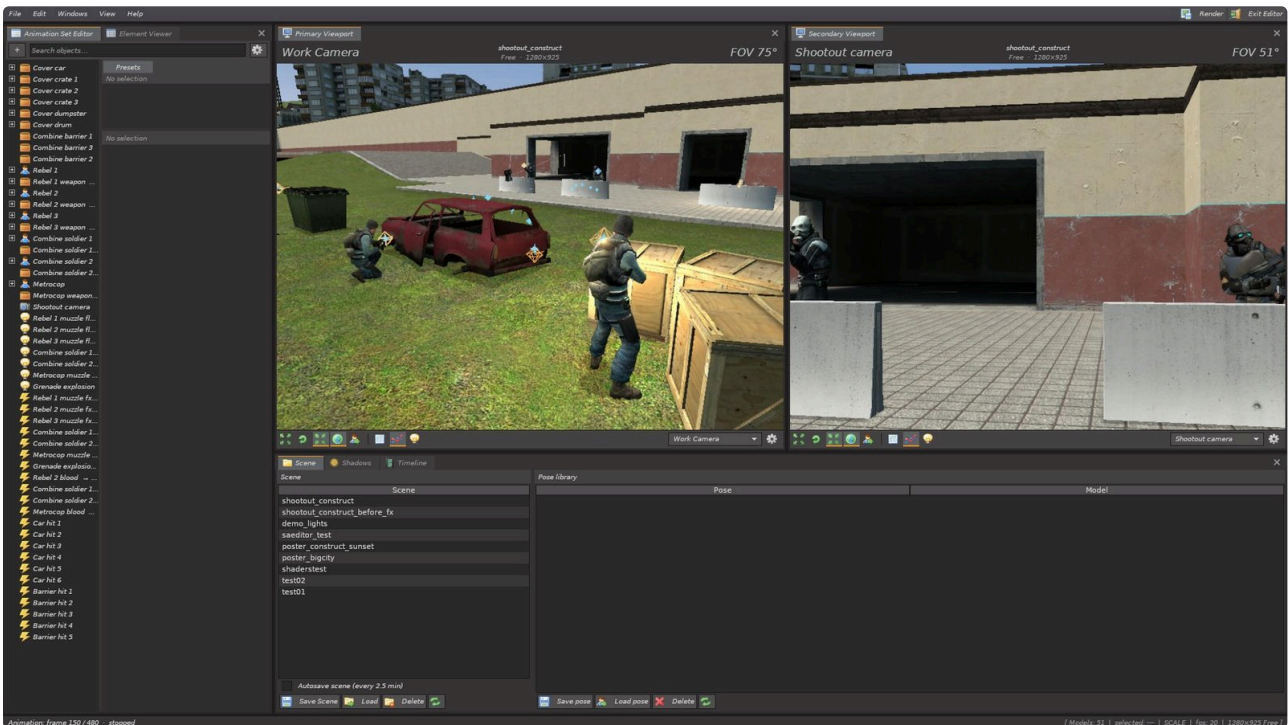




SPeditor

The complete guide



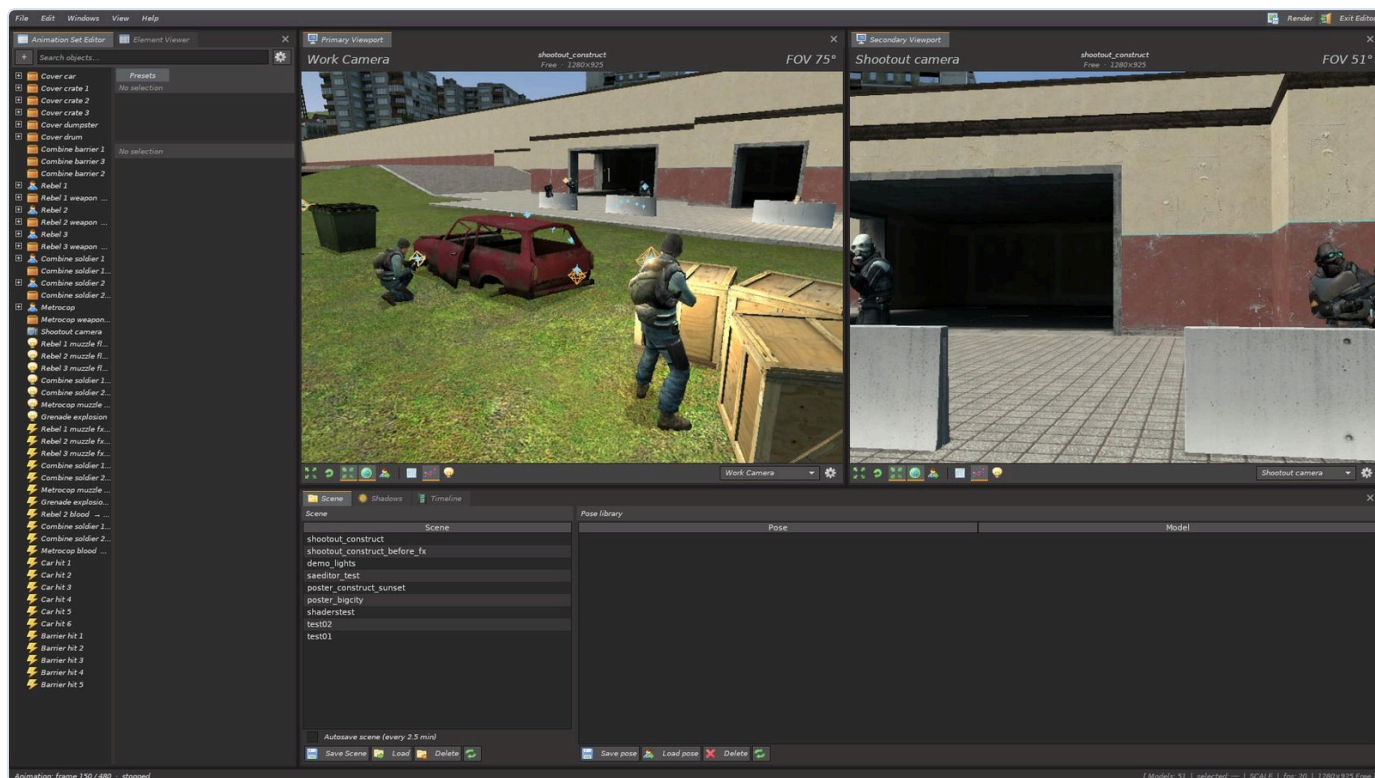
Poster, scene and animation studio for Garry's Mod · version a0.6 · October 2026
steamcommunity.com/sharedfiles/filedetails/?id=3817852435

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SPeditor Wiki

SPeditor turns Garry's Mod into a small film studio: posters, still scenes and short animations, built on any map with the working habits of Source Filmmaker. This wiki explains every window, button and hotkey.



The editor. Animation Set Editor on the left, the Primary and Secondary viewports in the middle and on the right, the Scene / Shadows / Timeline panel at the bottom. The scene is the bundled example `shootout_construct`.

Where to start

Installing and opening

Subscribe, open the editor, server access.

Your first poster

From an empty map to a PNG in five steps.

The workspace

Windows, tabs, docking and layouts.

Posing characters

Gizmo, bones, IK, faces, pose library.

Lights

Spot and point lights, 19 light kinds, soft shadows.

Rendering

Up to 3840 px, depth of field, camera effects.

Animation (SAeditor)

Keys, timeline, camera cuts, recording gameplay, video.

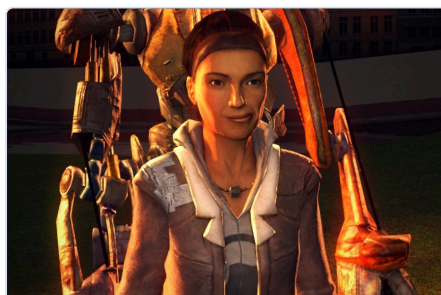
Problems and answers

The questions players ask most.

What SPeditor can do

- **An SFM-like workspace:** dockable windows, tabs you can drag out, saved layouts, ten interface themes, your own accent colour and font.
- **Two viewports** with a frame gate, composition guides and fixed exposure; a free work camera and scene cameras you can look through.
- **Posing:** a gizmo for objects and for every single bone (fingers too), inverse kinematics that keeps the feet planted, bones locked to other bones, face flexes, eye target, skins and bodygroups, a pose library.
- **Objects:** colour and opacity, texture replacement, stretching, attaching a weapon to a hand, wearing clothing that bends with the body.
- **Lights:** point and spot lights, soft edges and penumbra, glow and a visible beam, light masks, 19 ready-made kinds, a three-point rig.
- **Effects:** explosions, fire, smoke, blood and sparks from the game and from Workshop addons, frozen at any moment.
- **Render** to PNG or JPEG up to 3840 px with smoothing, depth of field, soft shadows, camera effects and Workshop shaders.
- **SAeditor:** keyframe animation of everything in the scene (up to an hour long), a curve editor, procedural breathing and blinking, bone keys with ghosts, camera cuts and an in-game player, recorded gameplay (machinima), lip sync, imported model animations and Stop Motion Helper saves, sounds and voices, video export at any frame rate up to 120 fps.
- **Objects made with other tools** — Ragdoll Mover poses, bonemerged models, lamps of other addons — can be taken into the scene.
- Scenes, poses and layouts are saved; undo and redo for every edit; English and Russian interface; a mod system for authors.

Made with SPeditor





i This wiki describes SPeditor **a0.6** (alpha); the changes of this version are marked **NEW**.
The screenshots show the English interface; switch the language in the top right corner of this page.

Installing and opening

SPeditor is a normal Workshop addon. It works in singleplayer and on servers, on any map.

Installing

- 1 Open the [SPeditor page in the Steam Workshop](#) and press **Subscribe**.
- 2 Start Garry's Mod (or restart it if it was running) and load any map. `gm_construct` and `gm_flatgrass` are good for a start.
- 3 Optional: subscribe to [GShader Library](#) if you want Workshop shaders in your renders (see [Shaders](#)).

Opening the editor

There are three ways. All of them toggle: the same action closes the editor again.

C menu

Hold `C` and click the **SPeditor** icon on the desktop of the context menu.

Q menu

Hold `Q`, open the **SPeditor** tab on the right, the **SPeditor** item, then **Toggle editor**.

Console

Type `speditor_toggle`. Bind it to a key to open the editor in one press: `bind f6 speditor_toggle`.



Q menu → **SPeditor**. The **Language** and **Theme** items next to it choose the interface language and look.

To leave the editor press ► **Exit Editor** in the top right corner, use ► **File** → **Exit Editor**, or run `speditor_toggle` again. Your scene stays on the map.

Interface language

Q menu → SPeditor → **Language**, or the console: `speditor_language en` / `speditor_language ru`. The language is applied the next time the editor is opened.

On a server

By default only admins may use the editor on a server. The server owner changes this with `speditor_access`:

VALUE	WHO MAY OPEN THE EDITOR
<code>admin</code>	Admins and superadmins (default)
<code>superadmin</code>	Superadmins only
<code>all</code>	Every player

Each player has a limit of models, lights, cameras and effects. A player without access sees the message “You do not have access to SPeditor on this server”.

Where your files are

Everything SPeditor saves is in `garrysmud/data/speditor/`:

FOLDER	CONTENTS
<code>renders/</code>	Pictures, frame sequences and videos you rendered
<code>scenes/<SteamID>/</code>	Saved scenes and autosaves (on a server they are kept on the server)
<code>poses/</code>	The pose library
<code>layouts/</code>	Window layouts; <code>_last.json</code> is the layout at the moment you closed the editor
<code>sounds/</code>	Your own WAV, MP3 and OGG files for SAeditor
<code>windows.json</code>	Window properties such as “Always on top”

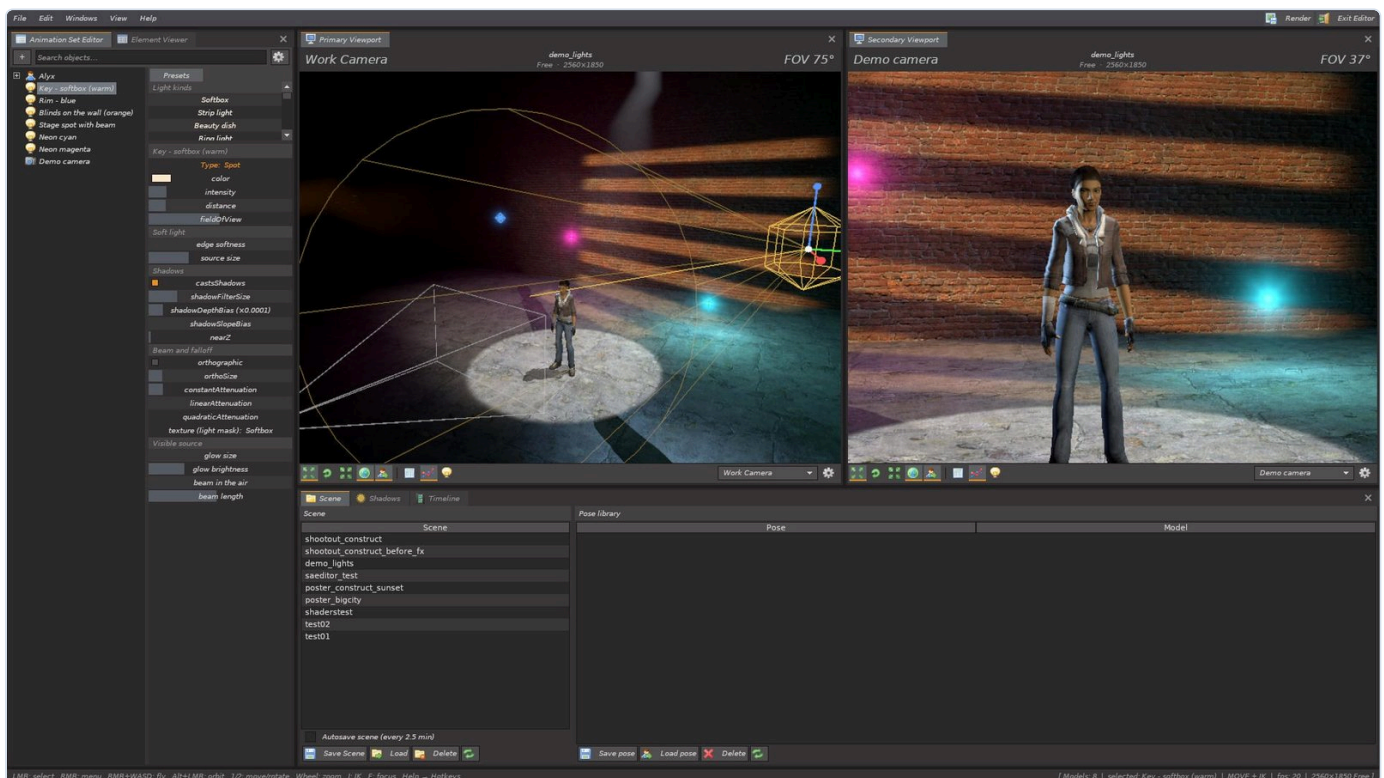


Garry's Mod lets addons write only a few file types. Videos are therefore saved as `name.avi.dat`: remove `.dat` from the name and it is a regular AVI file.

Your first poster in five steps

A short walk through the whole workflow. Every step links to the page that explains it in detail.

- 1 Add a character.** Press **+** at the top of the Animation Set Editor and choose ► **Model...** Find a model in the **Model Browser** (for example **a1yx**) and double-click it. It appears in front of the work camera.
- 2 Pose it.** Click the model in the viewport. Press **1** to move, **2** to rotate. Click a bone marker (a small cube on a joint) to pose a single bone; press **I** for inverse kinematics and drag a hand. See [Posing](#).
- 3 Light it.** **+** → ► **Soft light** → ► **Softbox** for the key light, then a ► **Rim light** behind the character. Or select the model and use ► **Create 3-point light rig**. See [Lights](#).
- 4 Frame it.** Fly the work camera to a good view (hold **RMB** and use **W A S D**), then **+** → ► **Spawn Camera**. The camera is created exactly where you look. Choose a frame aspect such as ► **2:3 (poster)** in the ► **View** → **Frame aspect** menu. See [Cameras](#).
- 5 Render.** Press ► **Render** in the top right corner, pick your camera, the size (up to 3840 px) and the format, and press ► **Render**. The file appears in `garrysmud/data/speditor/renderers/`. See [Rendering](#).



The result of steps 1–4. Left: the work camera shows the light cones and the selected softbox with its gizmo. Right: the Secondary Viewport looks through the scene camera — this is what the render will show.



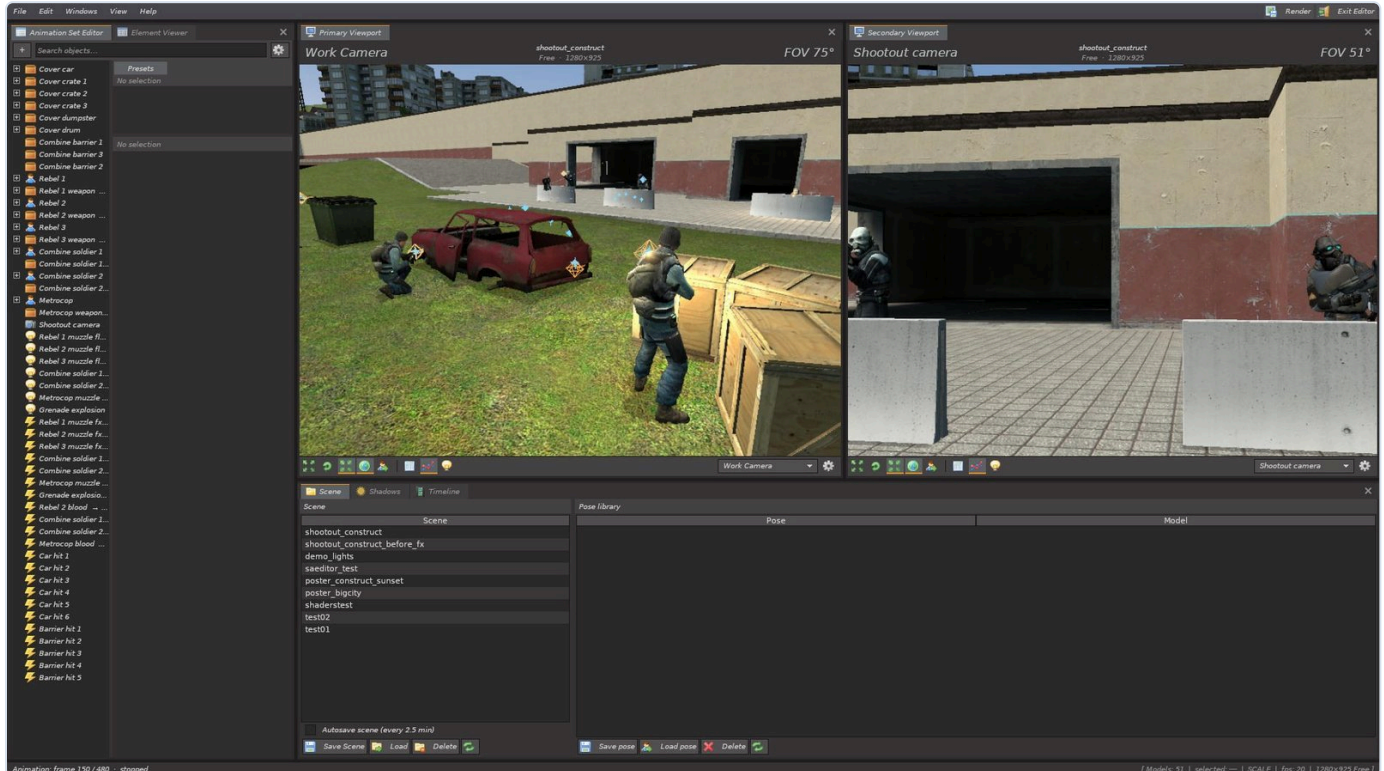
Save often: ► **File** → **Save Scene....** A scene keeps the objects, the poses, the lights, the camera effects, the frame settings and the animation. Switch on ► **Autosave scene** in the same menu for a backup every 2.5 minutes.



Want to see a finished scene first? Open the **Scene** tab at the bottom and load `shootout_construct` (on the map `gm_construct`). It is an animated shootout with effects and sounds that comes with the addon.

The workspace

The editor covers the screen with dockable windows, like Source Filmmaker. Each window holds one or more tabs; tabs can be moved between windows or torn off into a window of their own.



The default layout (“SFM default”).

Parts of the screen

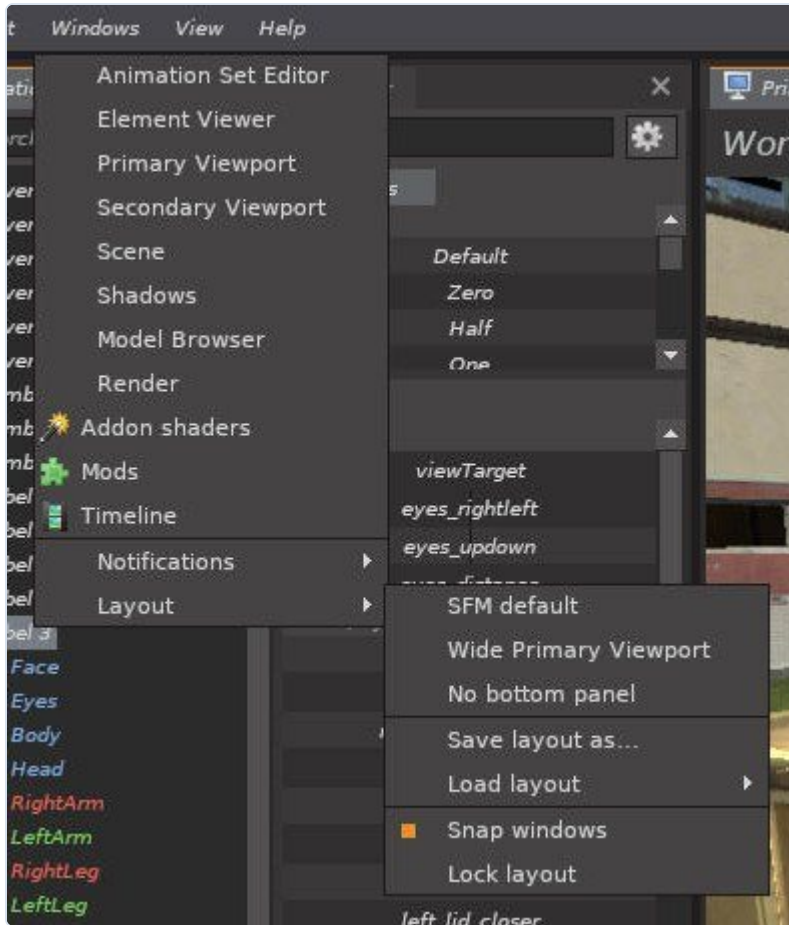
PART	WHAT IT IS FOR
Menu bar	File, Edit, Windows, View, Help on the left; Render and Exit Editor on the right.
Animation Set Editor	The object tree and the controls of the selected object: bones, face, eyes, light and camera settings. See Objects .
Element Viewer	Every property of the selected object as a list of numbers you can type in.
Primary Viewport	The main 3D view where you select and edit. Shows the work camera or a scene camera.

Secondary Viewport	A second view, usually through the scene camera, so you see the final frame while you work.
Scene · Shadows · Timeline	The bottom window: scene and pose library, shadow settings, and the SAeditor timeline.
Status bar	Hints on the left; on the right the number of models, the selection, the tool, FPS and the render size.

Windows and tabs

- **Move a tab:** drag it by its tab bar and drop it on the edge of another window (it docks beside it) or on another window's tab bar (it becomes a tab there). Hold **Ctrl** while dropping to keep it floating.
- **Maximize:** double-click the tab bar. Double-click again to restore.
- **Resize:** drag the gap between two docked windows; neighbours follow.
- **Window properties:** right-click the tab bar → ► **Window properties** → ► **Always on top** keeps the window above the others (the Model Browser is on top by default).
- **Reopen a closed window:** the ► **Windows** menu lists all of them.

Layouts



- **Windows** → **Layout** has three presets: **SFM default**, **Wide Primary Viewport** (one large viewport) and **No bottom panel**.
- **Save layout as...** keeps your own arrangement under a name;
- **Load layout** brings it back.

