

setEditorMode



Introduced in	
Version:	1.00
Description	
Description:	Sets the editor mode to "MAP", "3D", or "PREVIEW". "PREVIEW" works only in the OME, to start the RTE.
Syntax	
Syntax:	map setEditorMode mode
Parameters:	<ul style="list-style-type: none">map: Control - Map control.mode: String - Editor mode.
Return Value:	Nothing
Examples	
Examples:	
Additional Information	
See also:	
Multiplayer:	
Problems:	

Notes