Dart Level Editor v1.6

Controls:

SHIFT + (WASD): Moves the camera like in an FPS

CTRL + Mouse Move: Moves the camera around like in FPS

SHIFT + Arrow Keys: Move the selected pawn on X and Z

Spawn Buttons:

Bart: create Bart spawn point

Dart: create Dart spawn point

Make floor: creates a floor with the given dimensions used for reference

Pawn dropdown list: Lets you select the any pawn created to be able to move it around

Create Wall: creates a wall with the given dimensions. Moves the wall so that the bottom is at y = 0

Save Level: saves all the information for all pawns created

Load Level: loads a previously saved level

Bugs:

* FIXED: The drop down list does not currently self-expand; use the arrow keys to choose between pawns.
* Once you select a pawn to move, click on one of the edit boxes near Create floor, otherwise you might select the wrong pawn to move. Still trying to figure out how to make it lose focus.