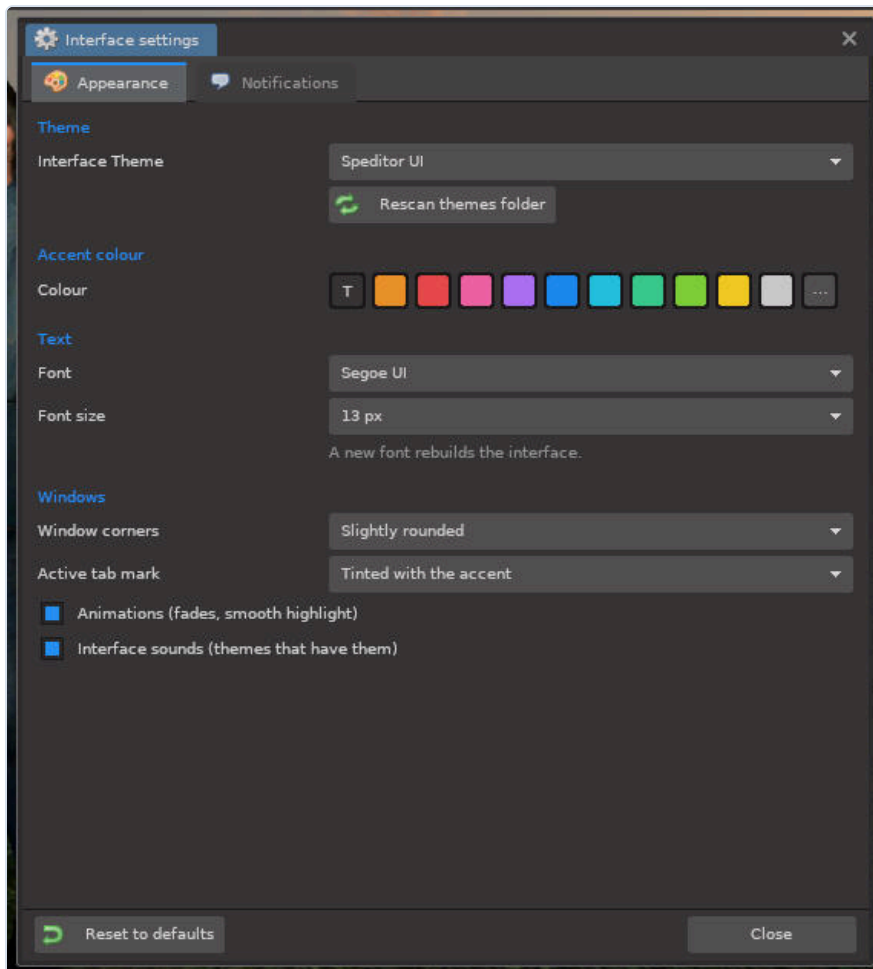
Snap windows makes floating windows stick to edges. **Lock layout** stops windows from being moved by accident.

The editor remembers the layout you had when you closed it and restores it next time.



On screens narrower than about 1430 px (1366×768, 1280×720, 1024×768) the default layout used to break: the left panel covered the viewport and windows became floating. Since a0.4 the layout fits to any screen, and a saved layout that does not fit the current screen is replaced by the default one.

Interface settings



► **View** → **Interface settings...** gathers everything about the look of the editor. The **Appearance** tab:

Theme

The same list as ► **View** → **Interface Theme** ([Themes](#)).

Interface scale NEW

From 50 % (more room for the viewports) to 200 % (2K / 4K screens); by default it follows the screen (1440 lines — 125 %, 2160 — 200 %). The windows keep their places when it changes.

Accent colour

The colour of selections, active tabs and highlights. *T* takes the theme's own colour, ... picks any colour.

Font · Font size

Any font installed on your computer; a new font rebuilds the interface at once.

Window corners · Active tab mark

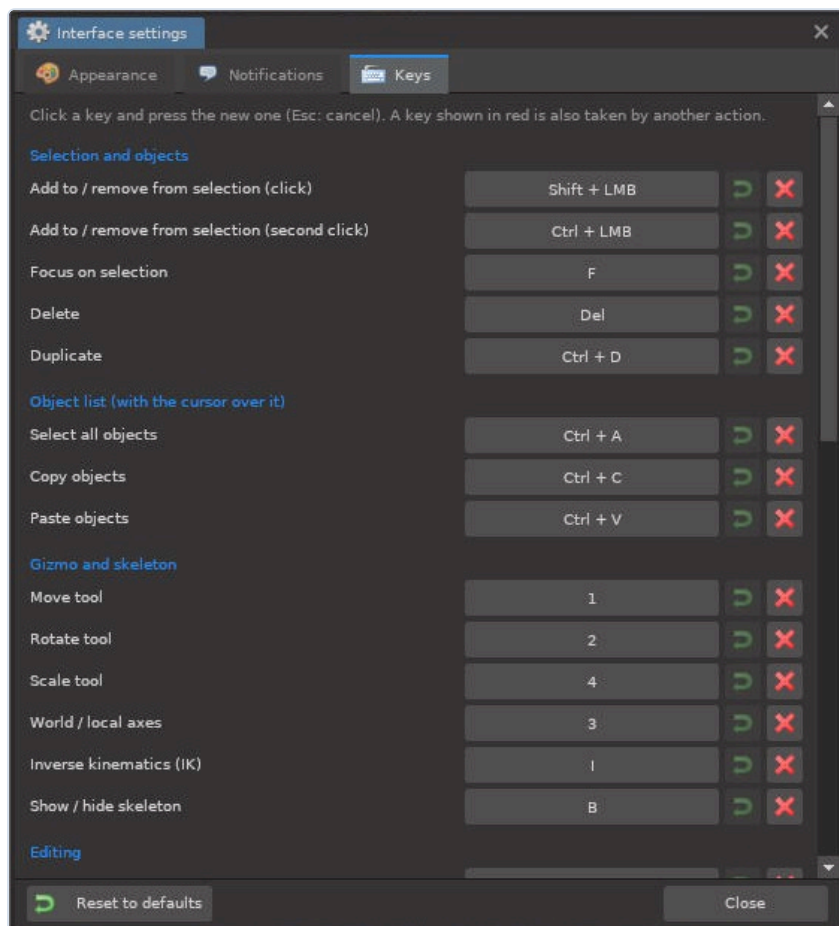
Square or rounded windows; how the tab you are on is marked.

Animations · Interface sounds

Windows and menus fade in and highlights glide; sounds play in themes that have them.

The **Notifications** tab is described on the [Themes and notifications](#) page. *Reset to defaults* brings back the stock look.

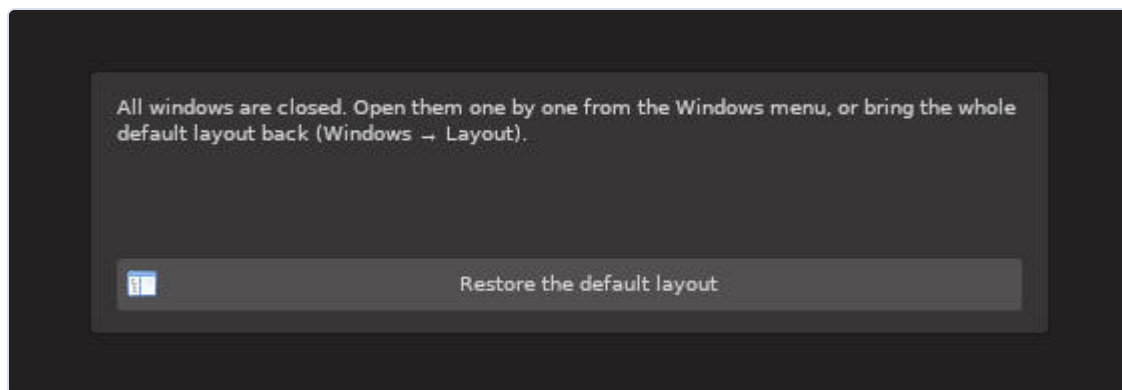
Your own keys NEW



The **Keys** tab lists every hotkey of the editor and of the mods (SAeditor too). Click the key of an action and press the new one, with **Ctrl** / **Shift** / **Alt** if you like; **Esc** cancels. For a click (adding to the selection) hold **Shift** or **Ctrl** and click.

- A key shown in **red** is also taken by another action — change one of them.
- The arrow button returns the default key, the cross leaves the action without a key; *Reset all keys* is at the bottom.
- Keys of the *Object list* group work only with the cursor over the object list, so **Ctrl** + **C** copies objects there and a pose in the viewport.
- The keys are kept in `garrysmo/data/speditor/keys.json`; ► [Help](#) → [Hotkeys](#) always shows the current ones.

When every window is closed

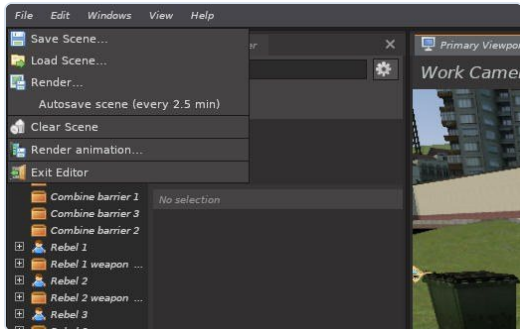


An editor with every window closed no longer looks broken: it shows a card with *Restore the default layout*.

Menus

A reference of every item in the menu bar.

File



Save Scene...

Save the scene under a name.

Load Scene...

Opens the Scene tab with the list of scenes.

Render...

Opens the [Render window](#).

Autosave scene

A backup every 2.5 minutes; several older copies are kept.

Clear Scene

Deletes every object (asks first).

Take objects from the map

Ragdolls, props and lamps made with other tools come into the scene ([more](#)).

Stop Motion Helper

Added by SAeditor: import and export of SMH saves ([more](#)).

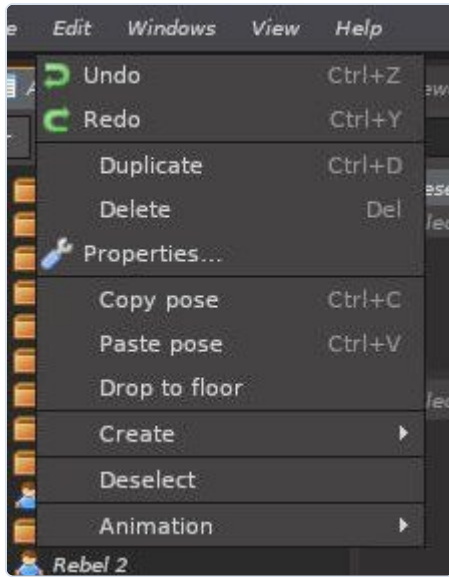
Render animation...

Added by SAeditor: the animation render.

Exit Editor

Closes the editor.

Edit



Undo / Redo

Ctrl + **Z** / **Ctrl** + **Y**. Every edit can be undone, including deleting objects.

Duplicate / Delete

Ctrl + **D** / **Del** for the selection.

Properties...

The [Object Properties](#) window.

Copy / Paste pose

Ctrl + **C** / **Ctrl** + **V**, also between different models with the same skeleton.

Drop to floor

Puts the object on the surface below it.

Create

Model, camera, spot or point light, effect, three-point rig.

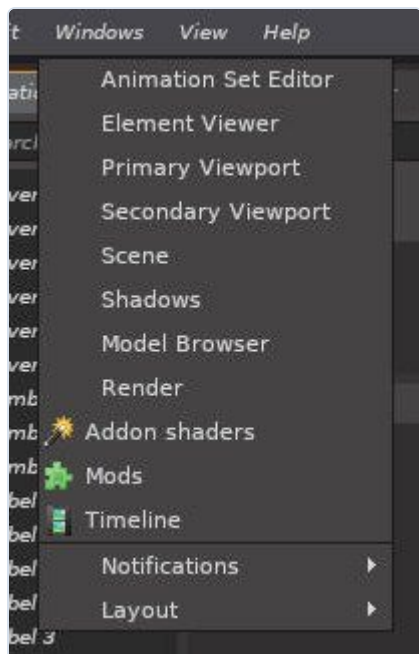
Deselect

Clears the selection.

Animation

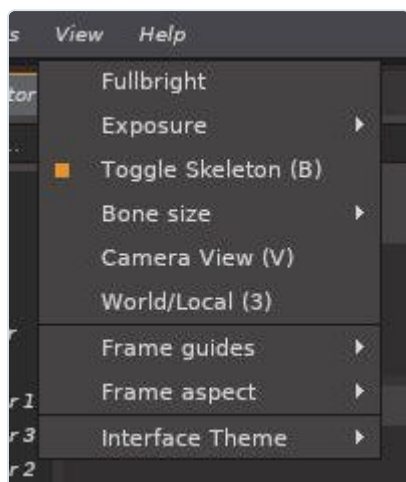
SAeditor commands (keys, import, sounds).

Windows



Shows any window or tab: Animation Set Editor, Element Viewer, both viewports, Scene, Shadows, Model Browser, Render, [Addon shaders](#), [Mods](#), Timeline. **Notifications** sets up the pop-up messages; **Layout** is described on the [workspace](#) page.

View



Fullbright

Shows the scene without lighting — handy when building in the dark.

Exposure

Fixed brightness of the viewports or *Auto (engine)*.

Toggle Skeleton (B)

Bone markers on characters.

Bone size

Tiny, Small, Medium, Large markers.

Camera View (V)

Look through the selected scene camera.

World/Local (3)

Gizmo axes in world or object space.

Frame guides

Rule of thirds, center cross, safe areas, golden ratio.

Frame aspect

The shape of the picture (Free, 2:3 poster, A-series and others).

Interface Theme

See [Themes](#).

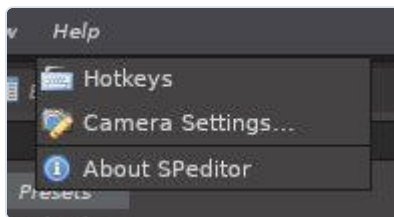
Interface settings...

Accent, font, corners, animations, sounds, notifications ([more](#)).

IK: keep the feet planted

Moving the pelvis with IK on keeps the feet in place ([more](#)).

Help



Hotkeys lists every key (also those of mods) with a *Change keys...* button, **Camera Settings...** sets the work camera speed and FOV, **About SPeditor** shows the version, the news and the credits.

How to use NEW

How to use

Your first scene

Posing: move, turn, IK, locks

Selecting, copying, your own keys

Light

Cameras and their effects

Render a picture, Steam screenshots

Animation: keys and the timeline

How objects move between keys (cur...

Bone keys and ghosts

Record gameplay (machinima)

Cameras of the animation and the pl...

Faces and lip sync

Ready motions and model animations

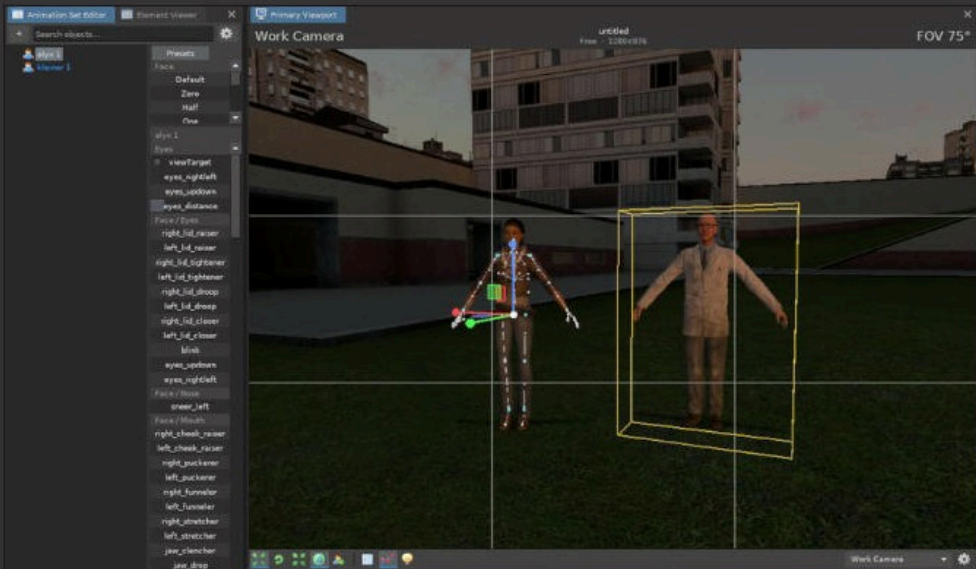
Procedural motion: breathing, blinking

Render the animation to video

Stop Motion Helper saves

Selecting, copying, your own keys

Several objects can be selected at once: the gizmo then moves, turns and scales them together, and Del, Ctrl + D, copy and paste work on all of them.



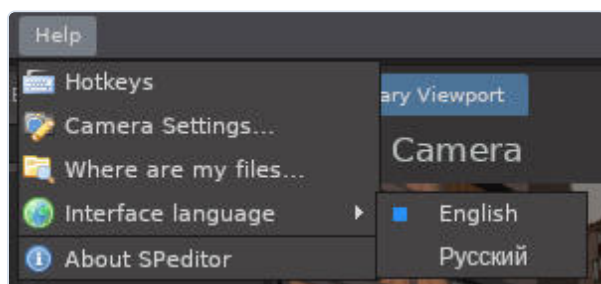
Two characters selected: the first one has the gizmo, the other has a frame; both are highlighted in the object list.

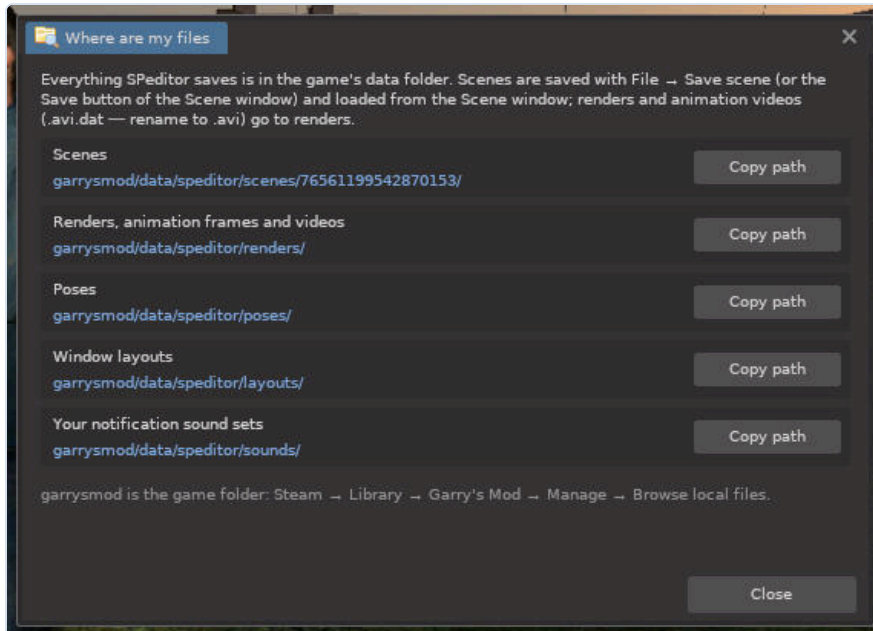
1. Click the first object. Shift + click (or Ctrl + click) others in the viewport or in the object list to add them; Shift + click a selected one takes it out.
2. Point the cursor at the object list and press Ctrl + A: everything is selected, except locked and hidden objects.
3. With the cursor over the object list, Ctrl + C copies the selected objects and Ctrl + V pastes copies of them a little aside. Paste again and the next copies go one more step further. One Ctrl + Z takes a whole paste back.
4. In the viewport Ctrl + C / Ctrl + V still copy and paste a pose. The same commands are in the Edit menu.

Your own keys

Interface settings

Help → **How to use**. Short illustrated guides inside the game: what a tool does, the steps, the result, live demonstrations (how an object moves between keys, bone keys, camera cuts) and a button that opens the tool. The ? buttons of the tool windows open their guide.





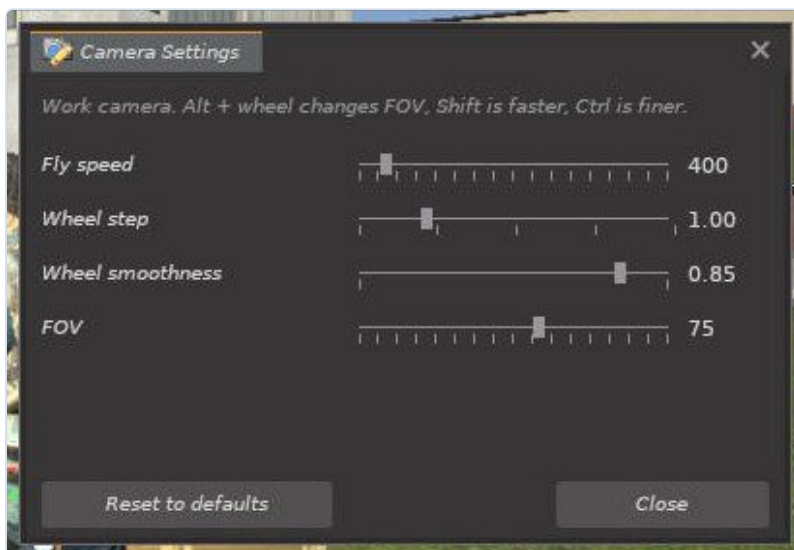
Where are my files... shows the folders of scenes, renders and videos, poses, layouts and notification sounds, each with a *Copy path* button; the message after saving a scene also says where the file went. **Interface language** switches between English and Russian at once, without reopening the editor.

Viewports and the work camera

You look at the scene through the **work camera** — a free camera that is not part of the scene and never appears in renders.

Moving around

INPUT	ACTION
RMB + W A S D	Fly. Q / E go down / up, Shift is faster, Ctrl slower. Moving the mouse with the right button held turns the camera.
Alt + LMB	Orbit around the selection.
Wheel	Move forward / back (dolly).
Alt + Wheel	Change the field of view (zoom lens).
F	Focus on the selected object or bone.
V	Look through the selected scene camera; V again goes back.



► [Help](#) → [Camera Settings...](#) sets the **fly speed**, the **wheel step** and its **smoothness**, and the **FOV** of the work camera. **Reset to defaults** brings back 400 / 1.00 / 0.85 / 75°.

The viewport header and toolbar

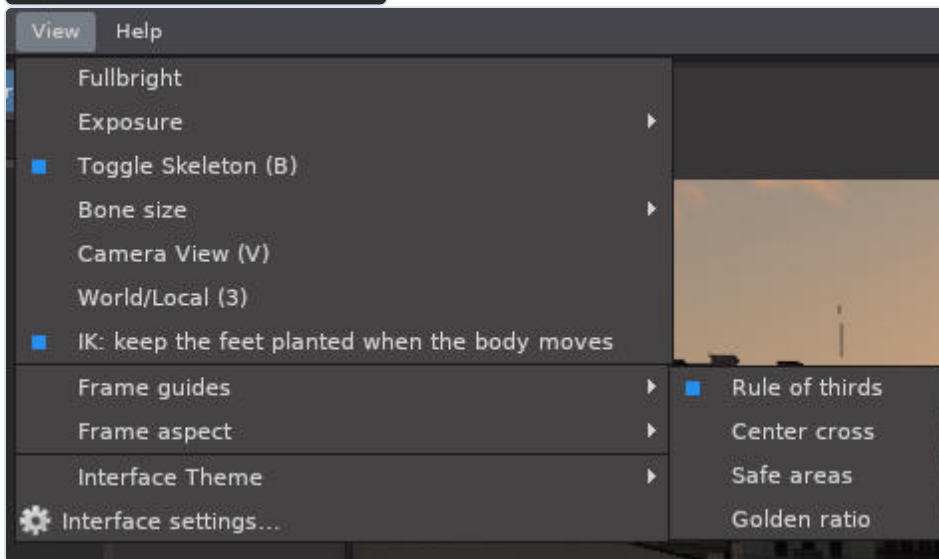
The header shows the camera on the left (*Work Camera* or the scene camera's name), the scene name, the frame aspect and size in the middle, and the field of view on the right. The dark bars

around the picture are the **frame gate**: only what is inside them gets into the render.

The toolbar under the picture holds the tool buttons (move, rotate, scale, world/local axes, IK), view toggles (frame guides, skeleton, fullbright), the camera list and the gear menu.



The **gear menu** of a viewport: Focus selected, Camera Settings, Render, Exposure, Frame aspect, Hide viewport. The camera list chooses what the viewport shows; in the Secondary Viewport **Auto** shows the selected scene camera, and the work view while you look through a camera in the Primary one.



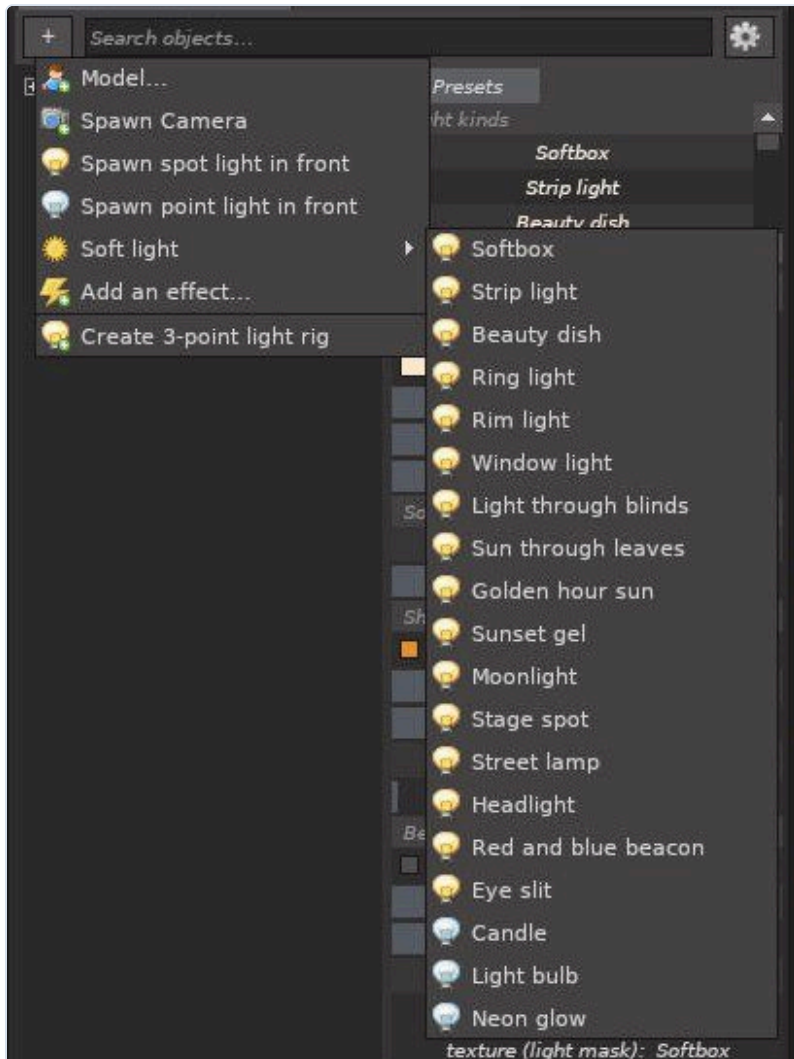
Frame guides help with composition: rule of thirds, a center cross, safe areas and the golden ratio. They are drawn only in the viewport, never in the render.

