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Subject: JA2 1.13 + AIMNAS Map Editor: navigate through items quicker?

Posted by [DSG99](#) on Mon, 03 Jul 2017 01:16:58 GMT

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So I use the map editor as my "go to" way of finding item IDs for weapons, ammo and etc. Problem is that it takes forever (obviously exaggerating but lol) as in I want to test out a Glock 18 (example incoming) but it's chambered in 9x19mm. So I have to go ALL THE WAY to 9x19mm in the map editor to get mags for it. Then let's say I want to test a .50 BMG sniper rifle like the Barrett M82A1 but then I have to go ALL THE WAY back to .50 BMG to get my mags for that. I know that the mouse wheel and the comma (,) and period (.) keys + the red arrows on the side are the ways to navigate through them. But they still take a long while before I get to what I need, there are so many ammo types and weapons and etc so it takes a while. Is there any other method or shortcut that let's me just get there quicker? If so please let me know.

EDIT 1: Also I could use the .XML files but they have a lot of stats there and the Map Editor is just convenient

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Subject: Re: JA2 1.13 + AIMNAS Map Editor: navigate through items quicker?

Posted by [DSG99](#) on Mon, 03 Jul 2017 17:41:01 GMT

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Please can someone help me out? That would be amazing.

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Subject: Re: JA2 1.13 + AIMNAS Map Editor: navigate through items quicker?

Posted by [silversurfer](#) on Thu, 06 Jul 2017 14:39:57 GMT

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You can hold Shift when scrolling through the items. This works like "next page".

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Subject: Re: JA2 1.13 + AIMNAS Map Editor: navigate through items quicker?

Posted by [DSG99](#) on Fri, 07 Jul 2017 19:11:03 GMT

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I'll try that, thanks for the heads up!

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Subject: Re: JA2 1.13 + AIMNAS Map Editor: navigate through items quicker?

Posted by [DSG99](#) on Fri, 07 Jul 2017 19:14:51 GMT

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Yup, it works! Takes only a few seconds to get through all of the ammo in the cycle. It skips 6 so you can jump through it quicker. Thank you!

EDIT: Also CTRL + Anyway to navigate through them also skips like 5 to 10 pages or something so it takes at most 4.5 seconds to navigate through ammo.

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