

getEditorMode



Introduced in	
Version:	1.00
Description	
Description:	Returns the current mode of the editor.
Syntax	
Syntax:	<code>getEditorMode</code> map
Parameters:	<ul style="list-style-type: none">map: Control - Map control.
Return Value:	String - "Map" in 2D mode, "3D" in 3D mode.
Examples	
Examples:	
Additional Information	
See also:	setEditorMode , getEditorType
Multiplayer:	
Problems:	

Notes