- ✓ The Primary and Secondary viewports pause while the Render window is open, to give the preview all the speed. The FPS counter reads about 20 when the game window is not focused — that is the engine saving power, not SPeditor.

Objects

A scene is made of four kinds of objects: **models** (props and characters), **lights**, **cameras** and **effects**. All of them are listed in the Animation Set Editor.

Adding objects: the + menu



Model...

Opens the Model Browser.

Spawn Camera

A scene camera exactly where the work camera looks.

Spawn spot / point light in front

A plain light in front of the camera.

Soft light

One of 19 ready-made light kinds (see [Lights](#)).

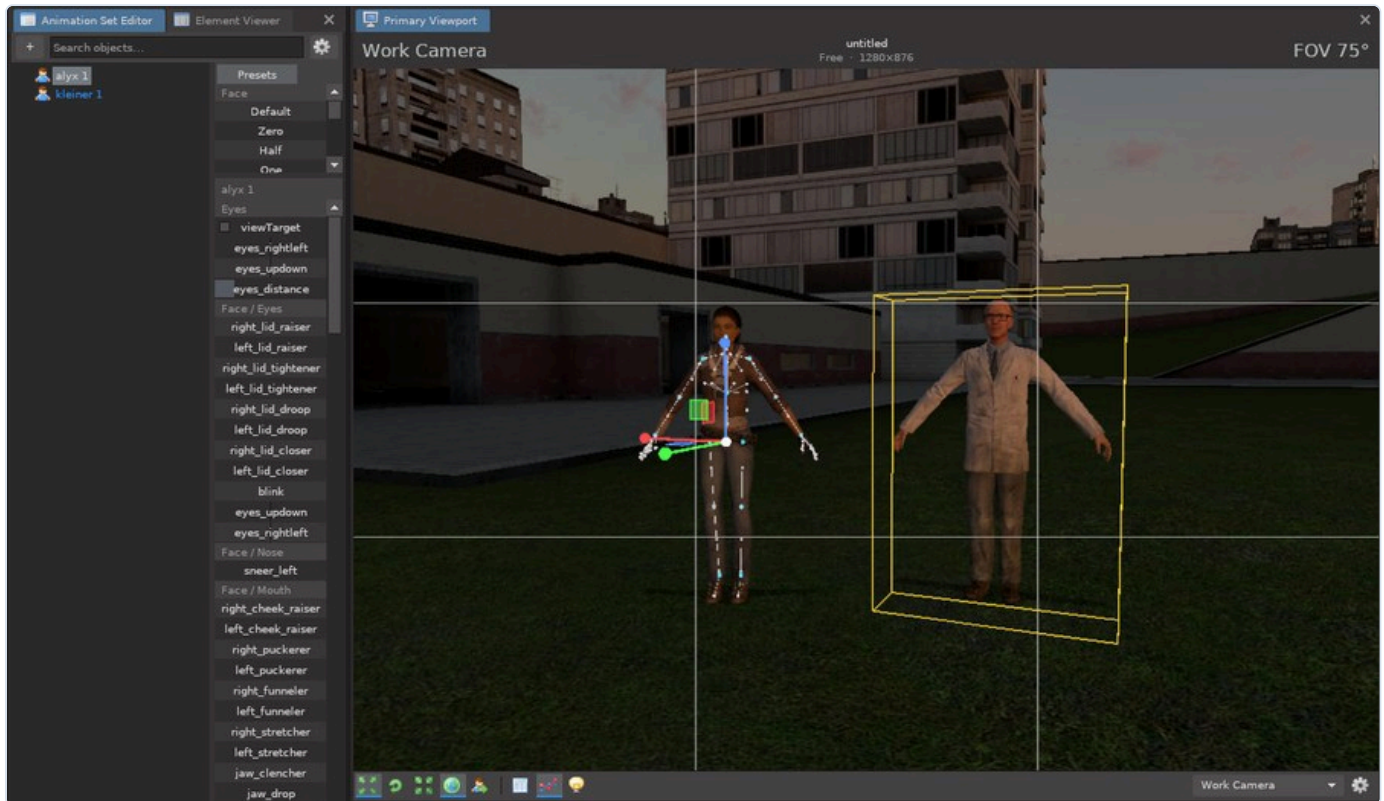
Add an effect...

Opens the Effect Browser (see [Effects](#)).

Create 3-point light rig

Key, fill and rim lights around the selected model.

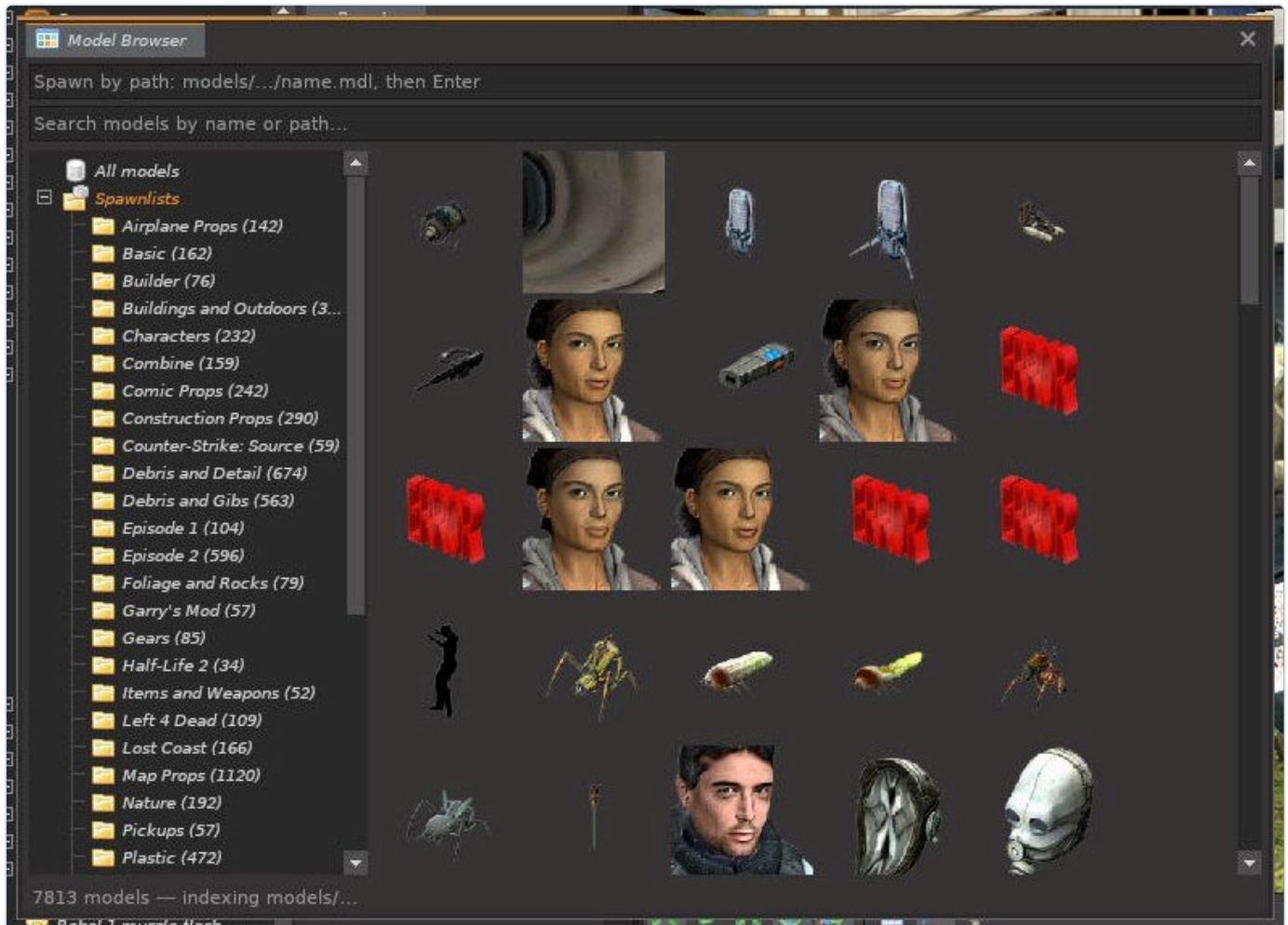
Several objects at once NEW



Two characters selected. The first one has the gizmo, the other a frame; both are highlighted in the object list, and the status bar says *selected: alyx 1 (+1)*.

- **Shift** + click (or **Ctrl** + click) adds an object to the selection in the viewport or in the object list; the same on a selected one takes it out. The gizmo then moves, turns and scales them together; **Del** and **Ctrl** + **D** work on all of them.
- With the cursor over the object list: **Ctrl** + **A** selects everything except locked and hidden objects; **Ctrl** + **C** copies the selected objects, **Ctrl** + **V** pastes copies a little aside. Paste again and the next copies go one more step further; one **Ctrl** + **Z** takes a whole paste back. The same commands are in the ► **Edit** menu.
- A duplicate (**Ctrl** + **D**) of several objects is one undo step too, and the copies become the new selection.

The Model Browser

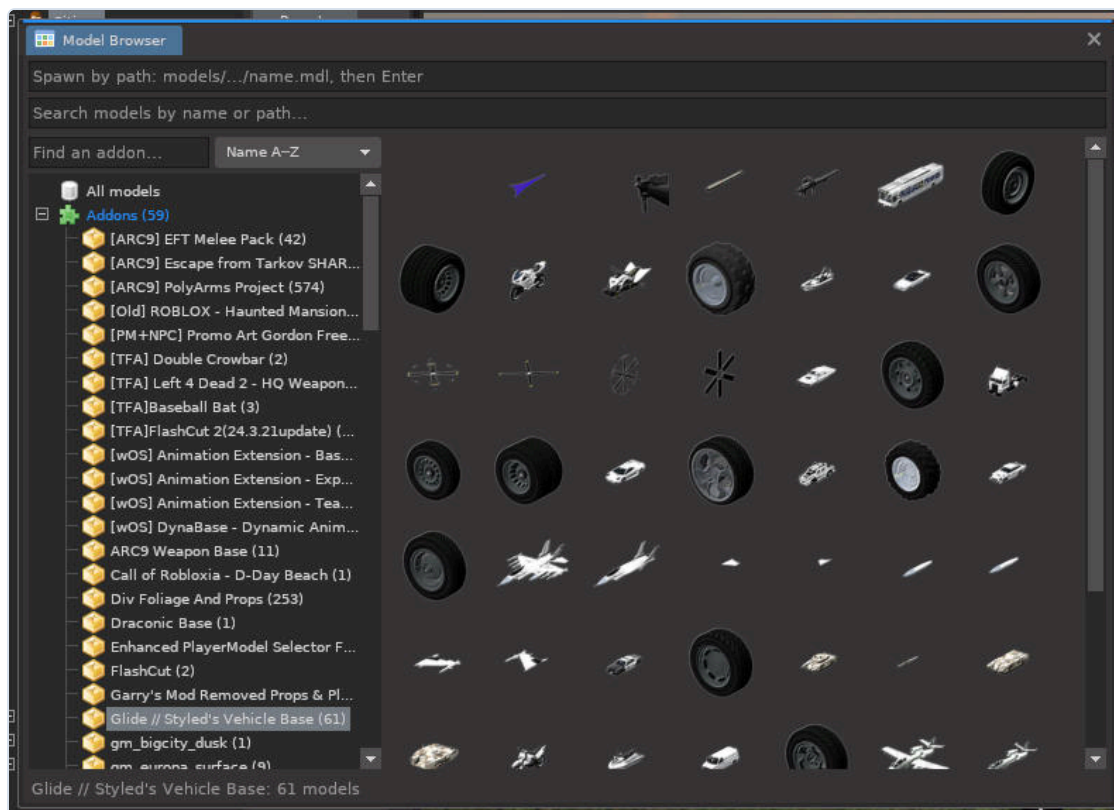


Model Browser. Folders on the left: *All models* and the game's spawnlists; icons on the right.

Click an icon to add the model to the scene.

- **Search** by part of the name or the path, e.g. `alyx` , `combine` , `props_c17` .
- **Spawn by path:** type a full path such as `models/player/group01/male_07.mdl` and press `Enter` — handy for models from addons that are not in any spawnlist.
- Any model works: props, ragdolls, player models and NPC models from the game and from the Workshop. Models with a physics skeleton become posable **ragdolls**; the others are **props** that can still have bones.
- The status line shows how many models are indexed; the list of *All models* grows while indexing runs in the background.
- **NEW** Legacy addons — folders in `garrysmo` , not from the Workshop — are listed with the Workshop ones.

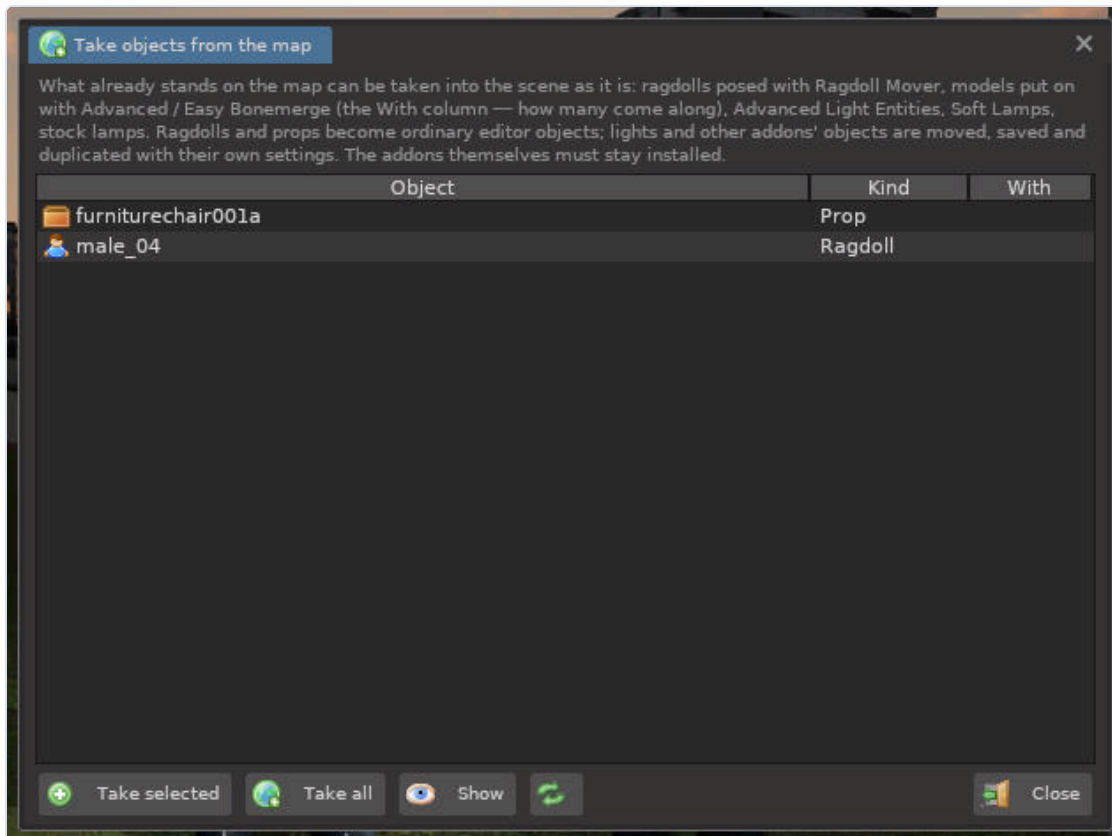
Addons and Games



Addons lists every Workshop subscription that has models, with their number. *Find an addon...* filters by name; the list can be sorted by name (A–Z, Z–A), newest or oldest subscriptions, recently updated, or most models. **Games** shows the models of mounted games.

The icons are the same as in the spawn menu. If one is broken, right-click it → *Render the icon again*.

Taking objects from the map



► **File** → **Take objects from the map** lists what stands on the map but is not in the scene yet:

- ragdolls posed with **Ragdoll Mover** or the physgun, and props;
- models put on with **Advanced Bonemerge** or **Easy Bonemerge** — they come along with their model (the *With* column counts them);
- lamps of **Advanced Light Entities**, **Soft Lamps** and the stock lamp tool.

Take selected, *Take all*; *Show* points the camera at the line. Ragdolls and props become ordinary editor objects. Lights and other addons' objects are moved, saved in the scene and duplicated with their own settings — the addons that made them must stay installed.

The object tree



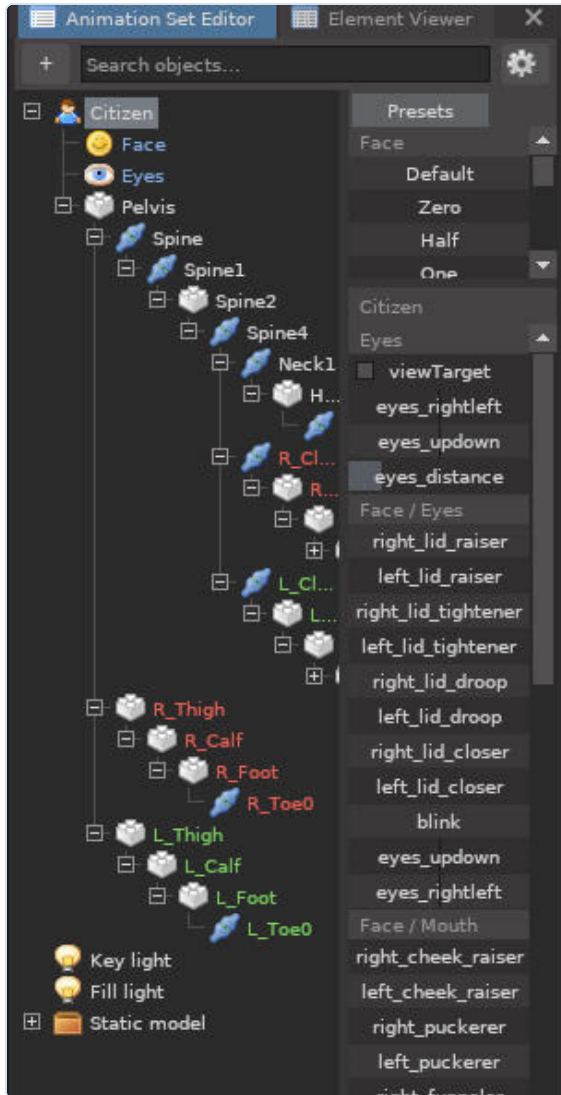
The left column of the Animation Set Editor lists every object of the scene. Icons tell the kind: a person for characters, a box for props, a bulb for lights, a camera, a lightning bolt for effects. An attached object shows its parent after an arrow: *Rebel 1 weapon* → *Rebel 1*.

Expand a character to see its **control groups**: Face, Eyes, Body, Head, RightArm, LeftArm, RightLeg, LeftLeg, RightFingers, LeftFingers. Clicking a group shows only its controls in the right column.

The right column holds the controls of the selection: face presets and flex sliders, eye target, bone rows (*Bone - pos*, - *rot*, - *scale*), or the settings of a light or camera.

The search field filters the tree. The gear button holds tree options (expand / collapse all).

The skeleton view



Cog → Tree: skeleton (as in Ragdoll Mover) shows each character's bones in their real hierarchy instead of control groups. Physical bones and bones without physics have different icons; the right side is red, the left side green. *Skeleton shows* adds bones without a physics object and bonemerged models (under their model). *Tree: objects only* hides both.

Click a bone to select it; the bone under the mouse is marked in the viewports. Right-click a bone to lock it to another bone ([Posing](#)).

Selecting

- **LMB** on an object in a viewport or in the tree selects it. **LMB** on a bone marker selects that bone.
- **Ctrl** + **LMB** adds an object to the selection or removes it. Several selected objects are moved, rotated, scaled, duplicated and deleted together.
- Click on empty space or use ► **Edit** → **Deselect** to clear the selection.

The object menu

A short **RMB** click on an object (without moving the mouse) in the viewport or in the tree opens its menu.



Properties...

Colour, textures, size, shadow (below).

Appearance

Quick colour, remove / restore textures, cast shadow, reset.

Rename... / Duplicate / Delete

As named.

Renderable

Off: the object is hidden in viewports and renders.

Selectable

Off: the object is locked and cannot be clicked by accident.

Attach to...

See [Attaching and wearing](#).

Show in Element Viewer / Focus

As named.

Utilities

Drop to floor, 3-point rig, reset pose, copy / paste pose.

Set Skin / Set Body

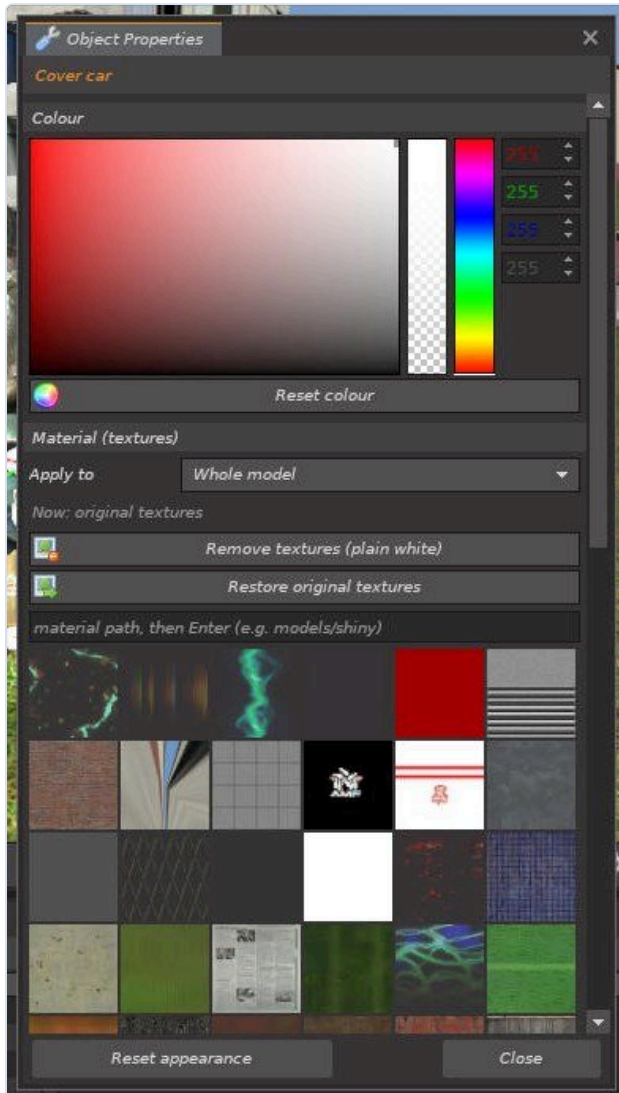
Skins and bodygroups of the model.

Animation

SAeditor: set a key, import an animation, add a sound.

Cameras and lights also have **Aim camera at object...**; cameras have **Look through this camera** and **Match camera to work view**; effects have **Play from the start** and **Choose another effect...**

Object Properties



Colour

Tint and opacity (the fourth field is alpha: below 255 the object becomes see-through). *Reset colour* returns white.

Material

Replace textures for the *Whole model* or one material slot. Pick a material from the grid or type a path such as `models/shiny`. *Remove textures* makes the model plain white so it takes the object colour; *Restore original textures* undoes it.

Size

Props only: overall scale and stretching in length (X), width (Y) and height (Z). The Scale tool **4** does the same with the mouse.

Shadow

Cast shadow off removes the object from shadow maps — useful for an object in front of a lamp.

Reset appearance

Everything back to the original.

Element Viewer



The Element Viewer tab (next to the Animation Set Editor) shows every property of the selection as numbers: name, model, position x/y/z, pitch/yaw/roll, scale, skin, renderable, selectable, and for lights and cameras all their settings with SFM names (*intensity*, *fieldOfView*, *castsShadows*, *shadowFilterSize...*). Type a value for exact placement.



Any slider in SPeditor: **Shift** + drag is fine, **Ctrl** + drag is coarse; right-click a slider for *Reset to default* and *Enter value...*

Posing

Everything is posed with one gizmo: whole objects and single bones, including fingers.

