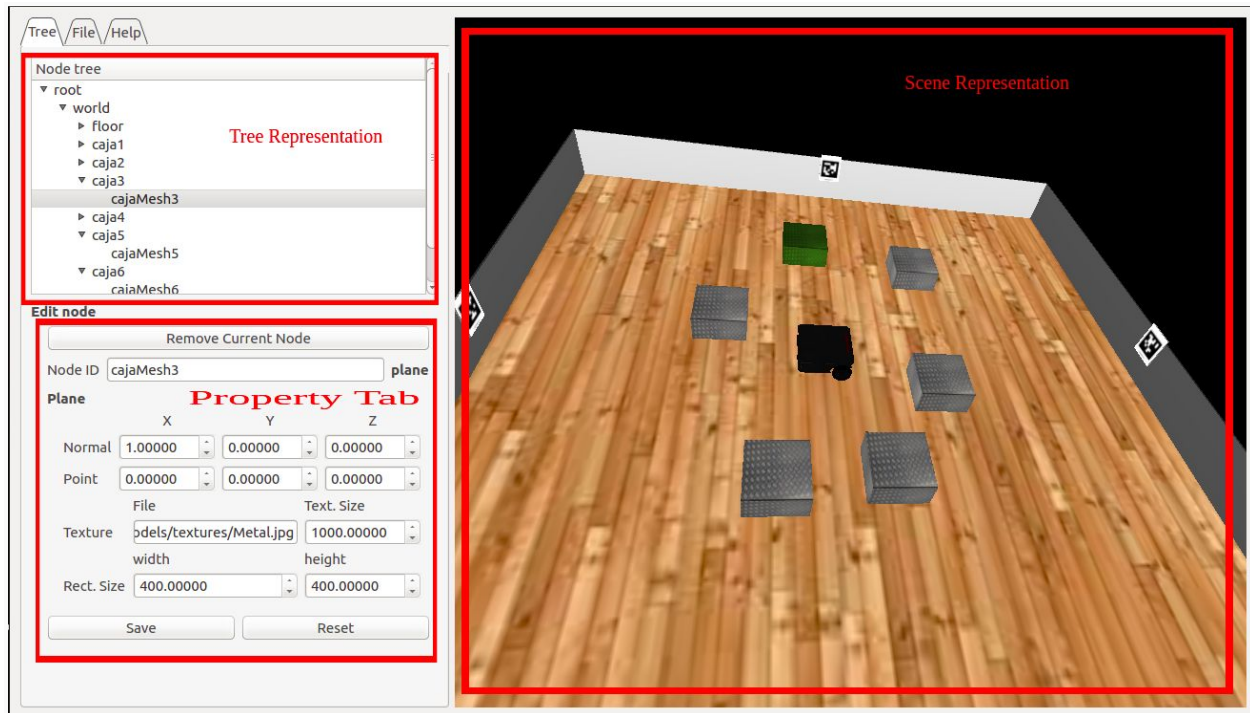


RobocompInnerModel Editor :

It is a simple 3D graphics editor for innerModel files. InnerModel files are given as arguments while running RCIS to render our scene. Currently if we want to change any innerModel file then we have to change it manually by opening it in text editor. With the help of RobocompInnerModel Editor we can change our innerModel file graphically by just adding ,removing or editing properties of nodes and seeing corresponding change in scene. You can also visualize kinematic tree represented by scene.



Features :

1. You can change position, orientation and physical properties of objects in scene conveniently.
2. You can add new objects or nodes and delete objects you want to remove from scene.
3. You can visualize scene with real time editing.