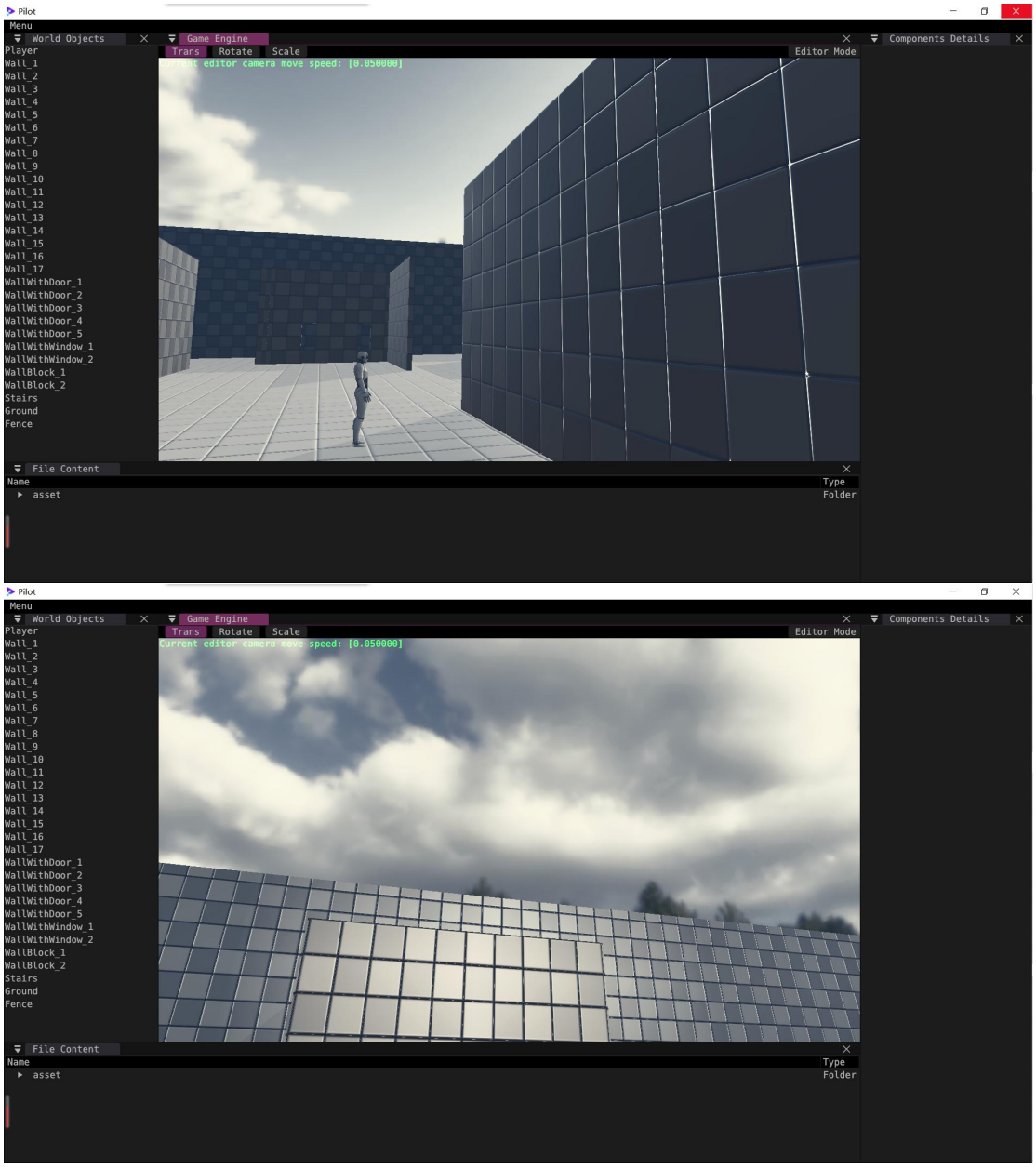
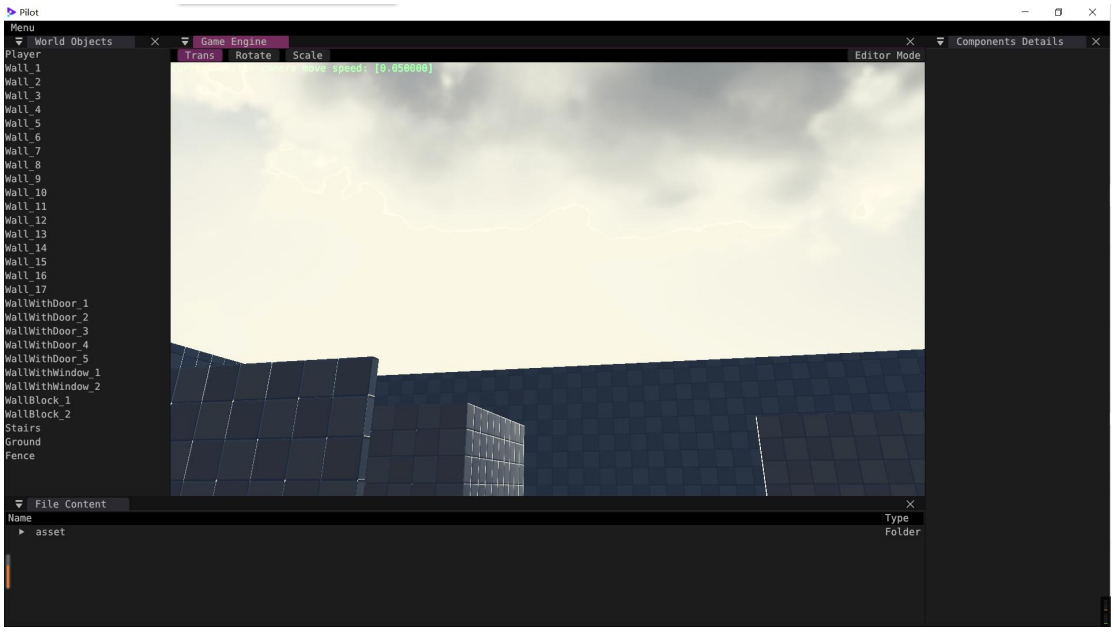
Result:

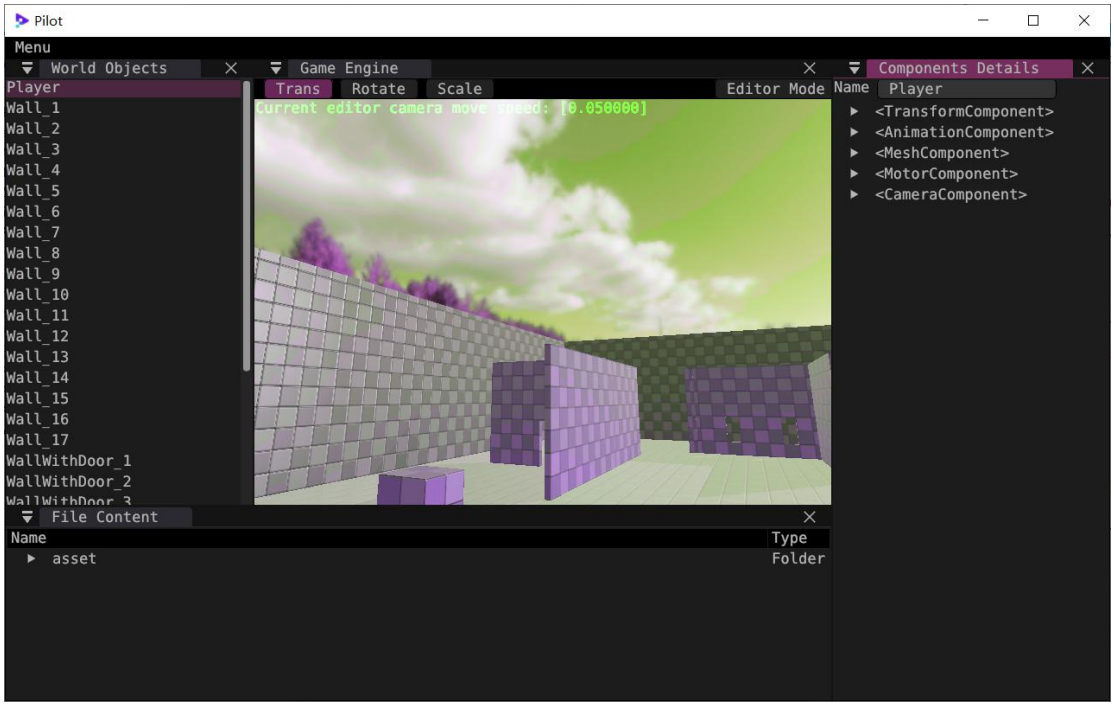

Pilot
Menu
World Objects
Player
Wall_1
Wall_2
Wall_3
Wall_4
Wall_5
Wall_6
Wall_7
Wall_8
Wall_9
Wall_10
Wall_11
Wall_12
Wall_13
Wall_14
Wall_15
Wall_16
Wall_17
WallWithDoor_1
WallWithDoor_2
WallWithDoor_3
WallWithDoor_4
WallWithDoor_5
WallWithWindow_1
WallWithWindow_2
WallBlock_1
WallBlock_2
Stairs
Ground
Fence
Game Engine
Trans
Rotate
Scale
Editor Mode
Current editor camera move speed: [0.050000]
Components Details
File Content
Name
Type
asset
Folder