The gizmo



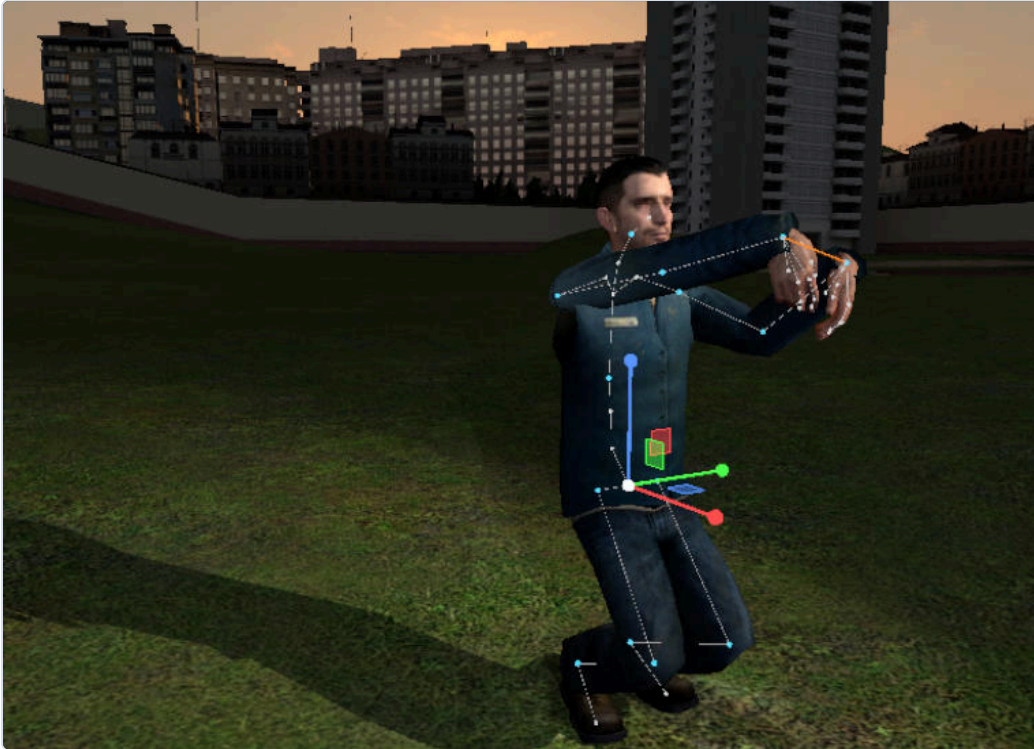
Move **1**



Rotate **2**

KEY	TOOL
1	Move. Drag an arrow to move along an axis, the centre to move in the screen plane.
2	Rotate. Drag a coloured ring to turn around its axis. NEW The white outer ring turns around the line of sight (as you see it on the screen); drag anywhere inside the rings for a trackball — the bone rolls after the mouse in every direction at once. A click there without dragging still selects the bone under the cursor.
4	Scale. The centre scales evenly, an axis stretches along it. Works on props and on bones of any model.
3	World / local axes. Local axes follow the object's own rotation.
I	Inverse kinematics. Move a hand or a foot and the whole arm or leg follows.

Plane handles



The Move gizmo has three small coloured squares between its axes. Drag one to move in two axes at once: the square lying flat moves along the floor, the upright ones along a wall — the third axis does not change.

Bones



The left hand selected with IK on. The small white cubes are bone markers.

Click a bone marker to select the bone, or click a row *Bone - pos / - rot / - scale* in the Animation Set Editor: it selects the bone and the matching tool at once.

Bones with a physics body (pelvis, spine, head, upper arms, forearms, hands, thighs, calves, feet) move the ragdoll itself. Bones without one (clavicles, fingers, toes, face bones) are moved with bone offsets. Both are saved in poses and animated by SAeditor.

With ► **View → Toggle Skeleton (B)** the markers are hidden; ► **View → Bone size** makes them larger or smaller.

A click on the body of the *selected* character picks the body part under the cursor — no need to hit the small markers.

Scaling bones

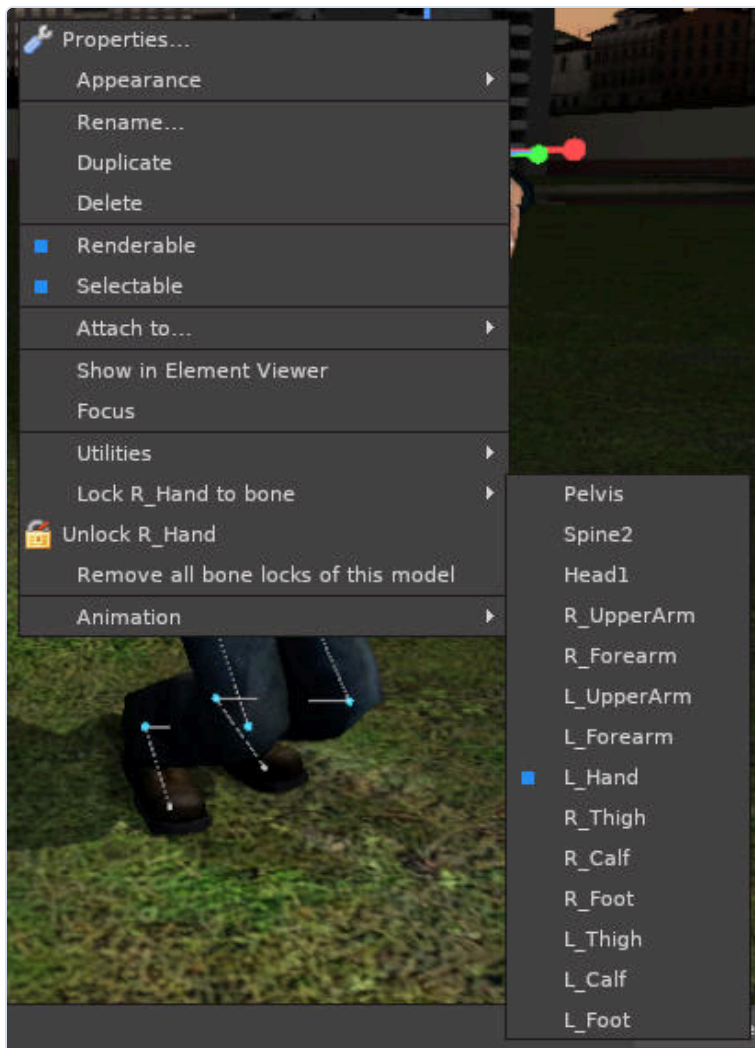
Select any bone and press 4 (or click its *- scale* row): a big head, long arms, a giant hand. In a0.3 the Scale tool worked only on bones without physics (fingers) and silently acted as Move on a hand or the head; a0.4 scales every bone.

IK keeps the feet planted

With IK on, moving or turning the pelvis keeps both feet where they stand and bends the knees: a character crouches, leans or shifts its weight in one drag. Switch it off with

► **View → IK: keep the feet planted when the body moves.**

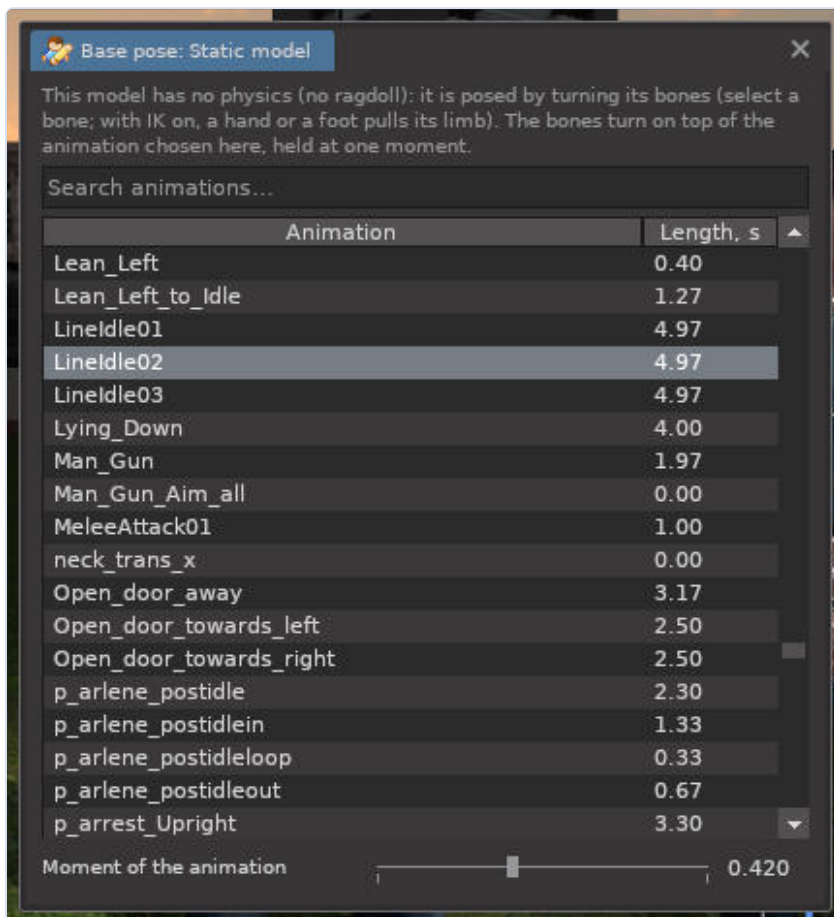
Locking a bone to another bone



The right hand locked to the left one: move the left hand and both go together.

Select a physical bone, for example the right hand, right-click → *Lock R_Hand to bone* and pick the bone it should hold on to — the left hand. From then on it follows that bone; with IK on it pulls its whole arm. Two hands on a rifle, a sword or a steering wheel stay together while you pose. *Unlock* and *Remove all bone locks of this model* are in the same menu (in the skeleton tree: right-click a bone). Locks are saved with the scene.

Models without physics



Base pose: the animation and the moment of it under your bone turns.



IK on a model without physics: the hand pulls the arm.

Some models have bones but no physics skeleton — for example characters ported from SFM as props. They now stand still and are posed by turning their bones: select a bone and rotate it, or turn on IK and drag a hand or a foot. Object menu → *Base pose* chooses an animation of the model and its moment; your bone turns are added on top. Model animations can be [imported](#) onto such models too.

Face and eyes

- **Face presets** at the top: *Default, Zero, Half, One* set all flexes at once.
- **Flex sliders** are grouped as Brows, Eyes, Nose, Mouth, Other (e.g. *smile, jaw_drop, blink*). Models without face flexes do not show the section.
- **Eyes:** tick *viewTarget* to aim the eyes; *eyes_rightleft*, *eyes_updown* and *eyes_distance* set where they look.
- **Skins and bodygroups:** object menu → ► **Set Skin** / ► **Set Body**.

Poses: copy, paste, library

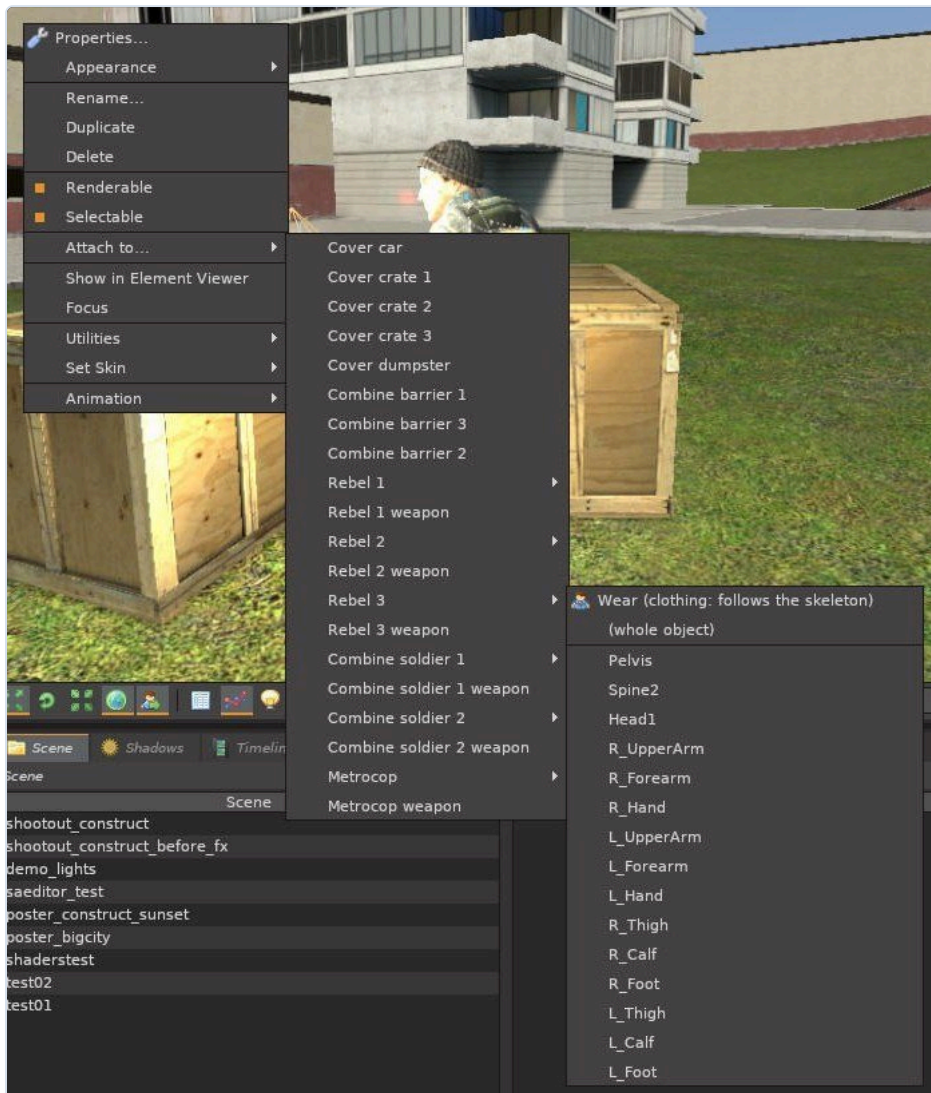
- **Ctrl + C** / **Ctrl + V** copy the pose of the selected character and paste it onto another. Between different models with the same skeleton the pose is carried over by bone names, keeping each model's proportions.
- The **Pose library** in the Scene tab: *Save pose, Load pose, Delete*. The list shows the pose name and the model it was made on.
- ► **Utilities** → **Reset pose of selected** returns bones, face and eyes to the original.



Addons that change ragdolls (active ragdoll systems, Fedhoria-like mods) can fight SPeditor and make limbs impossible to pose. If limbs jump back or fall, disable such addons while you work in the editor.

Attaching and wearing

Objects can follow other objects: a weapon in a hand, a hat on a head, a muzzle flash on a gun, or clothing that bends with the body.



Object menu → Attach to... → a character. At the top *Wear*, then *(whole object)*, then every physics bone.

Three ways to attach

CHOICE	RESULT	USE FOR
R_Hand, Head1...	Follows that bone rigidly, keeping its offset.	Weapons, props in hands, hats, helmets as separate props.
(whole object)	Follows the object's root (pelvis of a character).	A rider on a vehicle, a light on a car.

Wear	Every bone of the worn model follows the bone with the same name on the wearer (bone merge).	Clothing, armour, hair, accessories made for the same skeleton (e.g. ValveBiped).
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Putting clothes on a character

- 1 Add the clothing model (from a clothing addon) and the character.
- 2 Right-click the clothing → ► **Attach to...** → the character → ► **Wear (clothing: follows the skeleton)**.
- 3 Pose the character: the clothing bends with every limb. Skin, bodygroups and colour of the clothing still work.
- 4 To take it off: object menu → ► **Detach**.

i Before a0.4 clothing could only be attached rigidly to one bone, so it did not follow the arms and legs. *Wear* arrives in a0.4; it is saved with the scene, survives duplicating and can be undone.

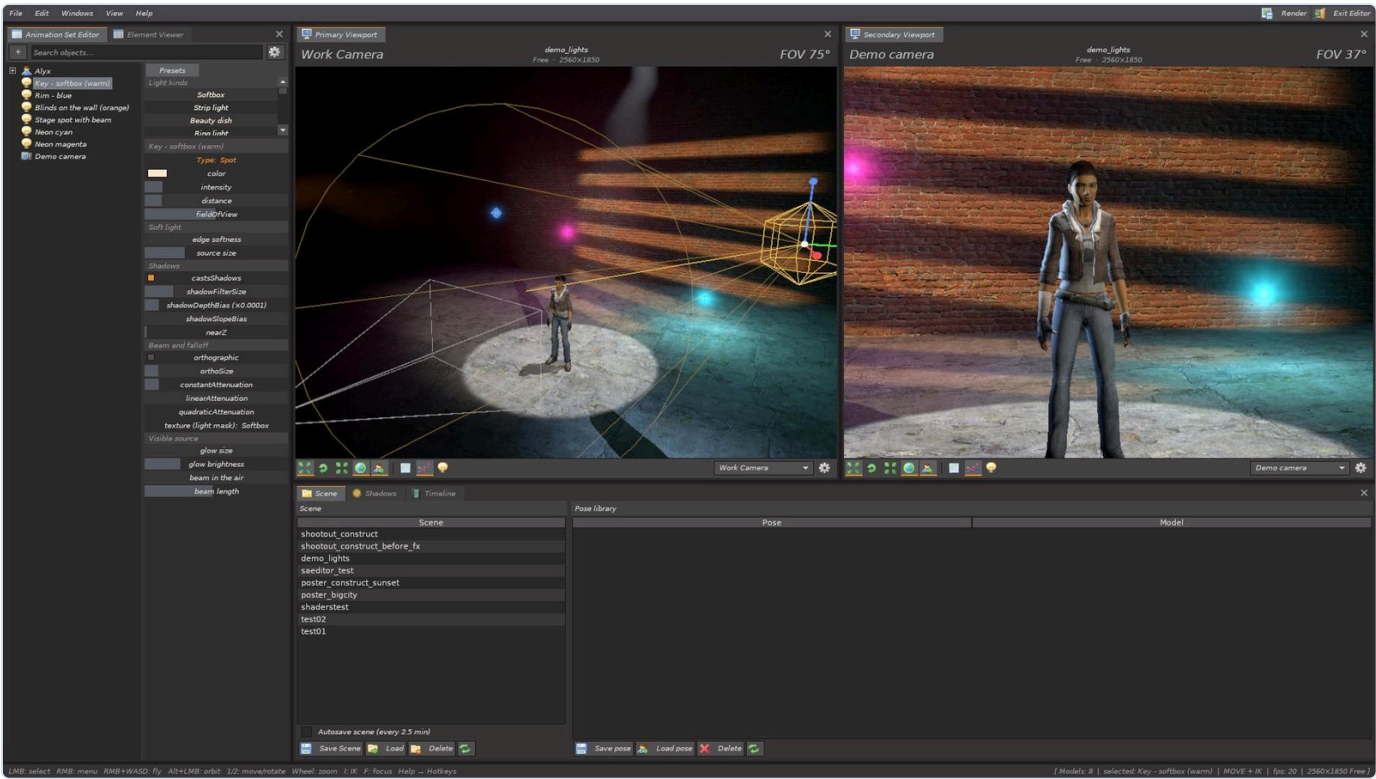
! Wearing works only when the bone names match. A model made for another skeleton (TF2, a custom rig) stays at the wearer's root. You can still click and select the worn object: its invisible copy stays where it was attached.

Rules

- Move an attached object by hand and the new offset is kept.
- Chains are allowed (a scope on a gun in a hand); an object cannot be attached to its own child.
- When the parent is deleted, the object stays where it was.
- Attachments are saved in scenes and followed in SAeditor animations.

Lights

Light makes a poster. SPeditor has point lights and spot lights; spot lights cast shadows and have a soft edge, penumbra, a glow and a visible beam.



Six lights: a warm softbox as the key light, a blue rim light, orange “light through blinds” on the wall, a stage spot with a beam, two neon glows. The selected softbox shows its cone and its controls in the Animation Set Editor.

Point and spot

	POINT LIGHT	SPOT LIGHT
Shines	in all directions	in a cone or through a mask
Shadows	no (an engine limit)	yes, soft, adjustable
Good for	fill light, neon, fire, bulbs, muzzle flashes	key and rim light, sun, windows, lamps

Switch a light between the two kinds with its *Type* control in the Animation Set Editor.

Light kinds

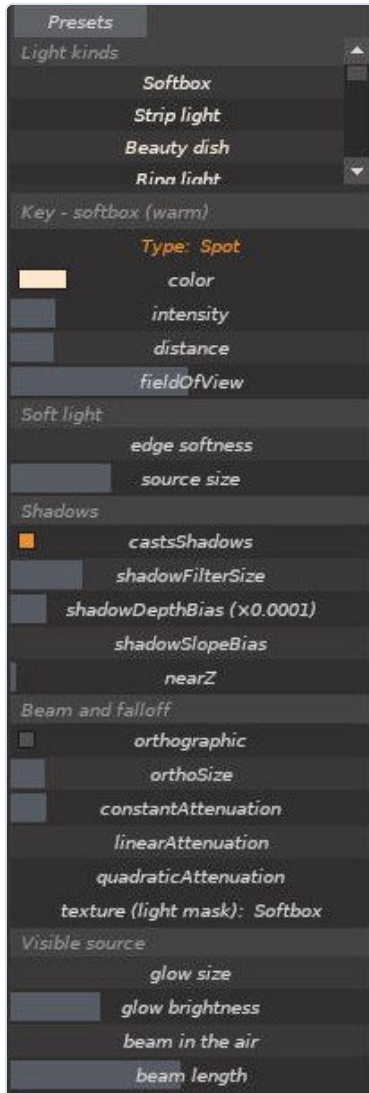
+ → ► **Soft light** creates a light already set up for a purpose. With a light selected, the *Light kinds* list at the top of the right column turns that light into another kind.

KIND	WHAT IT IS
Softbox	Large soft key light, the studio standard.
Strip light	A narrow tall softbox for edges and reflections.
Beauty dish	Round, contrasty portrait light.
Ring light	Ring around the lens: flat face light, round catchlights.
Rim light	Back light that outlines the silhouette.
Window light	Daylight through a window frame.
Light through blinds	Stripes of light, the noir look.
Sun through leaves	Dappled sunlight.
Golden hour sun	Low warm sun with long shadows.
Sunset gel	A coloured gradient of sunset light.
Moonlight	Cold dim parallel light.
Stage spot	Hard round spot with a visible beam.
Street lamp	Warm cone from above.
Headlight	Car headlight with a glow.
Red and blue beacon	Police lights.
Eye slit	A narrow strip of light across the eyes.
Candle · Light bulb · Neon glow	Small point sources with a visible glow.

Presets (colour only): Soft white, Warm lamp, Cool moonlight, Neon cyan, Neon magenta, Fire.

Create 3-point light rig places key, fill and rim lights around the selected model.

Light settings



color · intensity

Colour (click the swatch for a palette and a mixer) and brightness.

distance · fieldOfView

How far the light reaches; the cone angle of a spot.

edge softness

0 keeps the mask as it is, 1 fades the light from the centre to the edge.

source size

Size of the lamp: a larger source gives softer shadows that blur with distance (penumbra). Calculated in the render and its preview.

castsShadows · shadowFilterSize

Shadows on/off and the blur of their edge.

shadowDepthBias · shadowSlopeBias

Raise if lit surfaces get stripes; lower if the shadow detaches from the object.

nearZ

The light starts at this distance from the source.

orthographic · orthoSize

A parallel square beam like sunlight: shadows keep their size at any distance.

constant / linear / quadratic attenuation

Falloff with distance. Quadratic is like a real lamp; constant does not fade at all (good for far subjects).

texture (light mask)

The shape of the beam: soft masks of SPeditor (softbox, strip, round, ring, window, blinds, bars, slit, leaves, sunset...), Lamp tool textures, other game textures or any texture by path.

glow size · glow brightness

A visible glow around the source, like a headlight or a beacon.

beam in the air · beam length

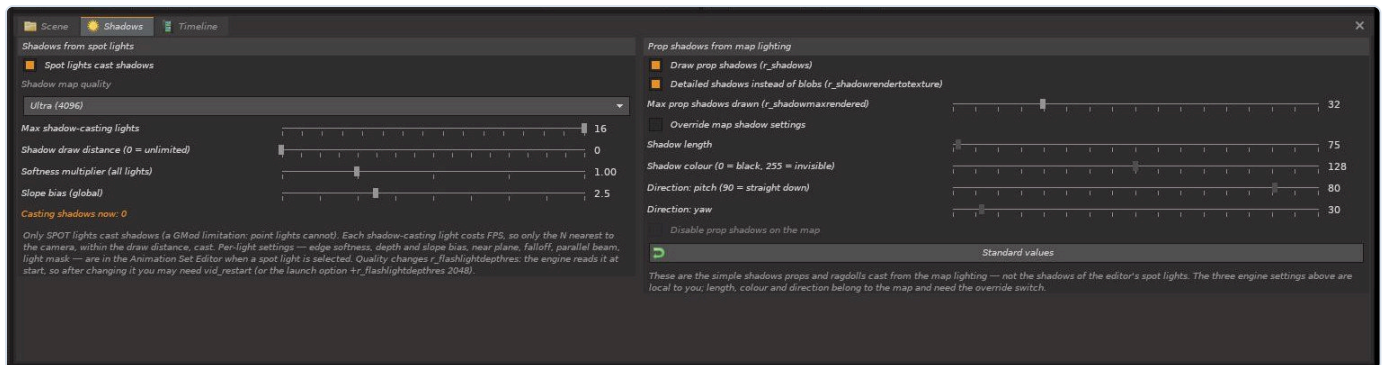
A visible cone of light, as in dust or fog.



Every shadow-casting spot light costs FPS. The [Shadows tab](#) limits how many of them cast shadows at once. Penumbra (*source size*) is only calculated in the render; the viewports show a sharp shadow.

Shadows

The Shadows tab of the bottom window controls two different things: shadows of the editor's spot lights and the simple prop shadows the map's own lighting casts.



Shadows from spot lights

Spot lights cast shadows

The master switch.

Shadow map quality

Low, Medium, High, Ultra. The engine reads it at start: after a change you may need `vid_restart` or the launch option `+r_flashlightdepthres 2048`.

Max shadow-casting lights

Only the N lights nearest to the camera cast shadows. The line below shows how many cast now.

Shadow draw distance

A light whose lit area is farther than this casts no shadow (0 = unlimited). Saves FPS in large scenes.

Softness multiplier

Multiplies the edge blur of every light.

Slope bias (global)

Removes stripes on surfaces lit at a shallow angle; each light can override it.

Prop shadows from map lighting

These are the soft blobs or silhouettes that props and ragdolls drop from the map's sun. *Draw prop shadows*, *Detailed shadows instead of blobs* and *Max prop shadows drawn* are local engine settings. Length, colour and direction belong to the map: tick *Override map shadow settings* to

change them (this affects every player on a server; untick to restore). *Disable prop shadows on the map* removes them entirely.

