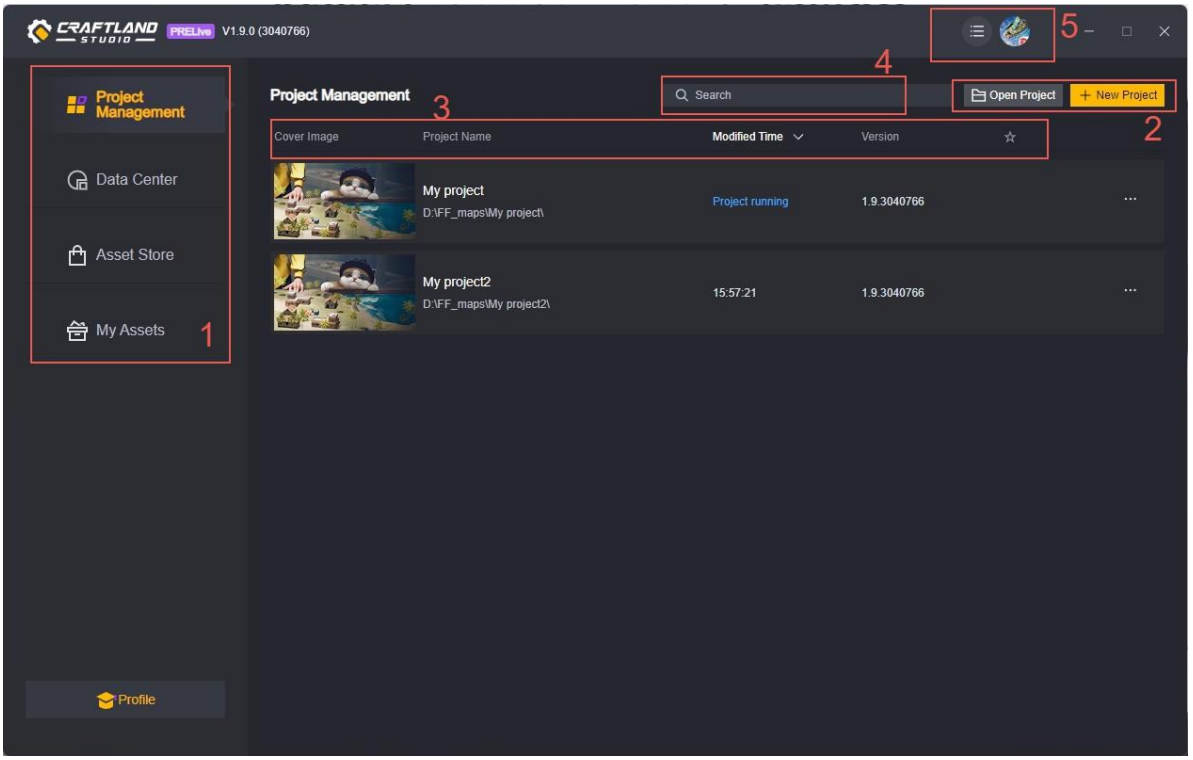
Getting to know the editor window

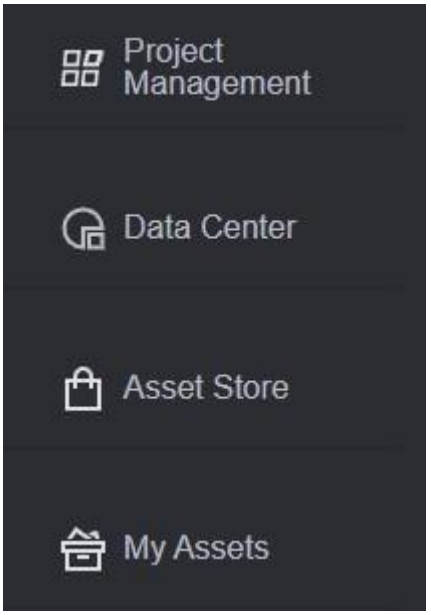
Project Management Interface

Opening



Layout Introduction

1. Engineering and other interfaces



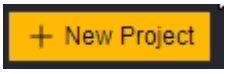
In the Project Manager window, there are four tabs and they are:

1. Project Management to manage local projects.
2. Data centre with data from the current account's published maps.
3. Resource Mall, which provides all kinds of resources needed for game development.

