Mouse Control

left button - catch object (Normal Cursor), spawn object (Object Cursor)
right button - delete object

Keyboard controls:

e - enter/escape editor mode
esc - open/close menu

wsad, arrows - moving the view
z,x - zoom in/out
h - show/hide hitboxes

q - clear cursor - set cursor to normal
IMPORTANT!
When cursor is cleared, you can catch, move and set object behaviour.

Nums - set cursor to Object Cursor (click more than once to switch to other object)
1 - dwarf/beer/keg
2 - blocks
3 - friendly objects: ladder, roots, etc.
4 - traps: darters, spikes, etc.
5 - enemies: orcs, skeletons, etc.
6 - boxes
7 - buttons, auto-buttons, react-blocks

tab - turn/switch state/change color of the object

IMPORTANT!
alt+g - regrounding - after finishing the map change all blocks (with no access) into empty blocks.
It really helps with computer resources, so remember to do that.

Tips:

1. Red field of some objects shows their range. You can catch and move them with Normal Cursor.

2. Orcs, skeletons, buttons and some other objects can be programmed due to little menu which shows after clicking on them with Normal Cursor.
You can set such parameters as:
id - corresponding value in case of buttons and react-blocks.
t - time of working (i.e. orc turns, skeleton respawns, button on timer)
After clicking the right field write proper number and press enter or click cursor out of the field.
(Pink field allows to write floating point number - to make integer, just add 0 at the end).

3. After saving map in Menu (esc), it will be created as <game folder>/lvls/level_new.brm.
Remember to make a copy if you want to create another map.