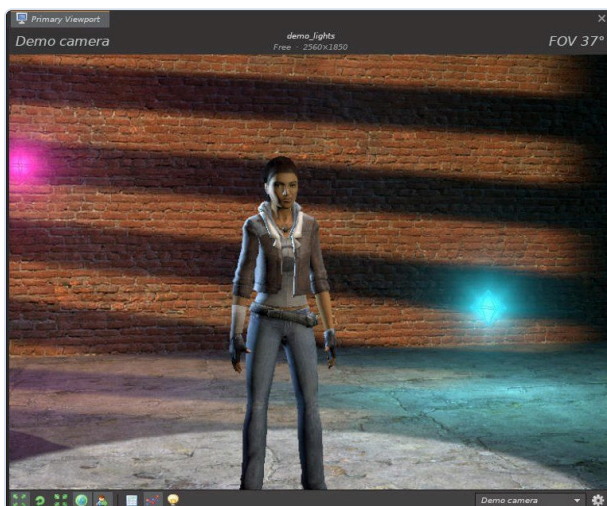
Cameras

Scene cameras are objects of the scene. A render is always taken through a scene camera (or through the Primary Viewport), and camera effects belong to scene cameras.

Creating and aiming

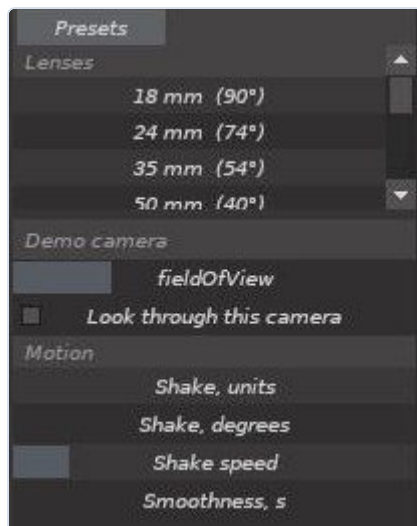
- **+ → ► Spawn Camera** creates a camera exactly at the work camera's position and angle.
- **Match camera to work view** (object menu) moves an existing camera to where you look now.
- **Aim camera at object...** turns it towards any object.
- Move and rotate it with the gizmo like any object.

Looking through a camera



Select a camera and press **V**, choose it in the viewport's camera list, or tick *Look through this camera*. The header then shows the camera name. Flying with **RMB + WASD** now moves the scene camera itself — the fastest way to frame a shot. **V** goes back to the work camera.

Camera settings



Lenses

Ready focal lengths: 18 mm (90°), 24 mm (74°), 35 mm (54°), 50 mm (40°) and longer.

fieldOfView

Any angle.

Shake, units / degrees

How far the camera is thrown about and turned. A small value gives a handheld camera.

Shake speed

Shakes per second: 1–2 handheld, 8+ an explosion or an engine.

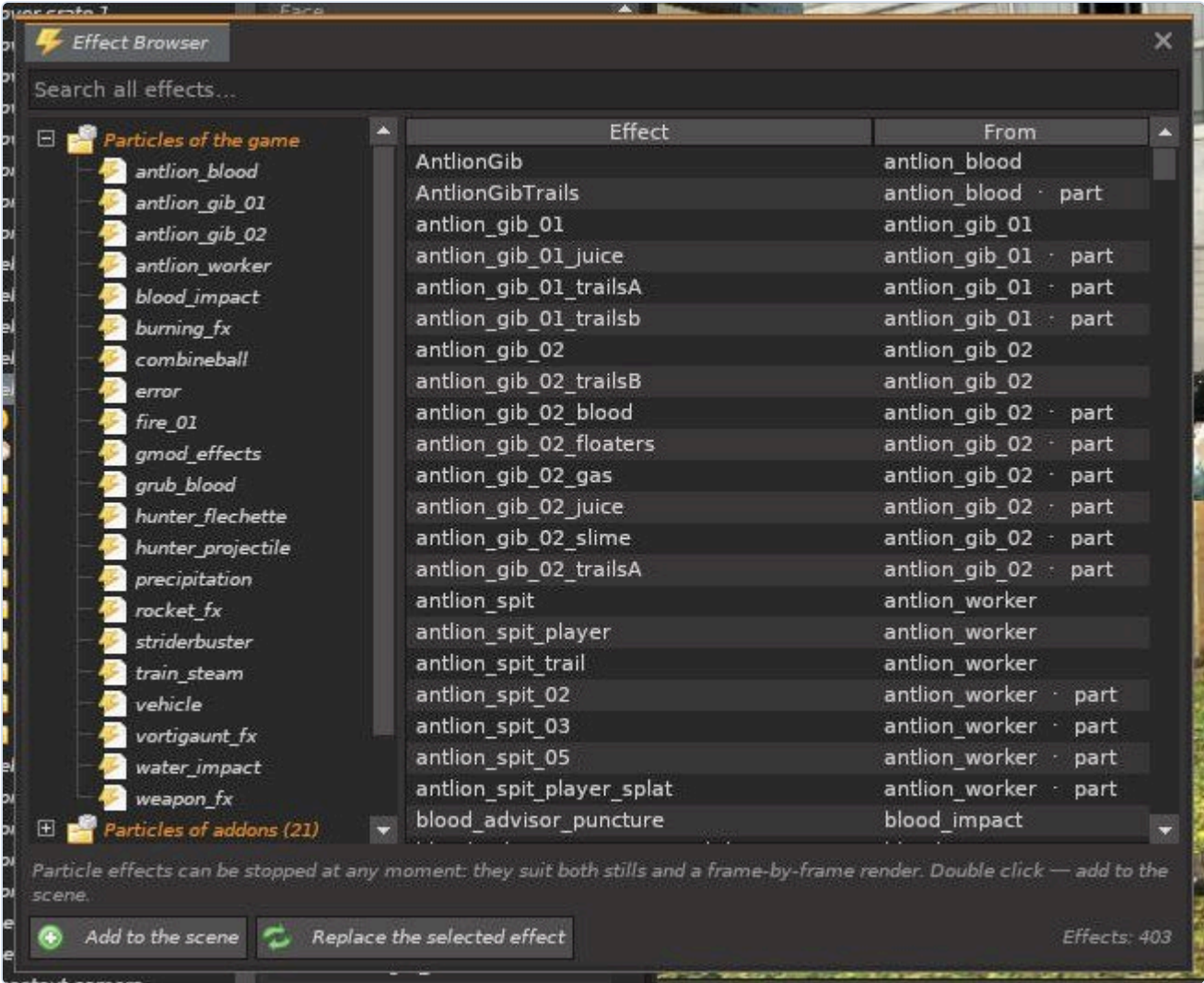
Smoothness, s

In an animation the camera floats through its keys instead of stopping at each one.

A camera's own **depth of field** (focus distance, aperture, quality) and **exposure**, as in SFM, are set in the Render window under *Camera effects* → *Camera (as in SFM)*. See [Rendering](#).

Effects

Explosions, fire, smoke, blood, sparks and muzzle flashes are objects too. A particle effect can be stopped at any moment and stays frozen in the viewport and in the render.



Effect Browser (+ → ► **Add an effect...**). Groups on the left, effects and the file they come from on the right. Double-click adds the effect to the scene.

Kinds of effects

GROUP	CAN BE FROZEN	NOTES
Particles of the game / of addons	✓	The best choice for stills and frame-by-frame video. Includes every particle file of installed Workshop addons.

Emitter tool effects	—	Play by themselves; a still render starts them and waits for the chosen moment.
Engine effects · Lua effects	—	Some need a weapon or a character and show nothing alone.

Effect settings

Moment, s

How long after its start the effect is shown. 0 means it has not started yet. After a move or a change of the moment the effect is replayed up to that moment, which takes as long as the moment itself.

Size

Scale of the effect (not every effect uses it).

Length

Distance to the second point: where a tracer or a beam goes. 0 means a one-point effect.

Effects can be attached to an object or a bone (a flash on a muzzle), duplicated, hidden, aimed and saved with the scene. In SAeditor, **Play the effect from this frame** keys the moment for you.

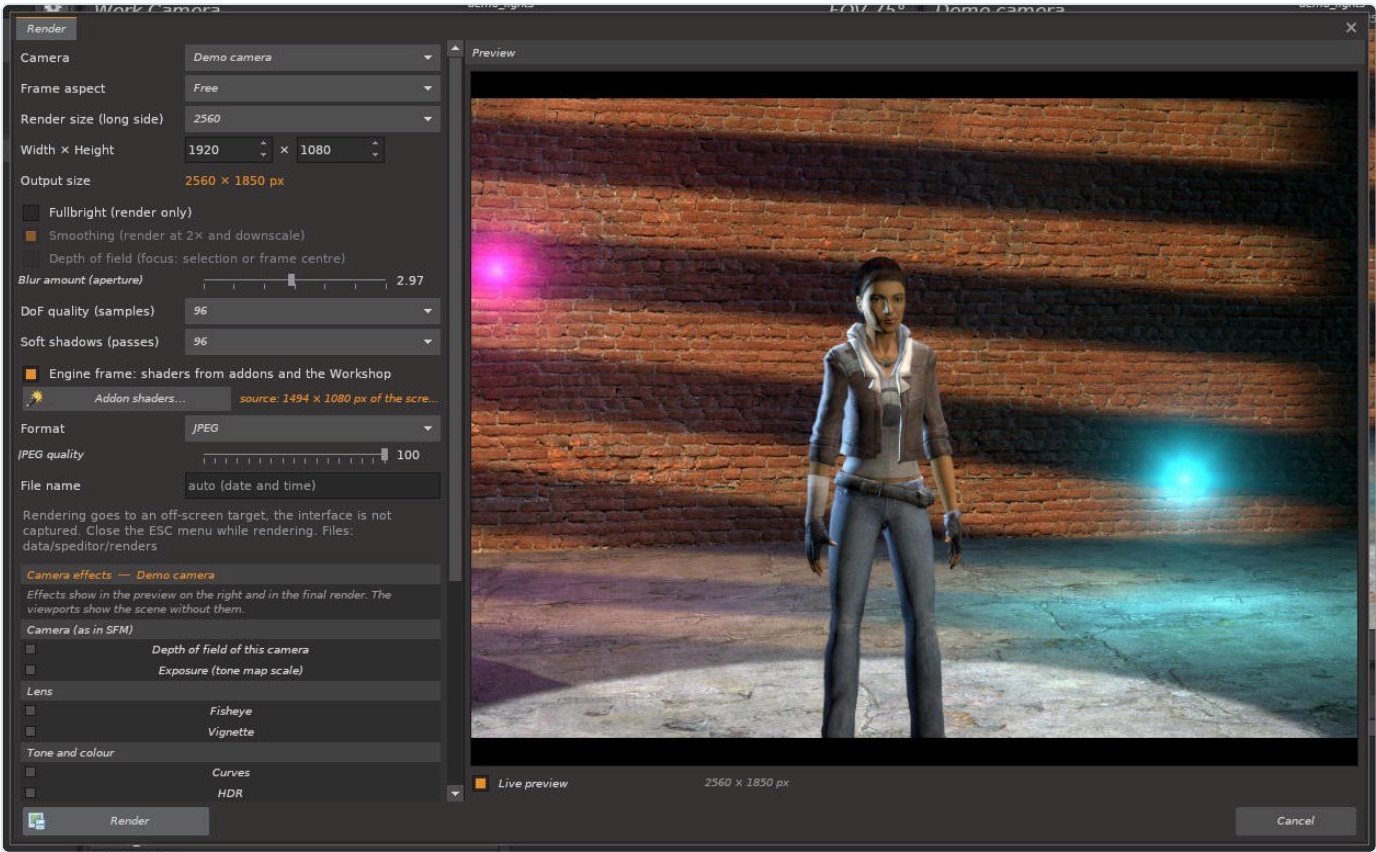


An effect advances one game frame at a time. Render animations with the game window focused: an unfocused game runs at about 20 FPS, and effects shorter than a frame (a muzzle flash lasts ~0.03 s) may not show.

Rendering

The Render window turns the scene into a picture. It renders off-screen, so the interface never gets into the file, and shows a live preview of exactly what you will get.

Open it with the ► **Render** button at the top right, ► **File** → **Render...** or the viewport gear menu.



The Render window for a still scene. Settings on the left, the preview on the right. The preview grows with the window.

Settings

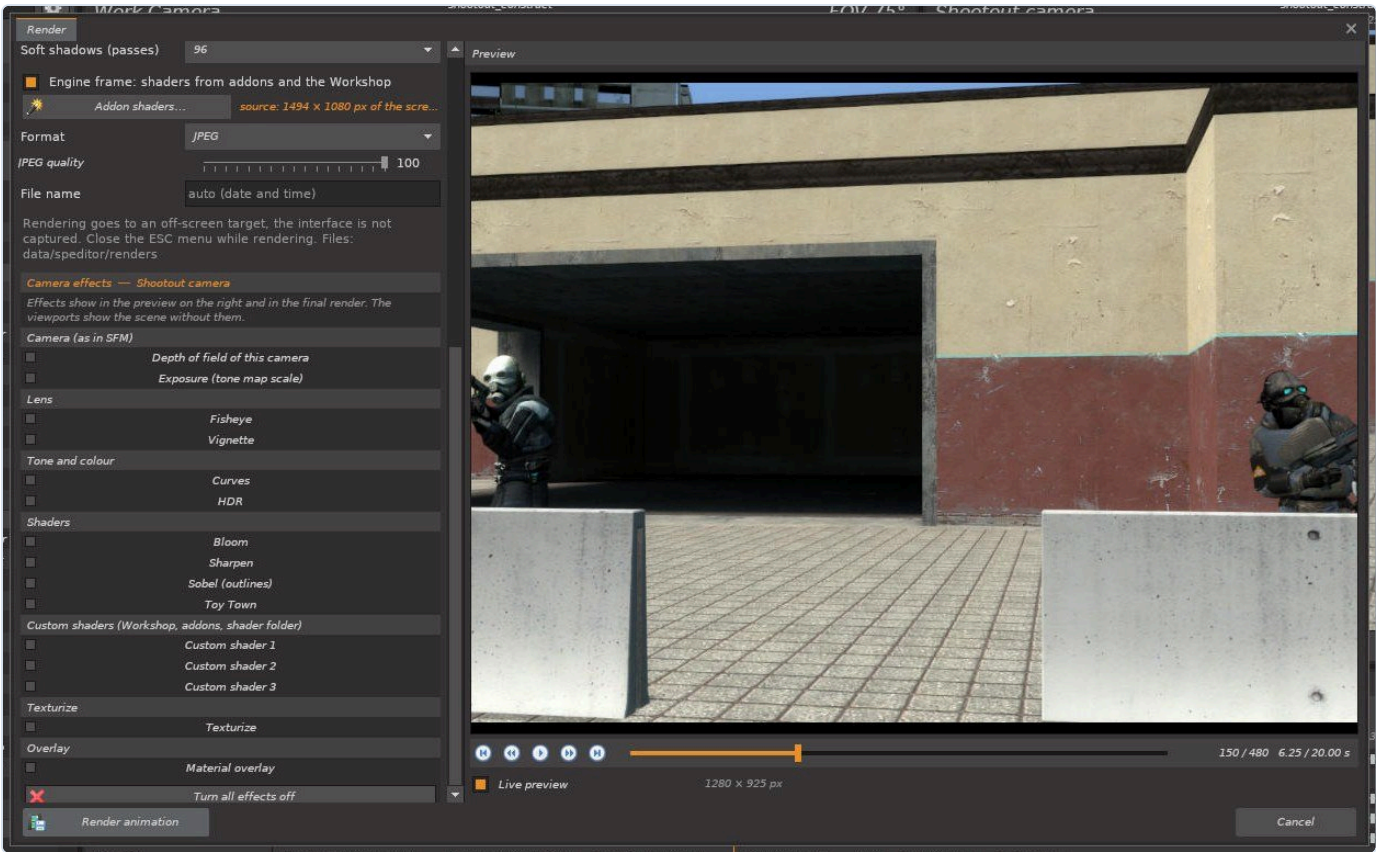
SETTING	MEANING
Camera	A scene camera, or <i>Primary Viewport source</i> (whatever the Primary Viewport shows).
Frame aspect	Free (the viewport's shape), 2:3 poster, A-series paper and other ratios.
Render size (long side)	The long side of the picture, up to 3840 px. <i>Custom size</i> sets width × height exactly. <i>Output size</i> shows the result.
Fullbright (render only)	Render without lighting.

Smoothing	Renders at 2× and scales down: clean edges.
Depth of field	Focus on the selection or the frame centre; <i>Blur amount</i> (aperture) and <i>DoF quality</i> (passes).
Soft shadows (passes)	How many times the scene is rendered for lights with a <i>source size</i> . More passes, smoother penumbra, longer render.
Engine frame	Lets the game's own renderer draw the picture so that post-processing addons and Workshop shaders get in. See Shaders .
Format · JPEG quality	PNG (lossless), JPEG or NEW Steam screenshot : the PNG is saved and the picture also goes into your Steam screenshots — the game shows it full screen for a moment and takes a screenshot. Publish it from ► Steam → View → Screenshots → Garry's Mod → Upload . The Steam copy has the size of your screen.
File name	Empty means date and time. Files go to <code>data/speditor/renders/</code> .



Close the ESC menu while rendering. A large render with depth of field and soft shadows can take a while — the preview shows the progress (“DoF preview: 12 of 96 samples”).

Camera effects

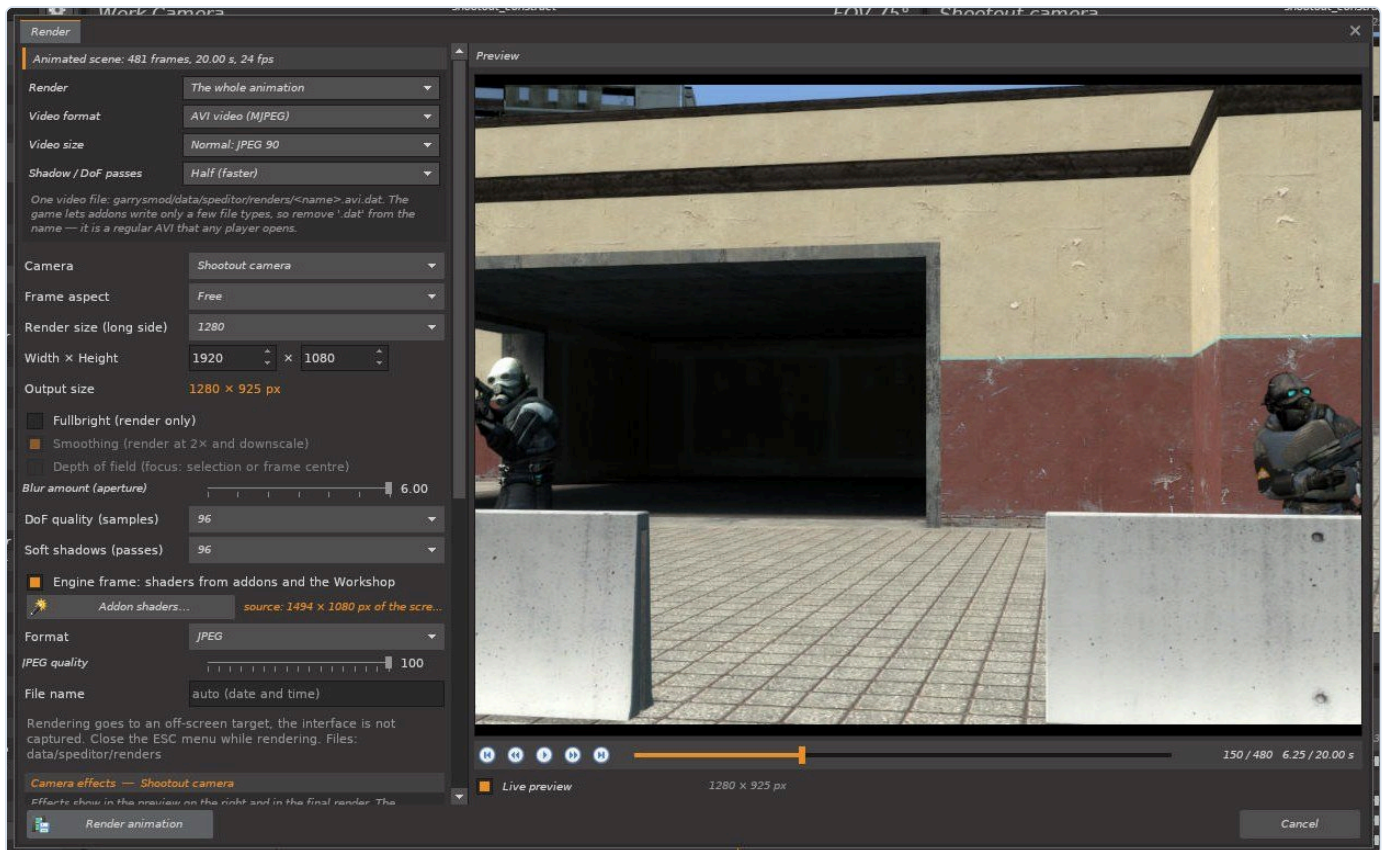


Camera effects at the bottom of the settings. They belong to the chosen scene camera and are saved with it.

SECTION	EFFECTS
Camera (as in SFM)	Depth of field of this camera (focus distance, aperture, quality) · Exposure (tone map scale)
Lens	Fisheye (strength) · Vignette (strength, clear radius)
Tone and colour	Curves for RGB and each channel (click to add a point, drag to move, right-click to remove) · HDR
Shaders	Bloom · Sharpen · Sobel (outlines) · Toy Town
Custom shaders	Up to three shader materials from the Workshop, addons or the shader folder
Texturize · Overlay	A texture pattern over the picture · any material over the picture

The effects show in the preview and in the final render; the viewports stay clean. The work camera has no effects — choose a scene camera. *Turn all effects off* resets them.

Animated scenes



When the scene has an animation the window starts with SAeditor settings: whole animation or the current frame, video format, video size and passes, and a player under the preview.

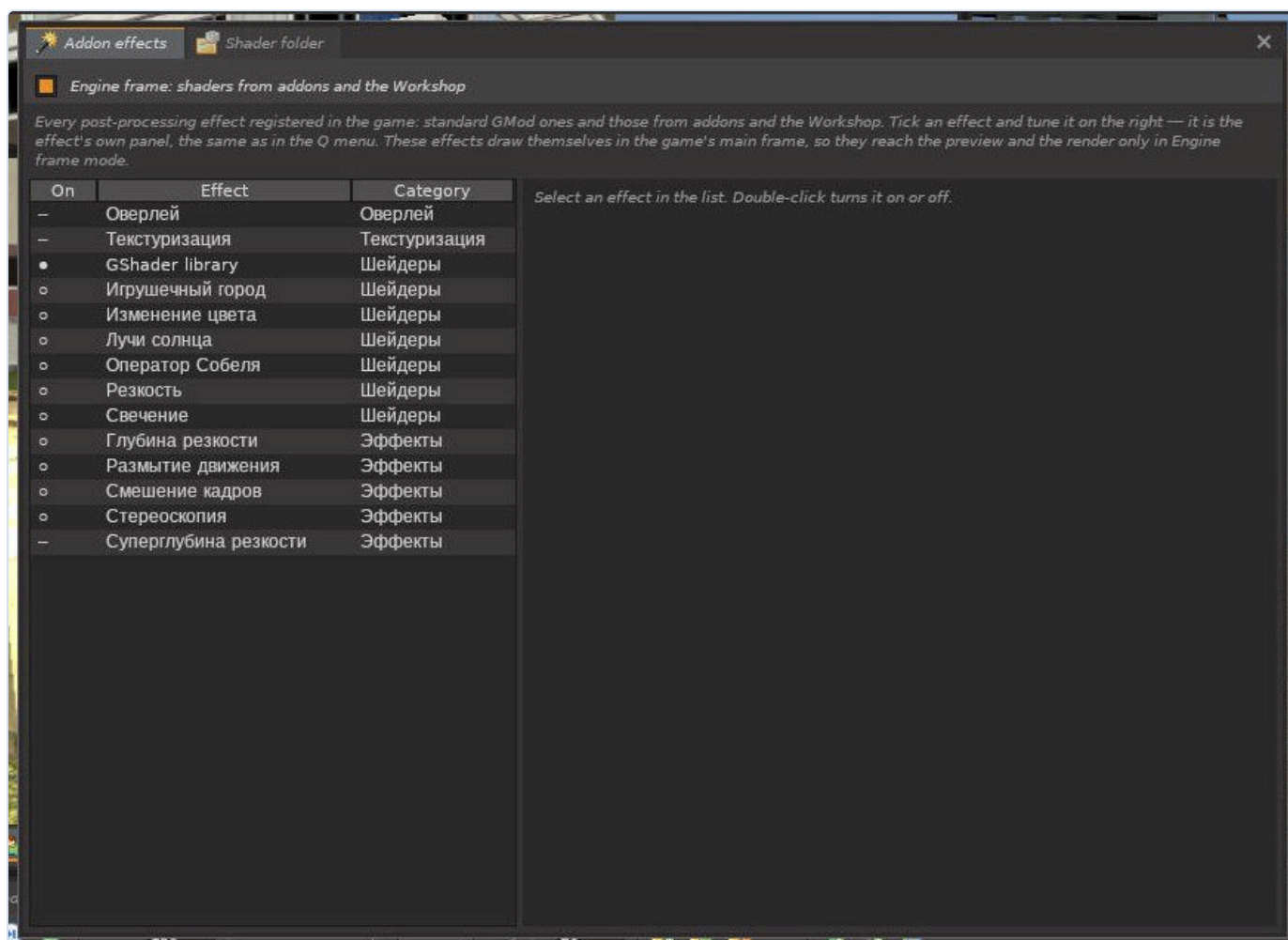
See [Animation](#) → [Video](#) for the formats, the video frame rate and rendering chosen frames.



`speditor_render` in the console renders with the current settings — bind it to a key for quick test shots.