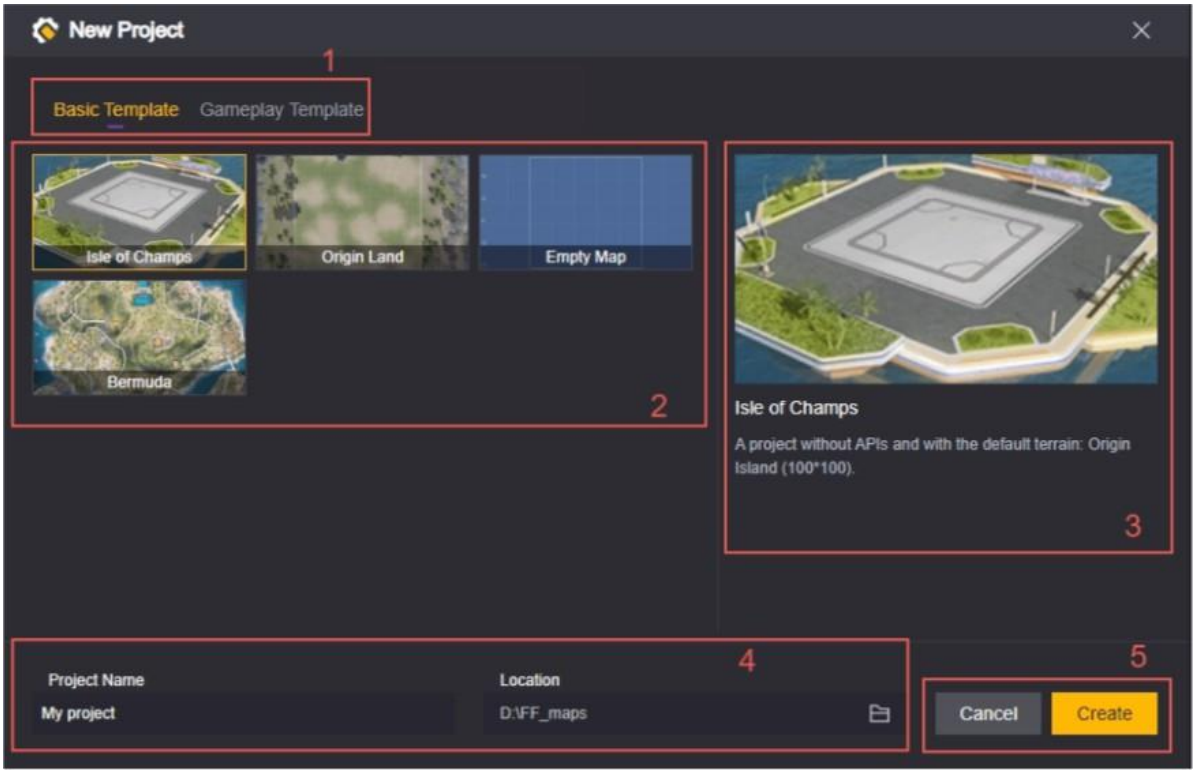
4. My Resources, the resource management that has been purchased for the current account. This article focuses on the content in **1. Project Management**.

2. New/Open Project

New Project



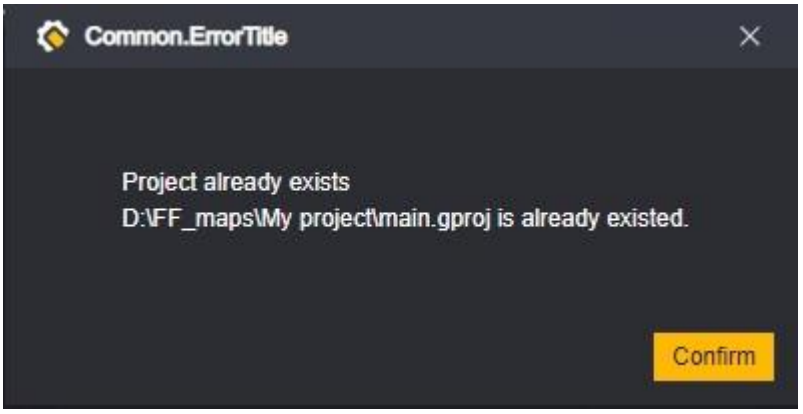
Clicking the New Project button will open the New Project screen.



