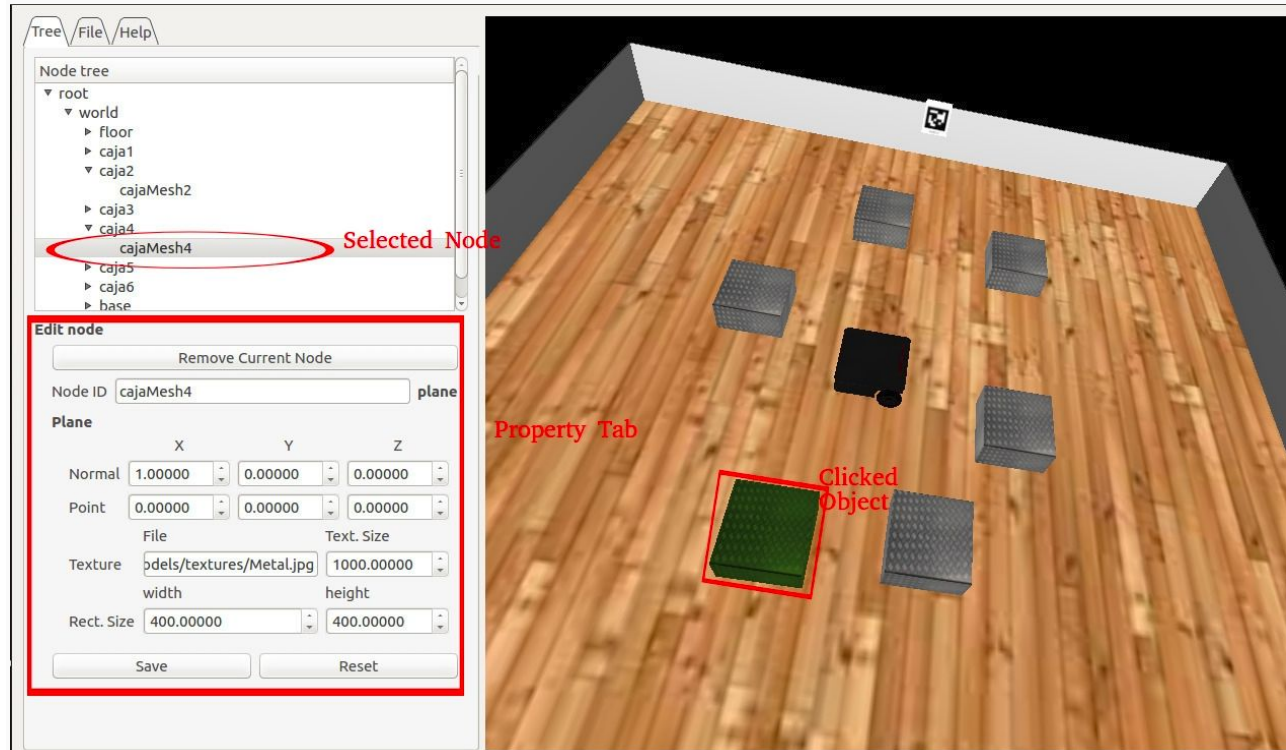


Editing Nodes:

This is a most important feature of this tool. By Editing as name suggests you can edit property of currently present nodes.

Selecting objects :

All plane type nodes which are visible in scene can be selected by Ctrl + Right Clicking on object represented by that node. By selecting node, property tab of node will be shown. For changing orientation of object in scene you have to change properties of object's parent node *i.e* transform type node.

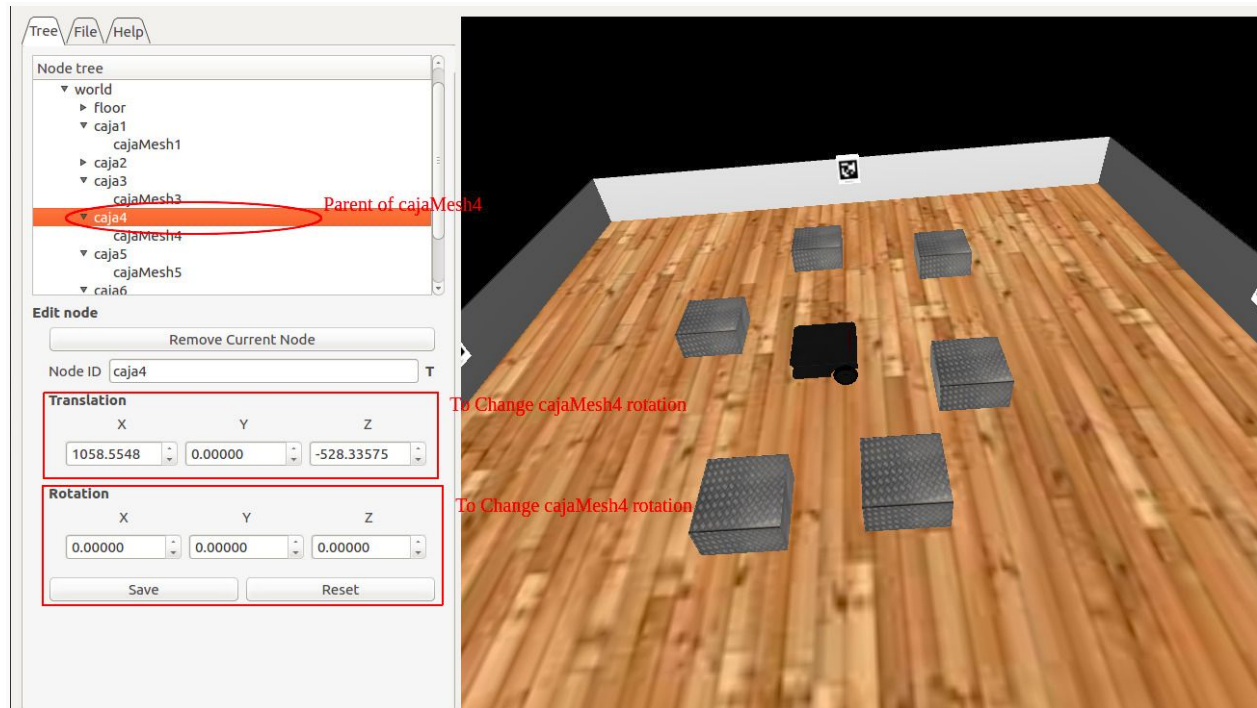


If you want to move object in scene directly without going to parent's property tab than press Q + Right click and drag & drop object where you want.

Editable properties:

1. Node ID - Represent ID of currently Selected Node.
2. Normal - Decides orientation of object size wise.
3. Texture - Texture of object like wood, metal, chessboard etc.
4. Width - Width of object
5. Height - height of object

Other than drag & drop you can change orientation property of object by changing its parent properties.



Other than these properties there are many other properties to edit depending on which type of node user is editing.