Workshop shaders

Post-processing addons and shader packs from the Workshop can get into your renders in two ways: through **Engine frame** or as **custom shaders**.



Windows → Addon shaders. Every post-processing effect registered in the game, with its category. Double-click turns an effect on or off; its own settings panel appears on the right.

Engine frame

Tick *Engine frame* in the Render window. The picture is then drawn by the game's renderer through the chosen camera with every enabled effect — standard GMod effects, Workshop shaders and shaders built on GShader Library — and taken from the screen.



Engine frame limits: the picture is no larger than the screen, and 2× smoothing, penumbra and the editor's depth of field are not applied. The Render window shows the source size, e.g. “source: 1494 × 1080 px of the screen”.

The shader folder

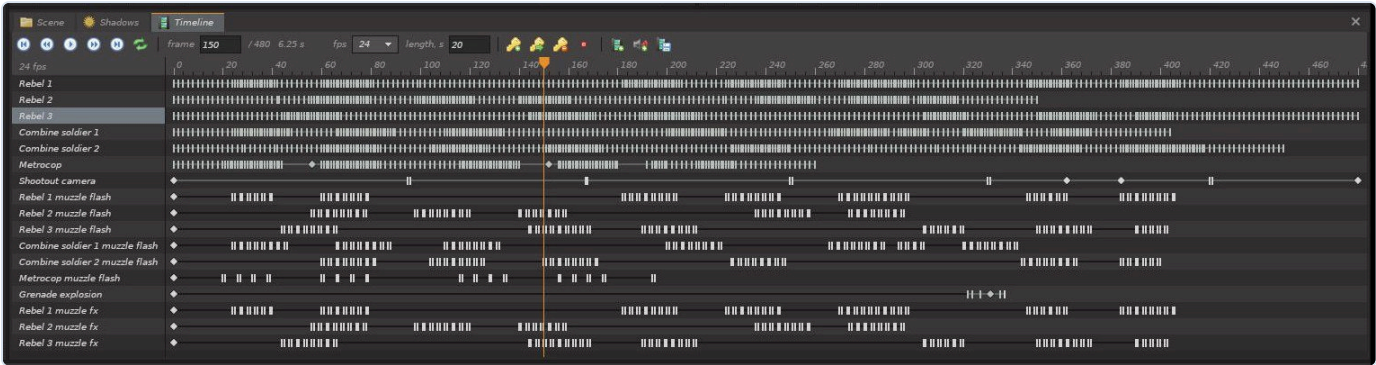
The *Shader folder* tab of the same window: put a downloaded shader pack (with `materials/` and `shaders/fixc/`, or loose `.vmt` and `.vcs` files) into `garrysmoD/addons/speditor/shaders/` (create the folder if it is missing) and press *Rescan*.

The pack is mounted without restarting the game, and its shaders appear in *Camera effects* → *Custom shader*. Lua from a pack is not run: addons with Lua are installed the usual way and work through Engine frame.

i On Linux the folder name and the files inside must be lowercase, otherwise the game cannot read them.

Animation: keys and the timeline

SAeditor is the animation mod that comes with SPeditor. It adds the **Timeline** tab to the bottom window. You set keys — full snapshots of an object at a frame — and SAeditor calculates the motion between them.



The timeline of the example scene. One row per animated object. Diamonds are keys; dense marks are baked animations (a key every frame or two). The orange line is the playhead.

Your first animation

- 1 Select an object, leave the playhead on frame 0 and press **K**. A key appears in the object's row.
- 2 Move the playhead (click the ruler or press **.** several times), change the object — move it, change the pose, the light colour, the camera angle — and press **K** again.
- 3 Press **Space** to play. Between the keys everything is interpolated.

A key remembers everything about the object: position, physics pose, bone offsets (scale too), face flexes, colour and opacity, light settings, camera FOV and shake, the moment of an effect, and skin and bodygroups (they switch at the key instead of blending).

The toolbar

CONTROL	ACTION
Transport buttons	First frame (Home), previous key, play / pause (Space), next key, last frame (End), loop playback.
frame	Current frame; type a number to jump. Next to it: total frames and time.

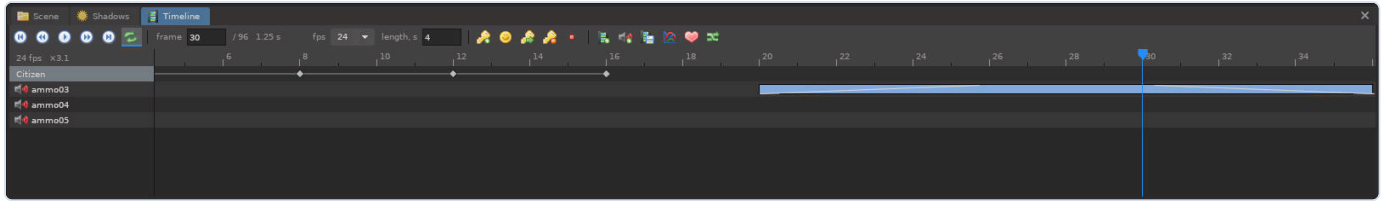
fps · length, s	Frame rate (12, 15, 24, 30, 60) and length in seconds — up to an hour (it was 3600 frames).
Key buttons	Set key for the selection (K), face key (the smile, Shift + K), set key for every object, delete key, Auto key (the red dot: every edit sets a key at the current frame; the status bar shows AUTO KEY).
Right buttons	Import model animation, add a sound, render animation; curve editor , procedural motion (the heart), Stop Motion Helper (the arrows); NEW ready motion (the walking figure), bone keys (the branch), ghosts (the grey figure), record gameplay (the webcam), the player (the TV) and walking around the scene (the eye).

Working with keys

- LMB** on a key selects it and moves the playhead there; drag to move it; **Ctrl** + drag copies it. **NEW** **Ctrl** + click picks several keys, **Shift** + drag over empty space picks keys in a box — then they move, change their motion and are deleted together.
- RMB** on a key: *Motion to the next key* — **NEW** **Continuous** (a spline through the keys, the kind of every new key), **Smooth** (stops at the key), **Linear**, **Speed up** (ease in), **Slow down** (ease out), **Hold** (jump: the value holds until the next key) and in *More... With a swing, Springy, Bouncing, Gentle, Sharp* ([see them move](#)); *Copy key*; *Delete key*.
- RMB** on an empty place of a row: *Set key here*, *Paste key here*, *Remove animation of this object*.
- LMB** on the ruler or empty space moves the playhead; drag to scrub. The wheel scrolls the list of objects; **Ctrl** + wheel zooms the timeline, **Shift** + wheel scrolls it in time.

KEY	ACTION
Space	Play / pause
K	Set a key for the selection
Shift + K	Set a face key for the selection
Ctrl / Shift + wheel	Zoom the timeline / scroll it in time
, / .	Previous / next frame
Home / End	First / last frame

Long animations and zoom



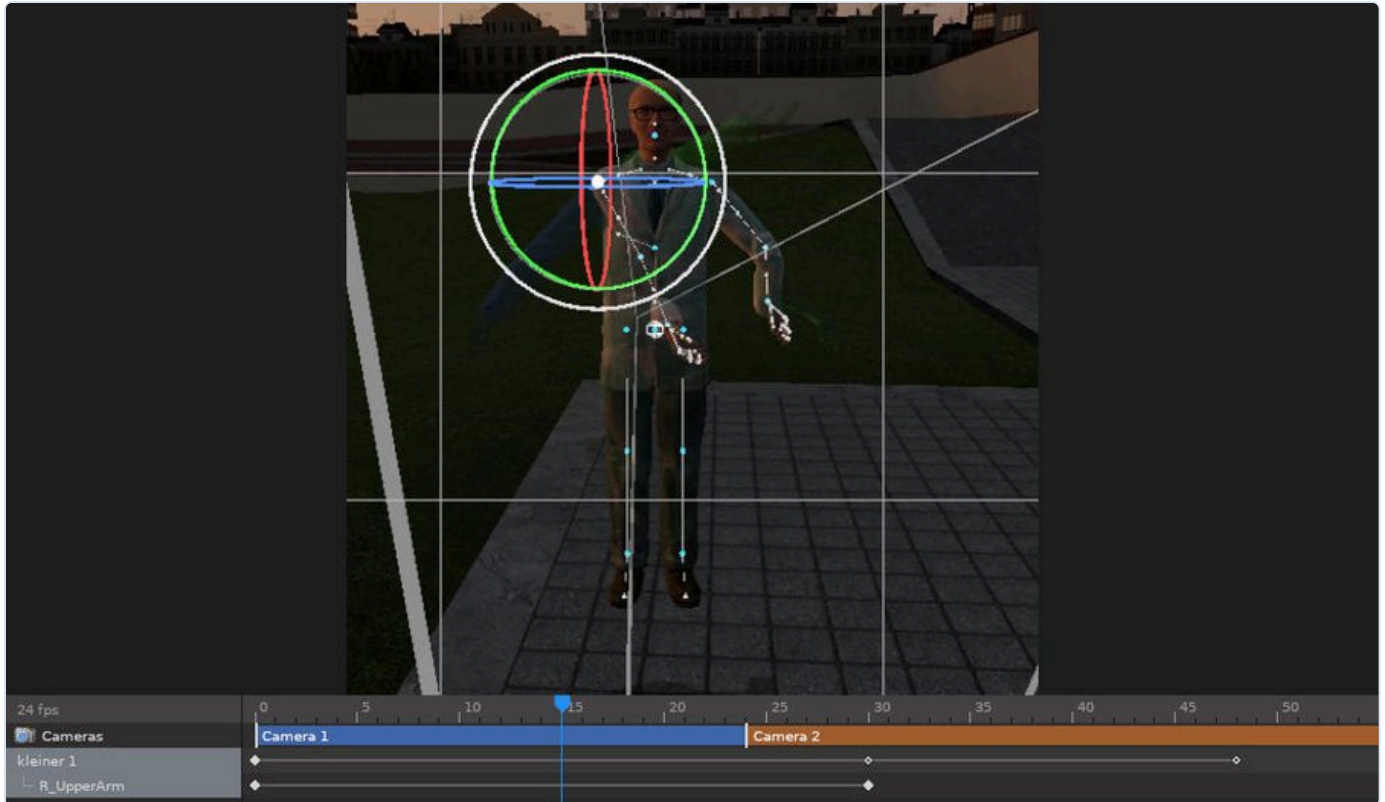
The timeline zoomed in three times (×3.1 next to the frame rate): frames 5–36 fill the width, so close keys can be picked and moved one by one.

An animation can be up to an hour long, and an object can hold up to 100 000 keys — a 12-minute animation baked with a key on every frame fits. **Ctrl** + wheel zooms the timeline around the mouse, **Shift** + wheel scrolls it in time; while the animation plays, the view follows the playhead. Zoom all the way out to see the whole animation again.

Face keys

Shift + **K** (or the smile button, or the menu of a track → *Separate face keys*) gives the face a track of its own, right under the object. A blink or a line of speech then has its own rhythm over a slow body motion. With Auto key on, face edits key the face track.

Bone keys and ghosts NEW



Ghosts on: the arm at the key before the playhead is drawn see-through in blue, at the key after it in green. Below the character — the row of the selected bone with its own keys.

Normally a key holds the whole character. With **Bone keys** on (the branch button of the timeline, ► **Edit** → **Animation** → **Bone keys**) a key set while a bone is selected holds only that bone — every bone moves between its own keys, as in SFM: an arm can wave twice while the head turns once. With Auto key, dragging a bone keys just the bones the drag moved. Keys of some bones are small hollow diamonds on the character's row.

Ghosts (the grey figure button) show the selected character at its previous and next keys, so you see where the motion comes from and goes to without scrubbing.

Camera effects in keys NEW

A camera key also holds its effects — depth of field, exposure — so the focus can travel from one actor to another. With Auto key on, flying a camera you look through (**V**) or changing it keys it.

i Changed a pose and it jumped back when the playhead moved? The frame had no key: without Auto key an edit between keys is not kept. Press **K** (or turn Auto key on) before moving the playhead — the editor reminds you with a hint.

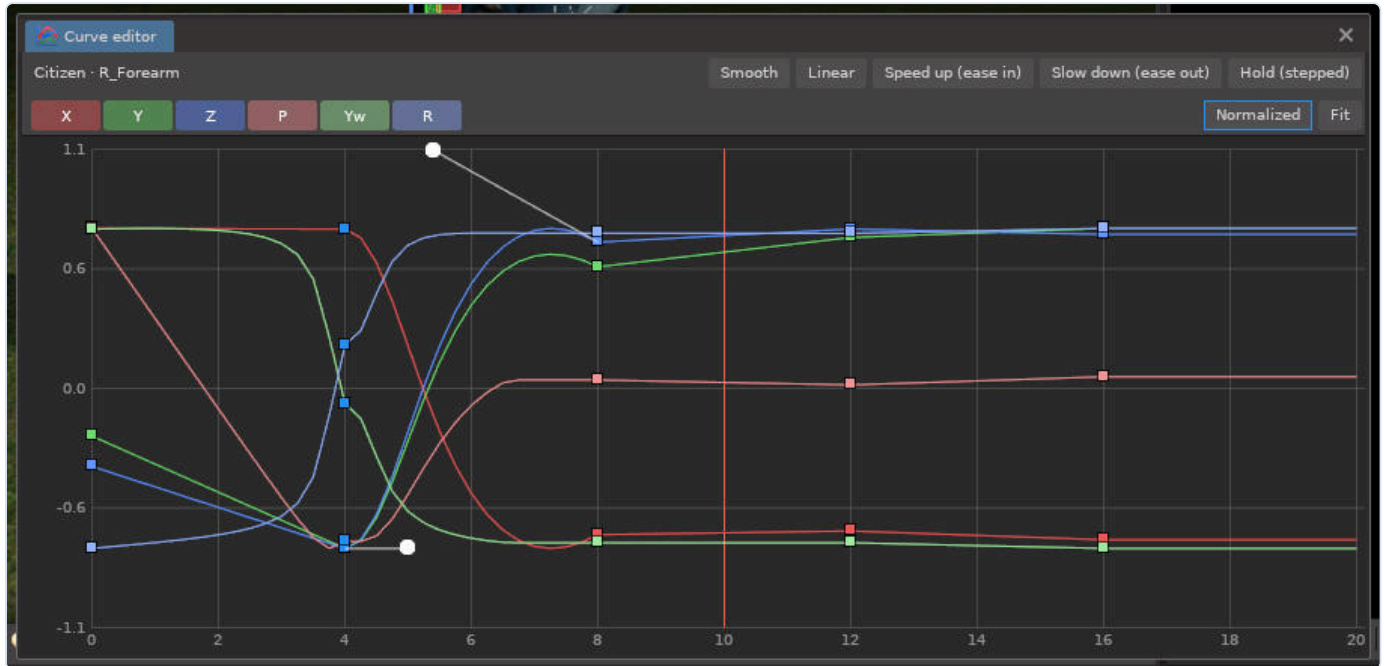


The animation is stored with the scene: ► **File** → **Save Scene...** saves it too. Physics poses are set on the server, so playback is smooth in singleplayer and on a listen server; on a busy dedicated server it depends on the network.

Curves and procedural motion

Two tools work on top of the keys: the curve editor shapes the motion between them, procedural motion adds life that needs no keys at all.

The curve editor



Curves of the right forearm. One line per value: X, Y, Z of the place and P, Yw, R of the turn. Squares are keys; the white circles are the handles of the selected key; the red line is the playhead.

Open it with the curve button of the timeline or ► [Animation](#) → [Curve editor](#). It shows the selected object, or the selected bone of a character, over time.

- The coloured buttons show and hide the channels.
- **Normalized** draws every channel in its own range, so degrees and units fit together; off, the real values are drawn. **Fit** shows all the keys.
- Drag a key up or down to change its value, left or right to move it in time.
- *Smooth*, *Linear*, *Speed up*, *Slow down*, *Hold* set the motion after the selected key.
- Drag a round handle to bend the motion between two keys yourself — it may overshoot and come back. Turns are drawn continuously past $\pm 180^\circ$, so a spin does not jump.

Kinds of motion NEW

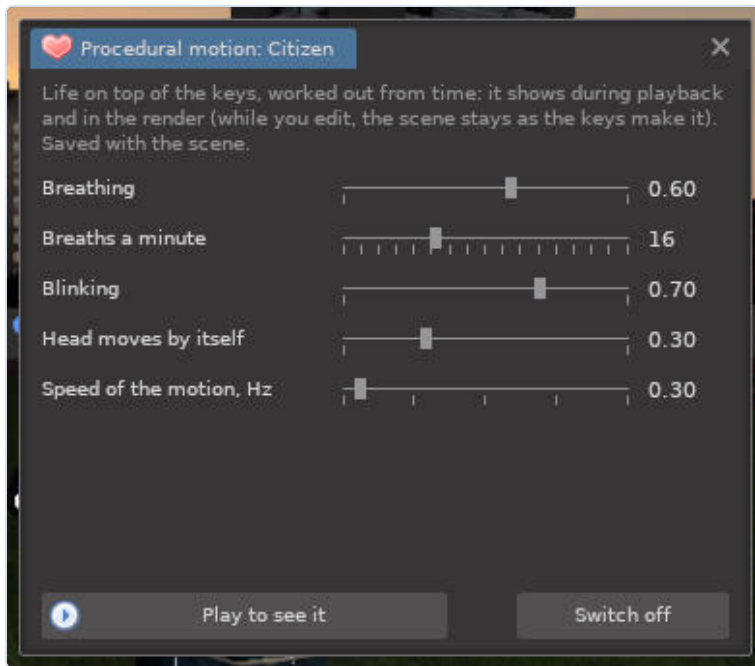


A recorded hand with Continuous keys: the lines pass through the points without breaks. The strip at the bottom shows how the selected key moves — in words and with a moving ball.

- **Continuous** (spline) — every new key: the motion flows through the keys without stopping, as in SFM and Blender.
- **Smooth** stops at every key; **Linear** — machines, camera pans; **Speed up** — falling, throwing; **Slow down** — arriving, landing; **Hold** — cuts and switches.
- **More...:** **With a swing** (an anticipation and an overshoot), **Springy**, **Bouncing** (a ball hitting the floor), **Gentle**, **Sharp**.

► [Help](#) → [How to use](#) → [How objects move between keys](#) shows every kind moving side by side.

Procedural motion

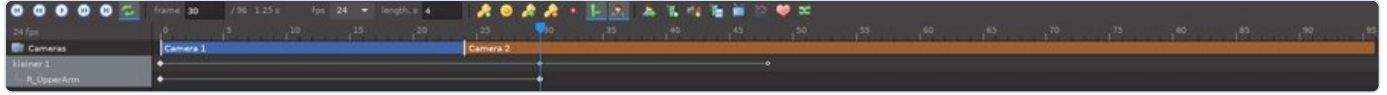


The heart button of the timeline, or right-click an object → ► [Animation](#) → [Procedural motion...](#) Characters get *Breathing*, *Breaths a minute*, *Blinking* and a *Head that moves by itself*; props, lights and effects get a slow *Drift*. *Speed of the motion* sets how fast it wanders.

It is worked out from time: it shows during playback and in the render, but never while you edit, so keys never capture it. *Play to see it* previews it, *Switch off* removes it. It is saved with the scene.

Camera cuts and the player NEW

The **Cameras** row at the top of the timeline says which scene camera the animation is watched through, from which frame on — like shots in a film. The player and the video follow it.



The Cameras row: a coloured band per shot, named after its camera.

- 1 Add two cameras to the scene and place them.
- 2 Right-click the Cameras row at a frame → *Switch to Camera 1 here*. Do the same later for Camera 2.
- 3 Drag a cut mark to move it; right-click it to change its camera or delete it. **Ctrl** + **Z** undoes.

The player



The player (the TV button of the timeline, or ► **File** → **Watch in the game** → **Player**): the scene and the camera at the top, the seek bar with the shots marked, play / pause, stop, the previous / next shot, repeat, render look, volume.

Keys: **Space** play / pause, **←** **→** 5 seconds, **PgUp** / **PgDn** previous / next shot, **Home** / **End**, **↑** **↓** volume, **M** mute, **R** repeat, **V** render look, **Backspace** or the cross — leave. A click on the camera name at the top picks another camera; a click on the picture pauses.

Render look (the button beside repeat) shows the video as the Render window will make it — its frame proportions with black bars, camera effects, depth of field, soft shadows, the engine frame — before you render anything. While it plays, depth of field and soft shadows are lighter; on pause the frame is full.

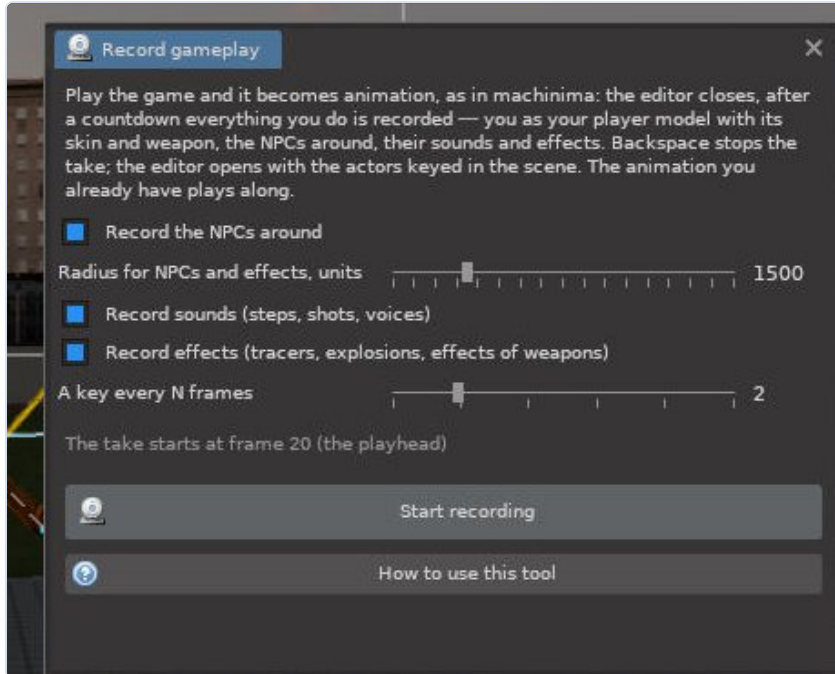
Walking around the scene

The eye button (► **File** → **Watch in the game** → **Walk around the scene**, console

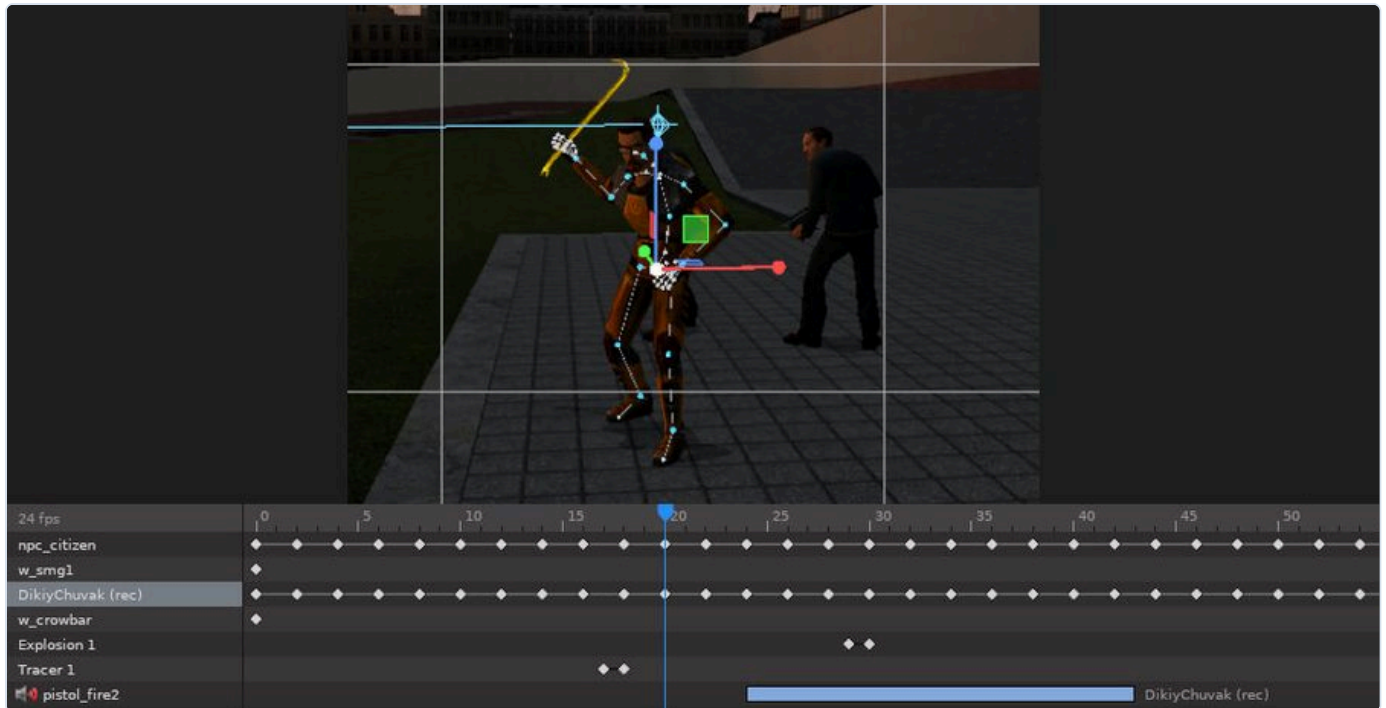
`saeditor_show eyes`): the animation plays while you walk around it yourself, with your HUD and weapon. **Backspace** stops it.

Record gameplay (machinima) NEW

Instead of posing every frame you can simply play: walk, run, shoot, let the NPCs around do their thing. The take becomes ordinary keys, sounds and effects that you edit like any animation.