1. **Template Types**, we have several broad categories of templates for you, among them:

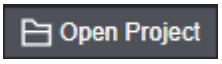
   Basic templates, are some templates without code. We provide some initial maps, their size and preset scenes will be different, you can choose according to the needs.

   Play templates, which are templates with play codes, provide some popular game extensions to play with and are available for you to use directly or make custom modifications based on them.
2. **Template selection**, after selecting a broad category of templates, you can select a specific template, the profile of the template can be viewed at 3.
3. **Introduction to the template**, a brief description of the template.
4. **Project name and project storage path**, you can name and modify the path freely, but you need to make sure that there can not be projects with the same name under the same path (whether using the same template or not), or it will prompt:



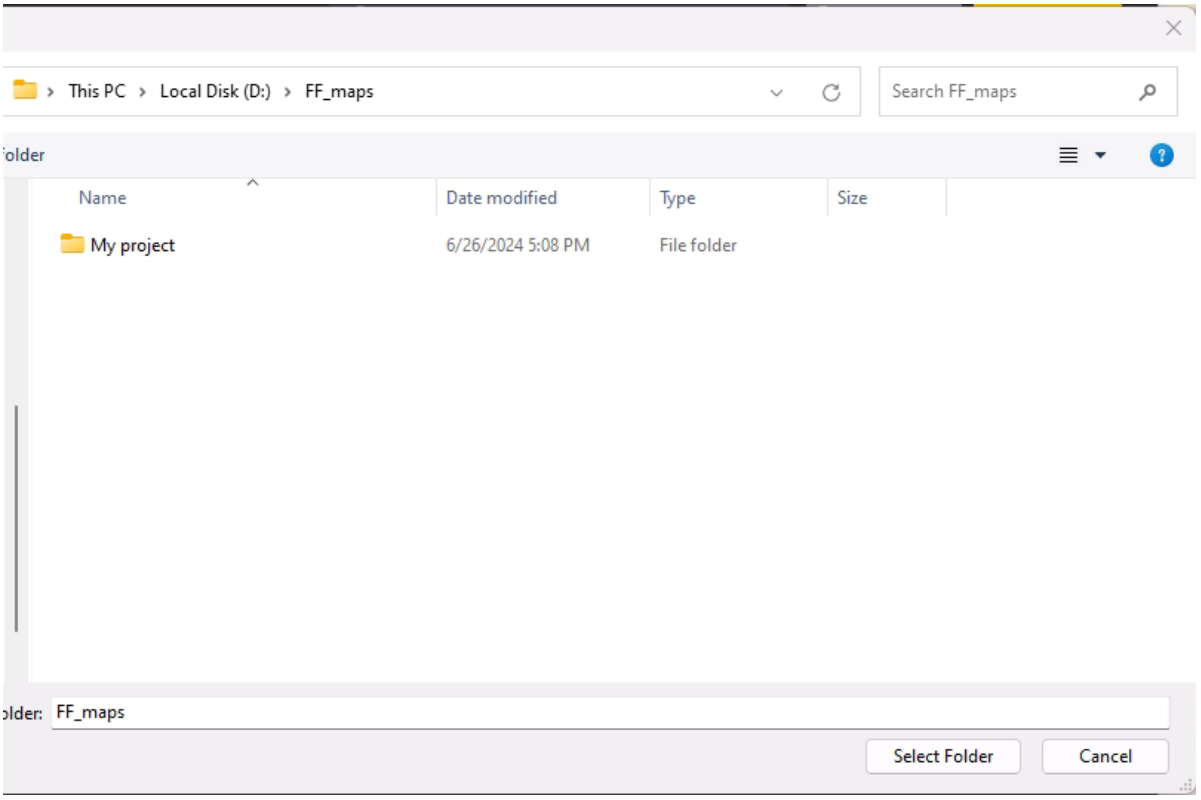
5. **Cancel and Create**, Cancel closes this window and all edits you have made are not saved. Create creates a new project with the current settings and opens it automatically.

