

MOH Radiant Toolbar Options

Here is a look at your toolbar and the icons with their functions. It should help you familiarize yourself with the toolbar. Note that this image is with Radiant's WIDE toolbar, which can be set in the [Edit-->Preferences](#) menu.

NO PICTURE AVAILABLE

- 1.) **Open**: Allows you to open any project in your maps folder.
- 2.) **Save**: Save your current project.
- 3.) **X-Flip**: Flips your selection 180 degrees
- 4.) **X-Rotate**: Rotates your selection in 90 degree increments around the X-axis
- 5.) **Y-Flip**: Flips your selection 180 degrees
- 6.) **Y-Rotate**: Rotates your selection in 90 degree increments around the Y-axis
- 7.) **Z-Flip**: Flips your selection 180 degrees
- 8.) **Z-Rotate**: Rotates your selection in 90 degree increments around the Z-axis
- 9.) **Select Complete Tall**: Any brush contained within this brush and no taller than this brush will be selected.
- 10.) **Select Touching**: Any brush physically touching your brush will be selected. For models, this brush needs to contact the bounding box of the model.
- 11.) **Select Partial Tall**: identical in function to "Select Touching"
- 12.) **Select Inside**: Any brush COMPLETELY contained within this brush will be selected
- 13.) **CSG Subtract**: Allows you to "cut out" sections of a brush.
- 14.) **CSG Merge**: Allows you to join several brushes into one brush, providing that the resulting brush has no concave sides.
- 15.) **Hollow Tool**: This will create a six-sided box out of your selected brush, each side as thick as your current grid setting.
- 16.) **Change Views**: Cycles your 2D view among the three views
- 17.) **Texture View Mode**: Settings here determine how your textures are visible in your editor.
- 18.) **Cubic Clip the Camera View**: Allows you to view a set distance from your camera in your editor to make it easier to manipulate current selections
- 19.) **Clipper Tool**: Allows you to clip your selection on the line that you choose by setting the clip points
- 20.) **Ruler**: Clicking this will allow you to take measurements from one point of your map to another
- 21.) **Cubic Clip Terrain**: Allows you to view a set distance from the camera so that only terrain within this distance is rendered
- 22.) **Lock/Unlock Vertices**: This is LOD Terrain tool that allows you to lock/unlock terrain vertices. Once a terrain vertex is in its final position, you can lock it so that it will remain stationary during subsequent movements
- 23.) **Free Rotation**: Allows you to rotate your current selection around all three axes. Default setting is 15 degree increments
- 24.) **Free Scaling**: Allows you to enlarge or shrink your current selection to a size appropriate for your area. Using this tool increases dimensions along every axis.
- 25.) **Lock X**: Used in conjunction with Free Scaling or normal stretching when you do not want the X-axis dimension to change.

- 26.) **Lock Y:** Used in conjunction with Free Scaling or normal stretching when you do not want the Y-axis dimension to change.
- 27.) **Lock Z:** Used in conjunction with Free Scaling or normal stretching when you do not want the Z-axis dimension to change.
- 28.) **Don't Select Models:** Similar to filtering models, this will allow you to select brushes behind models that are shown in the editor even if your pointer is on the model.
- 29.) **Don't Select Curves:** Allows you to select brushes in close proximity to, or behind, a curve or primitive without the curve being selected, even if the pointer is on the curve that is visible in the editor.
- 30.) **Show Patch Bounding Box:** self-explanatory; when selected, your "absolute" patch size in all axes will be shown in your 2D view.
- 31.) **Show Patches as Wireframes:** Will render patches as wireframe only, with only poly edges of the patch drawn.
- 32.) **Patch Bend Mode:** Opens up the bending window for primitives and patches. Allows you to bend a single selection. Identical to using ctrl+B.
- 33.) **Redisperse Patch Points:** I have not found an effective use for this tool.
- 34.) **Cap Current Patch:** Will cap current selection. Not supported in Radiant through this icon.
- 35.) **Weld Equal Patch Points During Move:** I am unfamiliar with this tool and its function.
- 36.) **Alpha Enable/Disable:** Allows you to view alpha textures as the transparencies they would be in-game. When enabled, you will be able to see through your windows, for example.
- 37.) **Camera Movement Type:** Choose among the three camera movement types.