- 1 Put the playhead where the take should start. Open ► **Record gameplay** (the webcam button of the timeline or ► **File** → **Record gameplay...**) and choose what to record: the NPCs within a radius, sounds, effects, how often a key is taken.
- 2 Start: the editor closes, a countdown runs, then *REC* blinks in the corner. Play. The animation you already have plays along, so you can act against it.
- 3 **Backspace** stops the take and the editor opens.



A recorded take: the player with a crowbar and a citizen with an SMG, keyed every 2 frames; the tracer and the explosion are effect objects, the shot is a sound from the player.

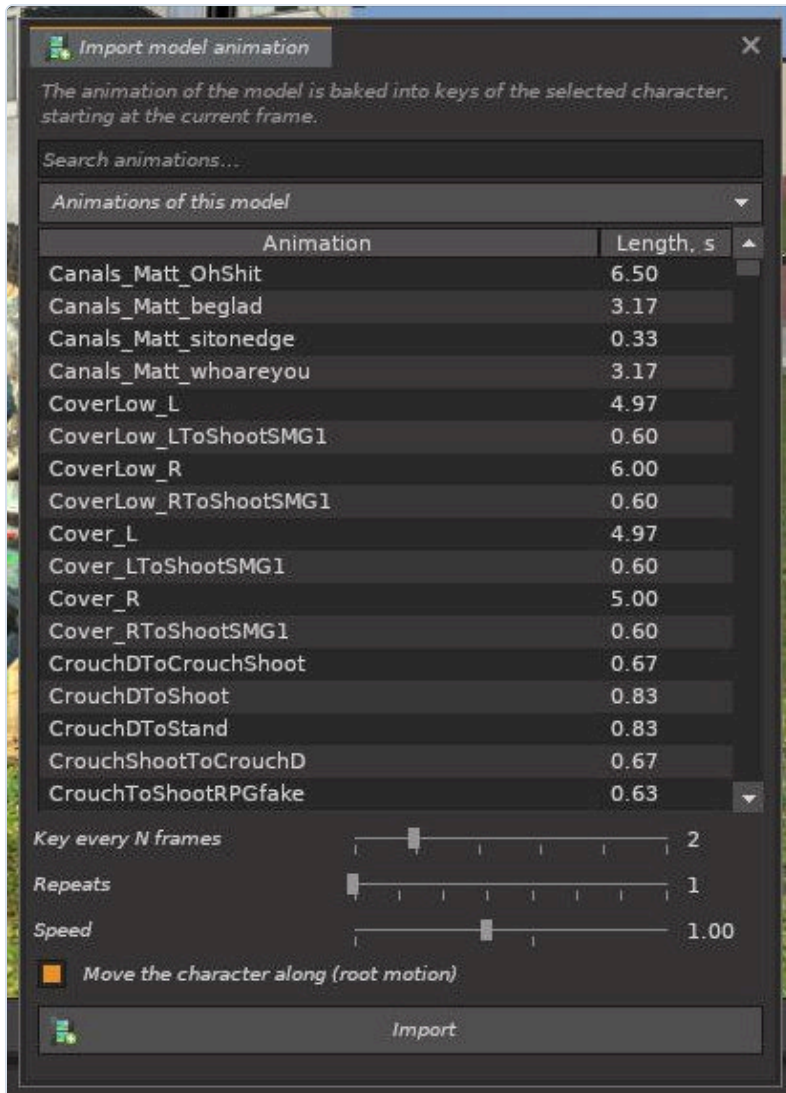
You become a ragdoll of your player model (skin, bodygroups, player colour) with the weapon in your hand, every NPC gets its weapon, rockets and grenades fly as models, sounds go onto the timeline. Then edit it like any animation: delete keys, fix a pose (with bone keys — one arm), add cameras and cuts, record another take on top.

- ! Not recorded: fingers (the hands keep their rest grip), the faces of the actors, effects the engine draws by itself (bullet holes, the muzzle flashes of HL2 weapons). An NPC whose body the game removes on death is hidden after its last frame; ragdolls of dead NPCs that stay are followed.

Importing model animations

A character can get a ready-made animation — walking, running, gestures, dances — baked into keys. Right-click a character →

► **Animation** → **Import model animation...**



Source list

Animations of this model, Player animations (male / female / zombie) or Animations of another model... (type a path). Any model with the same skeleton works: a citizen can dance like a player model or use an animation pack made for players.

Search

Filter by name; the list shows each animation's length.

Key every N frames

1 is the most exact; 2–3 is lighter for long animations.

Repeats

Loop a walk cycle several times.

Speed

Play faster or slower.

Move the character along

Root motion: a walk moves the character forward instead of walking in place.

The animation starts at the current frame. If it is longer than the timeline, the timeline is lengthened. Select several characters first to give all of them the same animation — they move in step.

Fingers

In a0.3 only bones with a physics body were imported, so fists, pointing and gripping hands stayed open. Since a0.4 the import also brings fingers, toes and clavicles as bone offsets: a fist animation clenches the fist.

The import no longer breaks the neck and shoulders: the top of the spine, the neck and the clavicles keep the ragdoll's own shape, so the head and the arms stay joined to the body. Re-import animations made in a0.4 if a neck looked stretched. Models without physics can receive imported animations too ([Models without physics](#)).

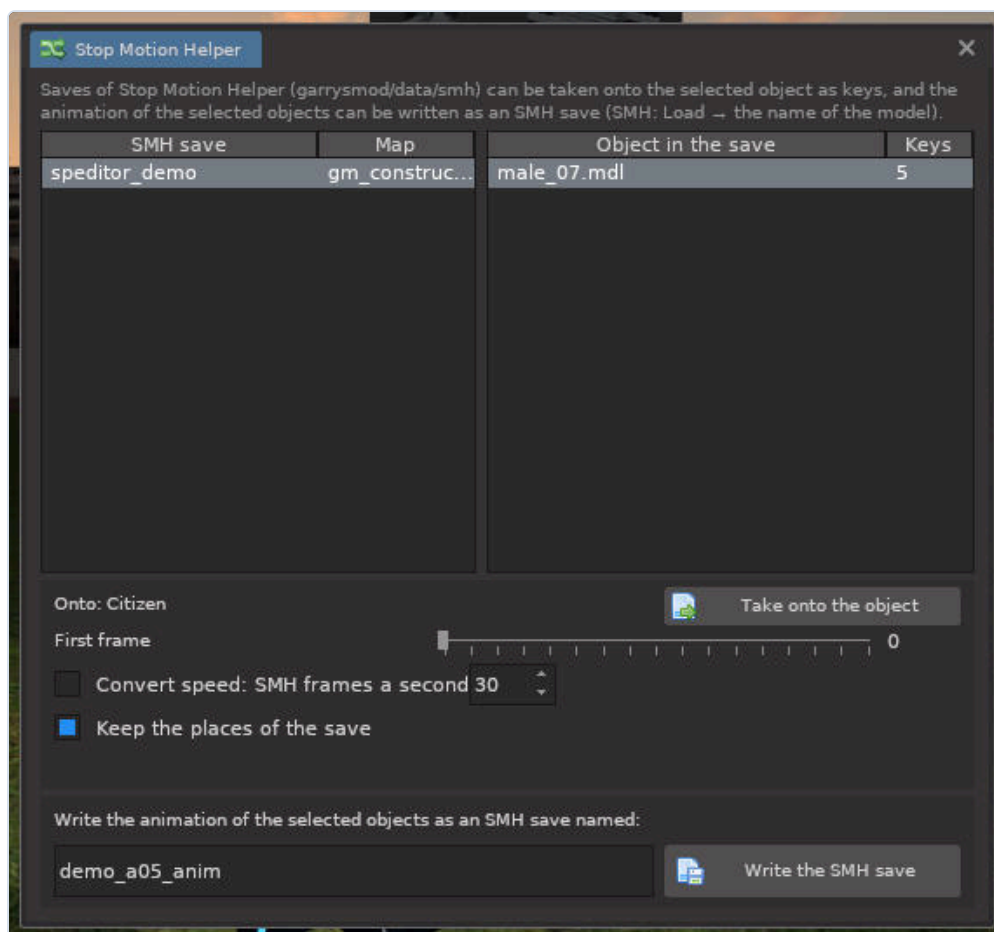


“This model has another skeleton” means the source model's bones do not match the character. Choose a source made for the same skeleton (most humans in GMod use ValveBiped).

Ready motions and animation packs NEW

- **Ready motion** (the walking figure button): a motion for the selected character, or a camera move — dolly, orbit, pan — for a camera, placed at the playhead.
- ▶ **Source** → **Animation pack of an addon...** in the import window: pick an addon (Workshop or a folder in `garrysmmod/addons`), then a model of it — animation packs are models that hold only animations. Its animations are offered when the skeletons share bone names.
- The Stop Motion Helper import also finds SMH saves inside addons.

Stop Motion Helper



Saves of Stop Motion Helper (`garrysmo/d/data/smh/`) become SAeditor keys, and back. Open the window with the arrows button of the timeline or ► **File** → **Stop Motion Helper**.

Take onto the object

Choose a save on the left and an object of it on the right; its keys go onto the object selected in the scene.

First frame

Where the keys start on the timeline.

Convert speed

Rescales SMH frames a second to the timeline's frame rate; off, frame numbers are taken as they are.

Keep the places of the save

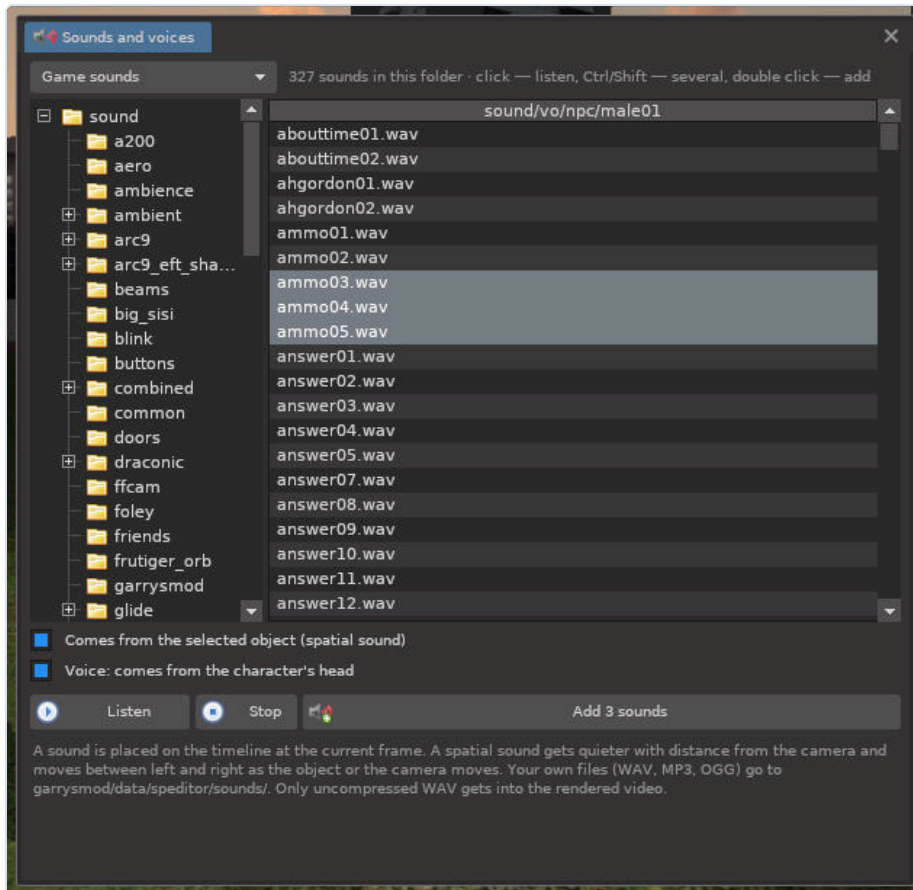
The object moves where it stood in SMH; off, the motion is moved to the object's current place.

Write the SMH save

Writes the animation of the selected objects as an SMH save; load it in SMH with *Load* (matched by the model).

Sounds and voices

Sounds are placed on the timeline and played with the animation. A sound can come from an object (spatial), from a character's head (voice) or be heard everywhere (music, a narrator).



Open it with ► **Animation** → **Add a sound or a voice line...** or the speaker button of the timeline.

- **Game sounds** browses the `sound/` folders of the game and addons; **My files** shows `garrysmode/data/speditor/sounds/` (WAV, MP3, OGG).
- **Listen / Stop** preview a file; a click on a file also plays it.
- **Several at once:** `Ctrl` / `Shift`-click files, then *Add 3 sounds* — they are placed one after another from the current frame.
- **Comes from the selected object:** quieter with distance from the camera, moves between left and right.
- **Voice:** comes from the character's head (ticked by itself for files in `sound/vo/`).
- **Add at the current frame** or double-click a file.

Sounds on the timeline

Every sound is a blue bar under the objects; the same file from the same source shares one row (a burst of shots is one row). Drag a bar to move it in time. Right-click it for:

Listen · Comes from · Voice

Preview; change the source object or make it heard everywhere; toggle voice.

Volume · Speed and pitch · Distance of full volume

10–200 %, 50–200 %, 50–2400 units.

Fade in · Fade out

0.1–4 s; drawn as a slope at the end of the bar, heard in playback and in the video.

Start at the current frame · Duplicate · Remove the sound

As named.

Cutting and trimming

- **Drag the left or right edge** of a bar (the cursor becomes ↔) to cut off the start or the end of the sound. A trimmed side is marked with a light stripe.
- Menu: *Cut in two at the playhead, Trim the start to the playhead, Trim the end to the playhead, Restore the whole sound.*
- Trimming works in playback and in the video's sound track; a few milliseconds of fade at each cut prevent clicks.

Lip sync NEW

Right-click a voice sound → *Lip sync* → the character. The mouth follows the phonemes written in the WAV (as Faceposer and Source Filmmaker write them; voices of Valve games have them), otherwise the loudness of the sound (MP3 and OGG too). The keys go to the character's Face row; the rest of the face is kept. Too strong or too weak: *Lip sync* → *How wide the mouth opens*, then run it again.



Only uncompressed WAV gets into the rendered video. MP3 and OGG play in the editor but are left out of the video (the render tells you which ones). Convert them to WAV first.

Rendering an animation to video

When the scene has an animation, the Render window offers *The whole animation* or *Only the current frame*, and a video format.

The video is one AVI file `renders/<name>.avi.dat` with sound (MJPEG). Remove `.dat` from the name — it is a regular AVI any player opens; a video over 1.9 GB continues in a second file.

NEW Since a0.6 only AVI is written: the JPEG / PNG frame sequences and the chosen-frames mode are gone (a single frame is still *Only the current frame*).

Camera **NEW**

As the animation switches cameras (the [Cameras row](#)), the Primary Viewport, or one scene camera.

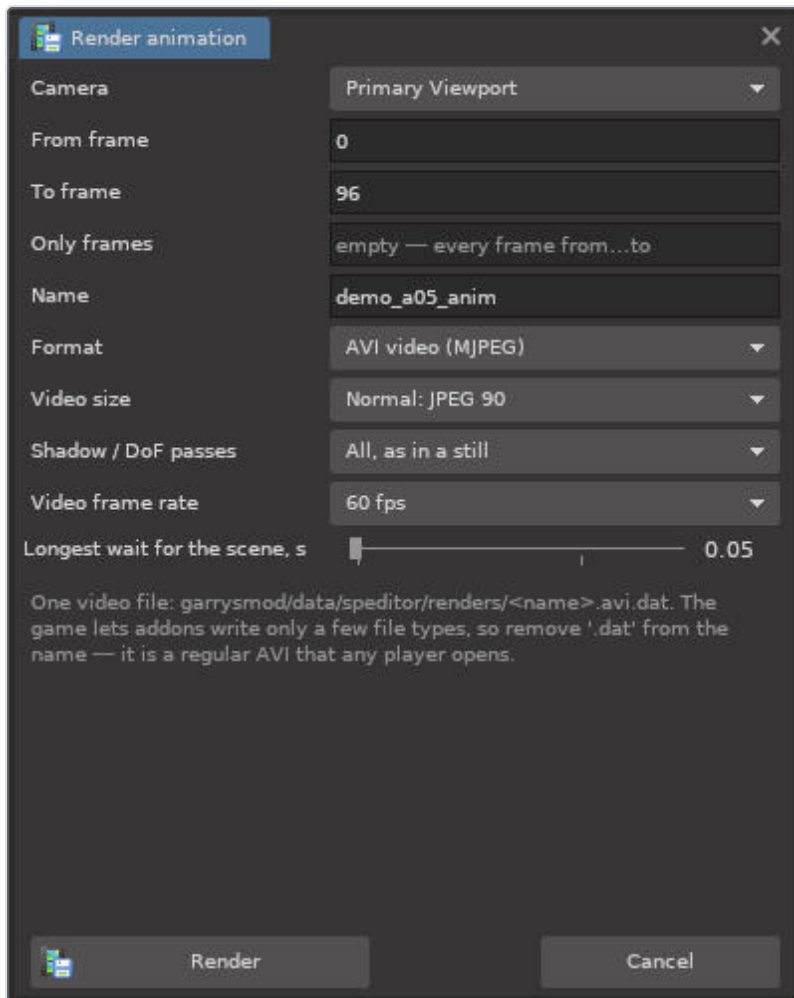
Video size

Five JPEG levels: Largest (100), Normal (90), smaller by 40 % (70), by 65 % (50), by 80 % (30). Frames that did not change are not written twice.

Shadow / DoF passes

All (as in a still), Half or Quarter — fewer passes render several times faster.

Video frame rate



Video frame rate (in the Render window and in ► **File** → **Render animation...**): *As the animation* or 24, 25, 30, 48, 50, 60, 120 fps. Above the animation's own rate the frames in between are posed between the keys, as in SFM: a 24 fps animation comes out as a smooth 60 fps video of the same length. The sound track follows.

More frames take longer to render: 60 fps is two and a half times the frames of 24.

Size, smoothing, depth of field and camera effects come from the same Render window. A progress line appears on the timeline; *Stop the animation render* cancels it.

Making an MP4

Garry's Mod cannot write MP4 itself. After the render the console prints a ready [ffmpeg](#) command. For an AVI:

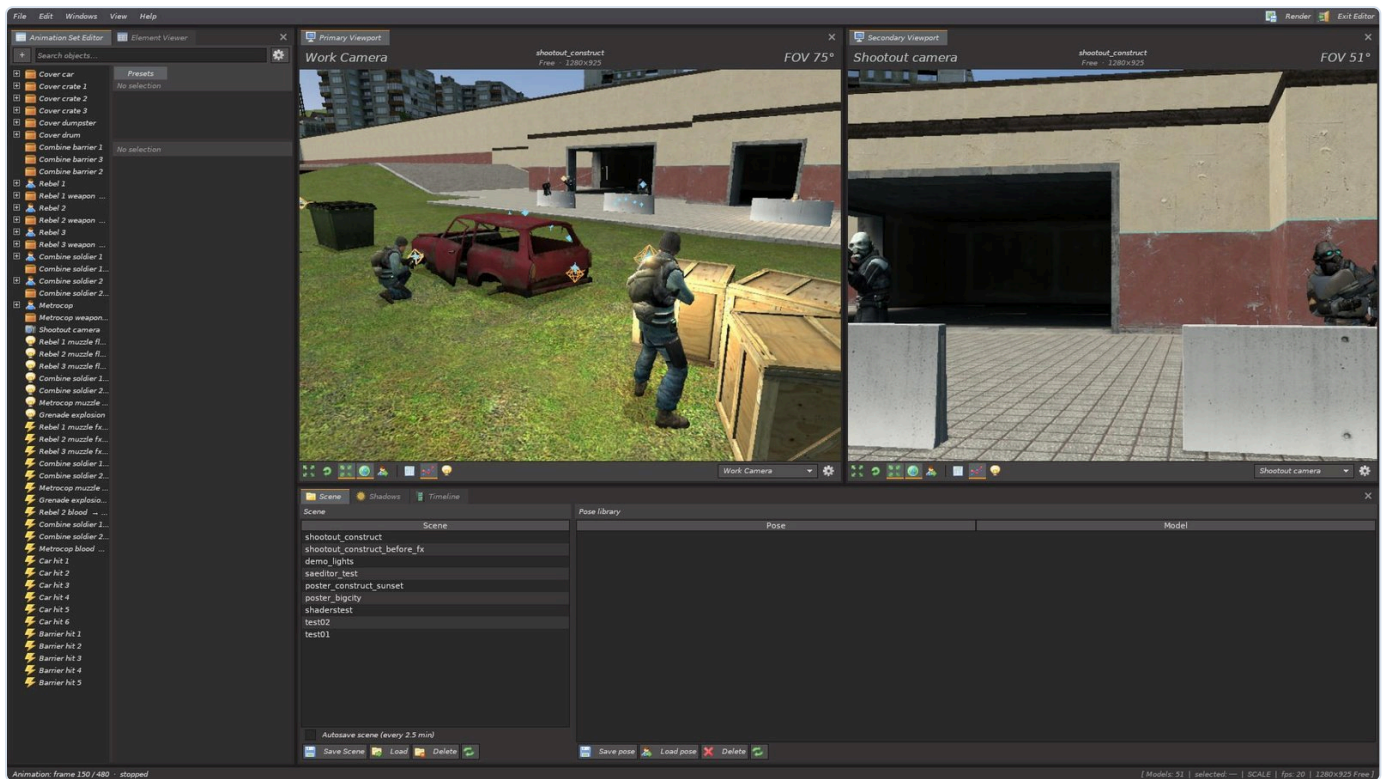
```
ffmpeg -i myclip.avi -c:v libx264 -crf 18 -pix_fmt yuv420p -c:a aac myclip.mp4
```



Keep the game window focused while an animation renders: unfocused, the game runs at about 20 FPS, which slows the render and can skip very short effects.

Scenes, poses and undo

The Scene tab of the bottom window keeps your work between sessions.



Bottom window, Scene tab: the scene list on the left, the pose library on the right.

Scenes

- **Save Scene** asks for a name. **Load** replaces the current scene (asks first). **Delete** removes the file. The refresh button rereads the list.
- A scene keeps: every object with its pose, face, appearance and attachments; light settings; camera settings and camera effects; the work camera; the frame settings (aspect, size, exposure, depth of field); the SAeditor animation and sounds; data of other mods.
- The map is recorded too. Loading on another map warns you: coordinates would put objects in random places.
- **Autosave scene (every 2.5 min):** `autosave` is the newest copy, `autosave_2` ... are older ones.
- `shootout_construct` is an example that comes with the addon; it cannot be deleted.

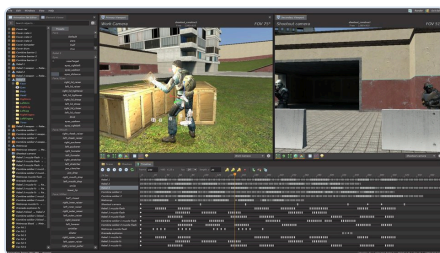
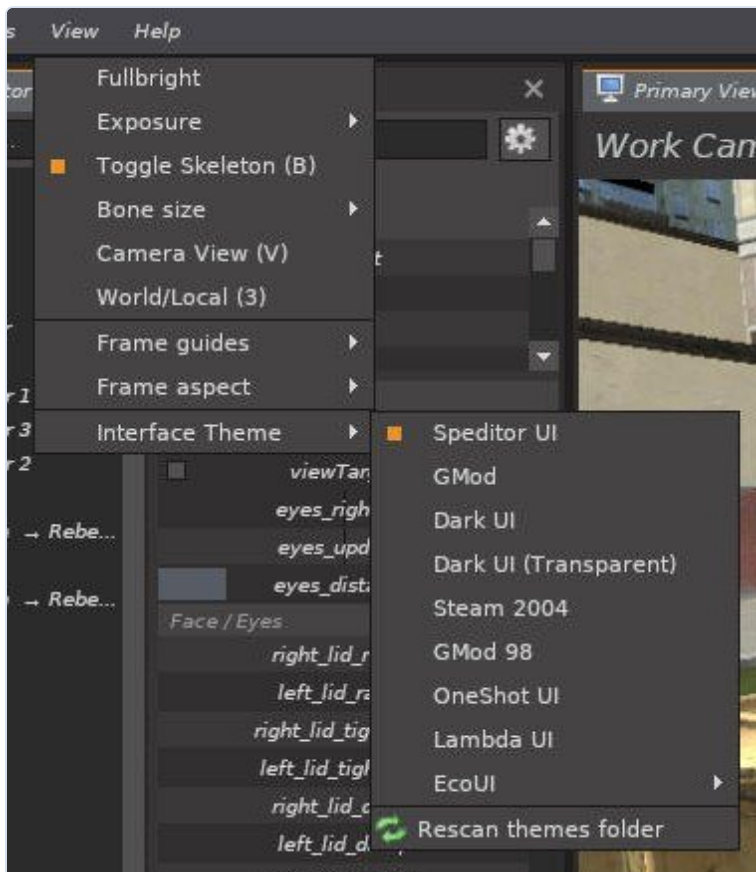
Undo and redo

`Ctrl + Z` / `Ctrl + Y` work for every edit: moving, posing, face, lights, cameras, appearance, attaching, keys and sounds of SAeditor, even deleting objects (a deleted object waits in a trash until the history forgets it).

