arrow Keys
Rotate Selection	Alt + Arrow Keys
Change Grid Size	Number Keys