Pilot
Menu
World Objects
Player
Wall_1
Wall_2
Wall_3
Wall_4
Wall_5
Wall_6
Wall_7
Wall_8
Wall_9
Wall_10
Wall_11
Wall_12
Wall_13
Wall_14
Wall_15
Wall_16
Wall_17
WallWithDoor_1
WallWithDoor_2
WallWithDoor_3
WallWithDoor_4
WallWithDoor_5
WallWithWindow_1
WallWithWindow_2
WallBlock_1
WallBlock_2
Stairs
Ground
Fence
Game Engine
Trans
Rotate
Scale
Editor Mode
Current editor camera move speed: [0.050000]
Components Details
File Content
Name
Type
asset
Folder

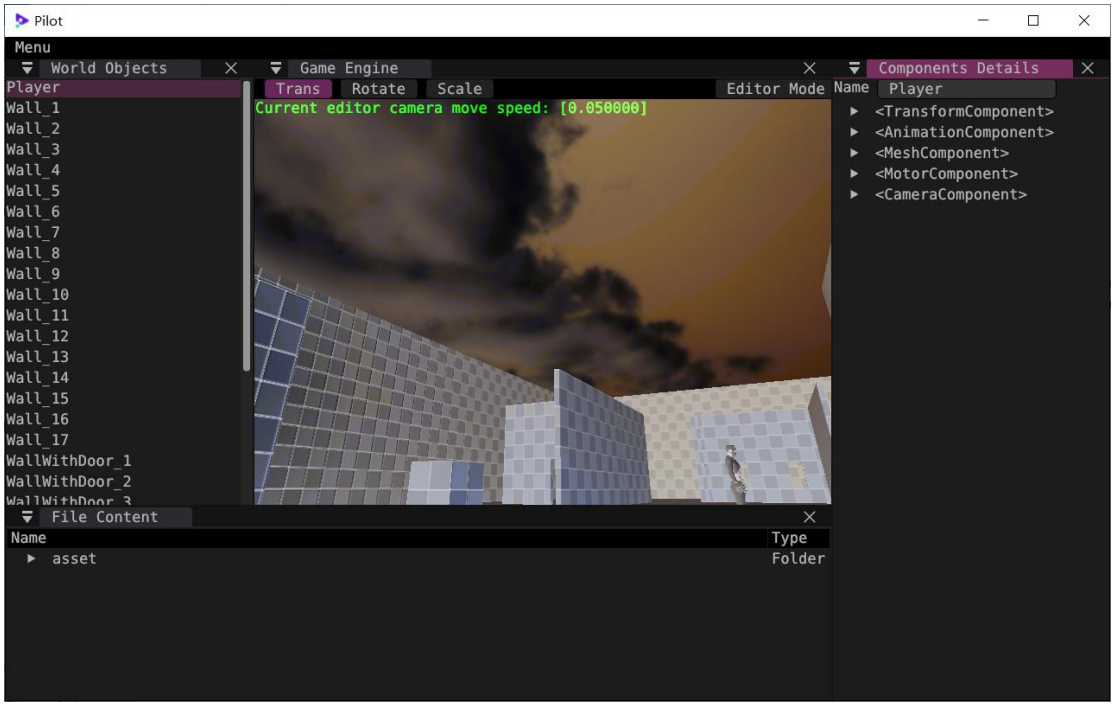


Right ! It's like a movie !

Test



Test two


Pilot
Menu
World Objects
Player
Wall_1
Wall_2
Wall_3
Wall_4
Wall_5
Wall_6
Wall_7
Wall_8
Wall_9
Wall_10
Wall_11
Wall_12
Wall_13
Wall_14
Wall_15
Wall_16
Wall_17
WallWithDoor_1
WallWithDoor_2
Game Engine
Trans
Rotate
Scale
Editor Mode
Current editor camera move speed: [0.050000]
Components Details
Name
Player
<TransformComponent>
<AnimationComponent>
<MeshComponent>
<MotorComponent>
<CameraComponent>
File Content
Name
Type
asset
Folder