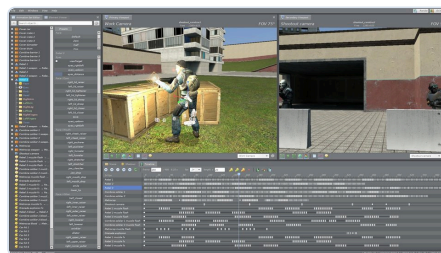
Themes and notifications

Interface themes

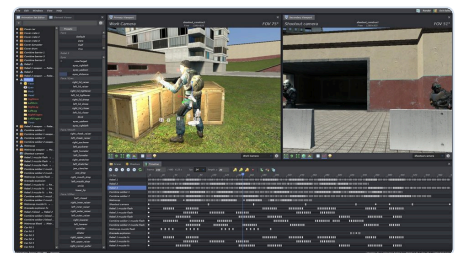
► **View** → **Interface Theme** or Q menu → SPeditor → **Theme**. Changing the theme keeps open windows, the selected camera and fullbright. The editor uses only its own copies of the skins, so interface addons from the Workshop cannot break it.



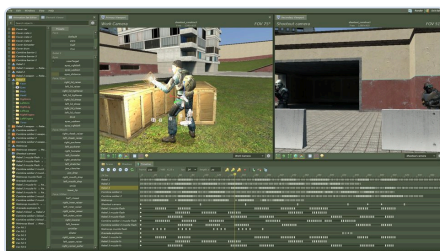
Speditor UI



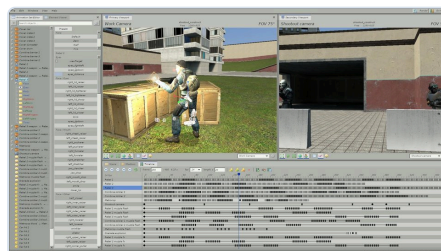
GMod



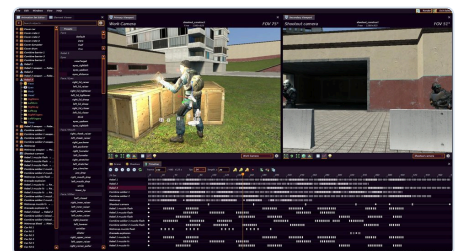
Dark UI



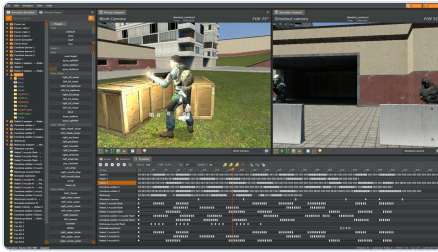
Steam 2004



GMod 98



OneShot UI



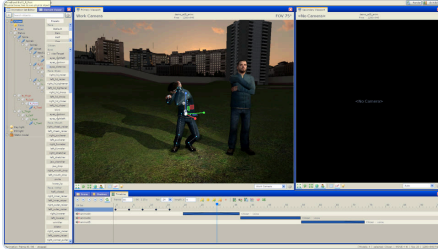
Lambda UI



EcoUI (16 colour variants)



Vanilla UI (navy and black)



GMod XP

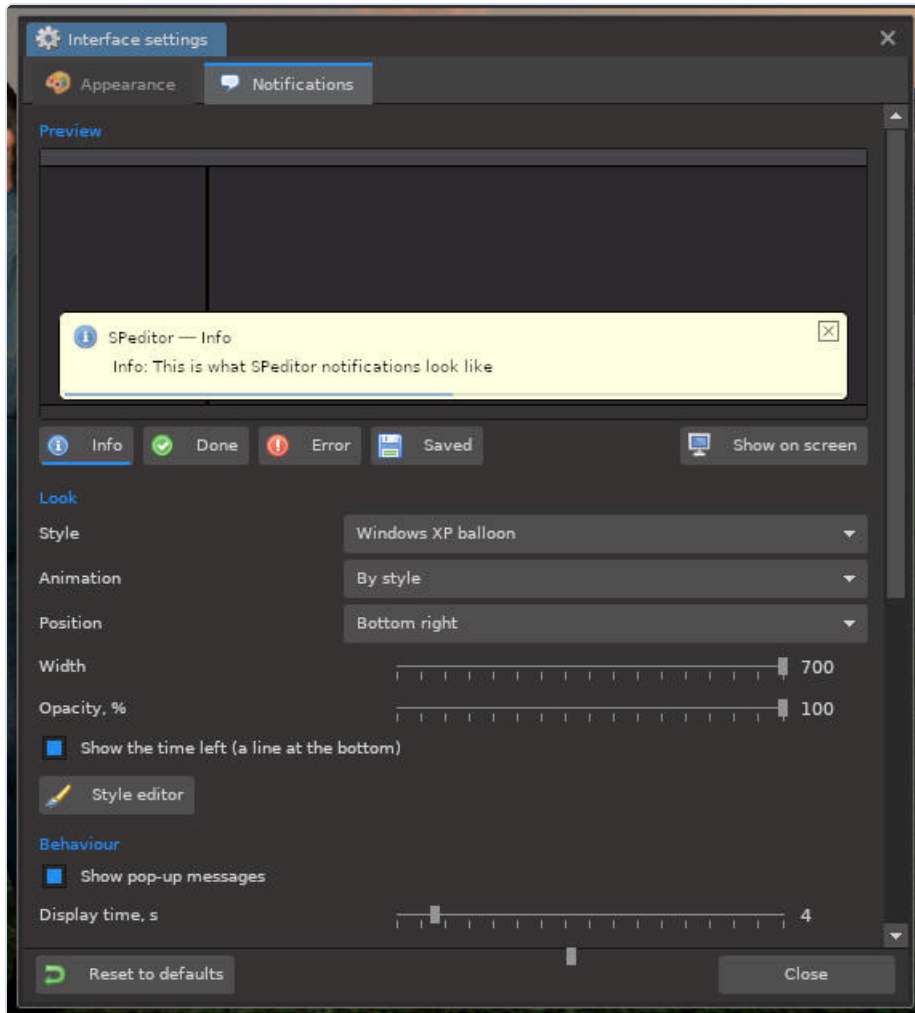
Vanilla UI and GMod XP also draw the editor's own windows, tabs, menu bar and status bar their own way. The accent colour, font and window corners are set in [Interface settings](#).

There is also *Dark UI (Transparent)*. Your own Derma skin: put it as a folder into `garrysmod/addons/speditor/themes/` (create the folder if it is missing; a Lua file with `derma.DefineSkin`) and use *Rescan themes folder*.

Notifications

Saves, autosaves, renders, errors and hints appear as cards on the screen.

► **Windows** → **Notifications** has the quick switches and the *Message log* with every message of the session; the full settings are on the **Notifications** tab of ► **View** → **Interface settings...**



Preview

A live card on top; *Info*, *Done*, *Error*, *Saved* show each kind, *Show on screen* plays it for real.

Style

By theme, SPeditor, Garry's Mod, Aero glass, Flat, Solid colour, Vanilla UI, Windows XP balloon, Console.

Animation

By style, Fade, Slide in, Garry's Mod spring, Drop, Pop.

Position · Width · Opacity

Six places on the screen; the size and transparency of the cards; how many cards at once; a line showing the time left.

Style editor

Your own style: colours, corners, icons. It is saved as JSON in `data/speditor/notify_styles/`; to share one in a Workshop addon put it into `data_static/speditor/notify_styles/`. Lua styles that draw everything themselves go into `lua/speditor_notify/`.

Sounds

Sets Half-Life, Windows XP and Aero7UI (Windows 7), your own folders in

`data/speditor/sounds/<set>/`, *Custom* (a file per kind) and *Sounds from installed addons* — any addon's sounds, Workshop UI sound packs included. Any folder `sound/speditor/notify/<set>/` in an addon becomes a set.

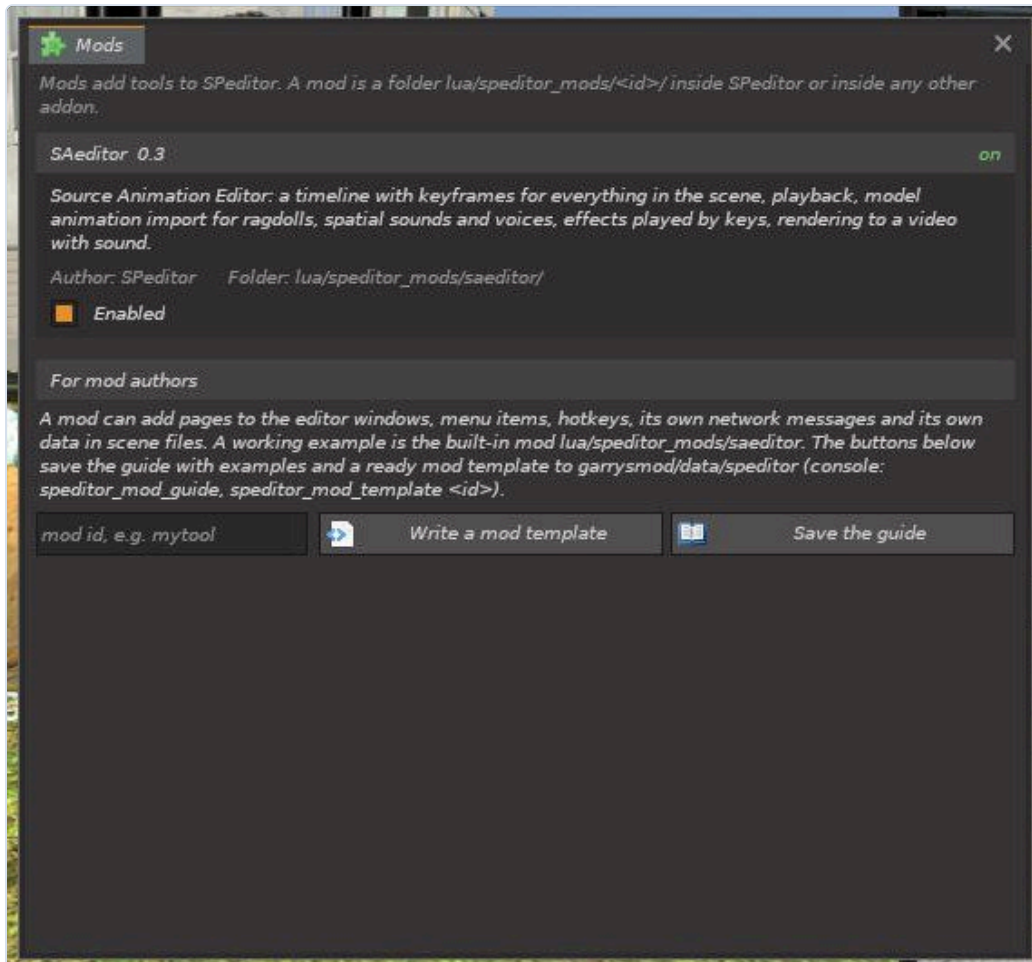
About



► **Help → About SPeditor:** the version, what is new in it, the list of features and the authors of the bundled skins and sound sets (click a name to open its Workshop page, right-click to copy the link).

Mods

A mod adds tools to SPeditor: pages in the editor windows, menu items, hotkeys, its own network messages and its own data in scene files. SAeditor itself is a mod and the working example.



► **Windows → Mods** lists installed mods with their state (on, off, error, needs a newer SPeditor), author and folder. Untick *Enabled* to switch a mod off (applied after the map restarts).

For mod authors

- 1 A mod is a folder `lua/speditor_mods/<id>/` with a `mod.lua`, inside SPeditor or inside any other addon.
- 2 **Save the guide** writes the full guide with examples to `garrysmode/data/speditor/` (console: `speditor_mod_guide`).
- 3 Type an id (Latin letters, digits and `_`, not starting with a digit) and press **Write a mod template** (console: `speditor_mod_template <id>`) for a ready skeleton to start from.

Hotkeys

The same list is in the editor: ► [Help](#) → [Hotkeys](#). Mods add their keys to it. **NEW**

Every key can be changed: ► [View](#) → [Interface settings](#) → [Keys](#) (more); below are the defaults.

KEY	ACTION
SELECTION AND CAMERA	
LMB	Select object / bone
Shift / Ctrl + LMB	Add to / remove from selection NEW
LMB on the selected character	Select the body part under the cursor
RMB (short click)	Object menu
RMB + W A S D / Q E	Fly the work camera (Q down, E up, Shift faster, Ctrl slower)
Alt + LMB	Orbit around the selection
Wheel	Move the camera in / out
Alt + Wheel	Field of view (zoom lens)
F	Focus on selection
V	Look through the selected camera / back
B	Show / hide skeleton
TOOLS	
1 / 2 / 4	Move / rotate / scale
3	World / local axes
I	Inverse kinematics
Shift + drag	Fine slider drag (Ctrl: coarse)
EDITING	
Ctrl + Z / Ctrl + Y	Undo / redo
Ctrl + D	Duplicate

Del	Delete
Ctrl + C / Ctrl + V	Copy / paste pose (in the viewport)
OBJECT LIST (CURSOR OVER IT) NEW	
Ctrl + A	Select all objects (not locked or hidden ones)
Ctrl + C / Ctrl + V	Copy / paste objects
WINDOWS	
Drag tab bar	Dock: drop on a window edge / tab bar (Ctrl: keep floating)
Double-click tab bar	Maximize / restore window
Right-click tab bar	Window properties
SAEDITOR	
Space	Play / pause the animation
K	Set a key for the selection
Shift + K	Set a face key for the selection
Ctrl / Shift + wheel on the timeline	Zoom the timeline / scroll it in time
, / .	Previous / next frame
Home / End	First / last frame
Ctrl + click · Shift + box	Select several keys on the timeline NEW

Hotkeys	
Key	Action
LMB	Select object / bone
RMB	Object menu (short click)
RMB + WASD / Q E	Fly the work camera
Alt + LMB	Orbit around selection
Wheel	Zoom camera in / out
Alt + Wheel	Field of view (zoom lens)
1 / 2 / 4	Move / rotate / scale tool
3	World / local axes
Ctrl + LMB	Add to / remove from selection
I	Inverse kinematics (IK)
F	Focus on selection
V	Look through the selected camera
B	Show / hide skeleton
Del	Delete
Ctrl + D	Duplicate
Ctrl + C / Ctrl + V	Copy / paste pose
Ctrl + Z / Ctrl + Y	Undo / redo
Shift + drag	Fine slider drag (Ctrl: coarse)
Drag tab bar	Dock: drop on a window edge / tab bar (Ctrl: keep ...)
Double-click tab bar	Maximize window
Right-click tab bar	Window properties
Space	Play / pause the animation [SAeditor]
K	Set a key for the selection [SAeditor]

Help → Hotkeys in the editor.

Console commands and settings

Everything here can also be set in the interface; the console is useful for binds and for server owners.

Commands

COMMAND	ACTION
<code>speditor_toggle</code>	Open or close the editor
<code>speditor_render</code>	Render with the current settings
<code>speditor_mod_guide</code>	Save the mod guide to data/speditor
<code>speditor_mod_template <id></code>	Write a mod template
<code>saeditor_record</code> · <code>saeditor_record_stop</code> NEW	Start / stop recording gameplay
<code>saeditor_show</code> [<code>eyes</code>] · <code>_stop</code> · <code>_toggle</code> NEW	Play the animation in the game (the player; <code>eyes</code> — walk around the scene)

Settings (convars)

VARIABLE
<code>speditor_access</code>
<code>speditor_language</code>

speditor_theme

speditor_autosave

speditor_aspect

speditor_render_side · _custom · _w · _h

speditor_render_format · _quality

speditor_render_ss · _fullbright · _preview

speditor_render_engine

speditor_dof · _aperture · _samples

speditor_softlight_samples

speditor_exposure

speditor_guides · speditor_bone_size

speditor_cam_speed · _wheel · _wheel_smooth · _fov

speditor_shadows · speditor_shadow_quality · _max · _dist · _softscale · _slope

speditor_mapshadow*

speditor_notify · _sound · _time

speditor_notify_style · _anim · _pos · _width · _opacity · _max · _bar · _soundset

speditor_ui_accent · _font · _fontsize · _corners · _tabstyle · _anim · _sounds

speditor_ui_scale **NEW**

speditor_ase_tree · speditor_ase_nonphys · speditor_ase_merged

speditor_browser_sort

speditor_ragdoll_guard

speditor_mods_off

saeditor_render_mode · _quality · _samples · _settle

saeditor_render_fps

saeditor_bone_keys · saeditor_ghosts NEW

saeditor_lip_strength NEW

saeditor_rec_npcs · _sounds · _effects · _radius · _step NEW

saeditor_show_camera · _loop · _look NEW

Problems and answers

Collected from the questions players ask in the Workshop comments.

The interface is huge / windows overlap on my screen

On screens narrower than ~1430 px the default layout of a0.3 broke. Fixed in a0.4. Until then:

► **Windows** → **Layout** → **No bottom panel** or arrange the windows yourself and *Save layout as...*

Since a0.6 the size of the whole interface is set in

► **View** → **Interface settings** → **Appearance** → **Interface scale**: 50 % to 200 %, by default by the screen. The windows keep their places when it changes.

I changed a pose and it jumped back

The object is animated and the frame had no key: an edit between keys is not kept when the playhead moves. Press **K** or turn Auto key on first. See [Keys and the timeline](#).

Where did the JPEG / PNG frames of the animation render go?

a0.6 renders animations to AVI only. Need pictures? `ffmpeg -i clip.avi clip_%04d.png` takes the frames out of it; a single frame is *Only the current frame*.

Clothes I attach do not move with the model

Use ► **Attach to...** → **character** → **Wear** (a0.4). Attaching to a bone is rigid by design: good for weapons, not for clothing. See [Attaching and wearing](#).

How do I resize a bone (a bigger hand or head)?

Select the bone, press **4** and drag the centre (even) or an axis (stretch). In a0.3 this works on fingers and clavicles; a0.4 allows every bone. See [Posing](#).

Can I pose bones without the physgun?

Yes, that is what the editor is for: click a bone marker and use the gizmo, or turn on IK (**I**) and drag a hand or foot.

Imported animation has no finger movement

Fixed in a0.4: fingers are imported as bone offsets. Re-import the animation after updating.

Limbs cannot be moved / snap back

Usually an addon that controls ragdolls (active ragdolls, Fedhoria and similar). Since a0.5 SPeditor holds the pose of its ragdolls while the editor is open (`speditor_ragdoll_guard 0` turns this off). If a limb still moves by itself, disable that addon while you use the editor.

After importing an animation the neck looks stretched

Fixed in a0.5: the neck, the top of the spine and the clavicles keep the ragdoll's shape. Import the animation again.

I posed a ragdoll with Ragdoll Mover / put on a model with Bonemerge – can the editor use it?

Yes, since a0.5: ► **File** → **Take objects from the map**. See [Objects](#).

A model has bones but is not a ragdoll – can I pose it?

Yes, since a0.5: it stands still and its bones turn; IK works on hands and feet; *Base pose* picks its animation. See [Models without physics](#).

How long can an animation be? Can the video be 60 fps?

Since a0.5 an animation can be up to an hour long, and the video has its own frame rate up to 120 fps: a 24 fps animation renders as smooth 60 fps. See [Video](#).

Do custom models and Workshop ragdolls work?

Yes, since the first alpha. Find them in the Model Browser or type the path into *Spawn by path*. Models made as SFM “ragdolls” but ported as props can still be posed bone by bone with the gizmo.

Where are my scenes and renders?

In `garrysmud/data/speditor/`. ► **Help** → **Where are my files...** shows every folder and copies its path. See [Where your files are](#).

Can I save the animation as a video?

Yes: Render window → *The whole animation* → *AVI video*. Remove `.dat` from the file name. For MP4 use the ffmpeg command printed in the console. See [Video](#).

Can I cut a sound?

Since a0.4: drag the edges of a sound bar or use *Cut in two at the playhead*. See [Sounds](#).

Can skins and bodygroups change during an animation?

Since a0.4 they are part of every key and switch exactly at the key.

Does it work with soft lamps?

SPeditor has its own soft lights since a0.2: *source size* gives a real penumbra in the render, plus edge softness and 19 ready light kinds. See [Lights](#).

My shadows have stripes or float away from objects

Stripes: raise *shadowDepthBias* or *shadowSlopeBias* of the light. Floating shadow: lower them. Only spot lights cast shadows.

Workshop shaders do not appear in the render

Tick *Engine frame* in the Render window and turn the effect on in ► **Windows** → **Addon shaders**.

Is it compatible with Stop Motion Helper, Portal Gun, StormFox?

Stop Motion Helper: since a0.5 its saves can be taken into SAeditor and written back ([Stop Motion Helper](#)). Portal Gun and StormFox are not tested yet — please report what you find in the Workshop discussions.

What's new

a0.6 NEW

Made from players' feedback in the Workshop comments and discussions.

- **Record gameplay (machinima):** play and it becomes animation — you, the NPCs around, their weapons, sounds, tracers, explosions and projectiles ([more](#)).
- **Bone keys and ghosts:** every bone moves between its own keys, as in SFM; the pose at the neighbouring keys is drawn see-through ([more](#)).
- **Continuous keys:** a new key is a spline the motion flows through; new kinds of motion — with a swing, springy, bouncing, gentle, sharp ([more](#)).
- **Camera cuts and the player:** the Cameras row of the timeline, a player in the style of Windows Media Player with a render look, walking around the scene; the video follows the cuts ([more](#)).
- **Lip sync** by the phonemes of a WAV or the loudness of any sound ([more](#)).
- **Help** → **How to use:** illustrated guides with live demonstrations inside the game ([more](#)).
- **Selection and keys:** Shift + click multi-select, Ctrl + A / C / V in the object list, one-step duplicates, every hotkey can be changed ([more](#), [keys](#)).
- **Interface scale** 50–200 %, windows keep their places when it changes ([more](#)).
- **Posing:** the rotate gizmo has a trackball and a view ring ([more](#)). Several keys selected at once on the timeline; camera depth of field and exposure in keys; Auto key records a camera you fly through.
- **Render:** Steam screenshot format ([more](#)); the animation render writes AVI only.
- **Addons:** legacy addons in the Model Browser, animation packs of any addon, ready motions and camera moves ([more](#)).
- Fixed: new objects missing from the object tree; sounds kept playing after *Remove all animation*; windows slid down after the interface scale changed; server: a size limit for tables sent by players.

a0.5

Made from players' feedback in the Workshop comments.

- **Interface settings:** accent colour, font and size, window corners, tab mark, animations, sounds; two new themes, Vanilla UI and GMod XP ([more](#)).
- **Notifications:** eight styles, animations, six places, a style editor, sound sets and sounds from any addon ([more](#)).
- **Take objects from the map:** Ragdoll Mover poses, Advanced / Easy Bonemerge, Advanced Light Entities, Soft Lamps, stock lamps ([more](#)).

- **Posing:** plane handles on the Move gizmo, IK that keeps the feet planted, bones locked to other bones, a click on the body picks the bone, models without physics can be posed ([more](#)).
- **Skeleton view** of the object tree, as in Ragdoll Mover ([more](#)).
- **Model Browser:** Addons with sorting and search, Games, spawn-menu icons ([more](#)).
- **SAeditor:** animations up to an hour long with a zoomable timeline; face keys; Speed up / Slow down motion; a curve editor; procedural breathing and blinking; Stop Motion Helper import and export; sound fades; adding several sounds at once ([more](#), [curves](#)).
- **Video:** its own frame rate up to 120 fps (a 24 fps animation as smooth 60 fps) and rendering only chosen frames ([more](#)).
- **Help:** Where are my files, Interface language switched at once, a card when every window is closed ([more](#)).
- Fixed: an imported animation stretched the neck and shoulders; ragdolls taken over by other addons; windows shrinking by a pixel at every layout save.

a0.4

- **Wear:** clothing, armour and hair made for the same skeleton follow every bone of the character ([more](#)).
- **Scale any bone:** hands, head, arms — not only fingers ([more](#)).
- **Fingers in imported animations:** fists clench, hands grip ([more](#)).
- **Skins and bodygroups in animation keys** ([more](#)).
- **Cutting and trimming sounds** on the timeline, in playback and in the video ([more](#)).
- Fixed: the layout broke on screens narrower than ~1430 px; a saved layout that does not fit is replaced by the default.
- Fixed: keys in the Edit menu were drawn with a square box.

a0.3

- Effects: particle effects of the game and of Workshop addons, frozen at any moment; Emitter and engine effects.
- Effects in SAeditor: the moment is keyed; “Play the effect from this frame”.
- Sounds and voices on the timeline; video with sound; faster animation render; five video sizes.
- Animations from another model with the same skeleton; several characters at once.
- Camera motion: shake and smoothness. Camera depth of field and exposure as in SFM.
- Example scene `shootout_construct`.

a0.2

- Soft light: source size (penumbra), edge softness, glow, visible beam, 19 light kinds, light masks. The mod system and SAeditor.

Credits

SPeditor is made for Garry's Mod (Facepunch Studios). Source Filmmaker is a product of Valve; SPeditor is not affiliated with Valve. The GMod theme is a copy of the standard Derma skin by Garry Newman. The bundled interface skins belong to their authors:

SKIN	AUTHOR
EcoUI	ELuminumG24
Dark UI Spawnmenu	AquaRex
Steam 2004 Derma Skin	Maks1mDiamond
GMod98 UI Skin	AwesomeGraczGie21
OneShot - UI Skin	Flarky
Lambda UI	□□□□□
Vanilla UI+ Derma Skin (Vanilla UI)	Qude
Windows XP Classic UI & HUD (GMod XP)	w4da

Notification sound sets:

SOUNDS	AUTHOR
Half Life UI Sounds	BPATAPb_DINAMO
Windows XPerience UI Sounds	Jade

Take objects from the map and the Stop Motion Helper import were built against the sources of Ragdoll Mover, Advanced Bonemerge, Easy Bonemerge, Advanced Light Entities, Soft Lamps and Stop Motion Helper — thanks to their authors.

Workshop shader support (Engine frame) was built and tested with [GShader Library](#) by Akabenko. Thanks to everyone who reports bugs and ideas in the [Workshop comments](#).