Open project

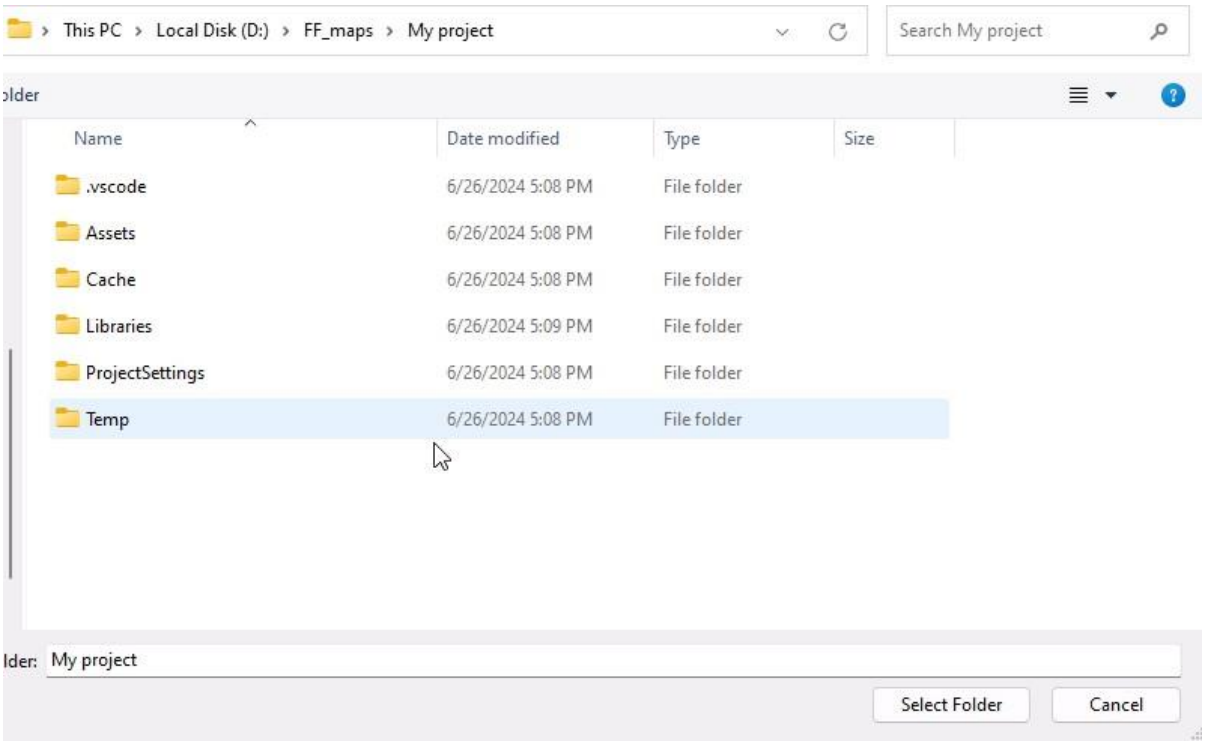


Open Project opens a project you already have locally and adds it to your project management list.
Clicking on the **Open Project** button will expand the system's file selection screen. You need to select the project folder, which is usually named after the project name, and the next level down will be the folders and files in your project.

For example, this My project folder is a project folder:

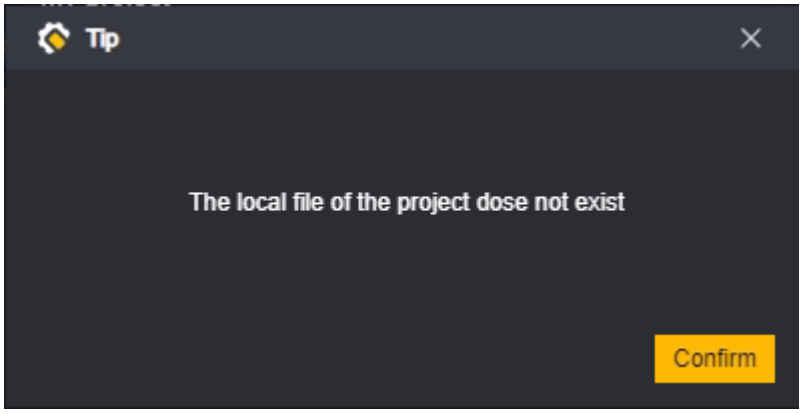


Its next level of directory should be:

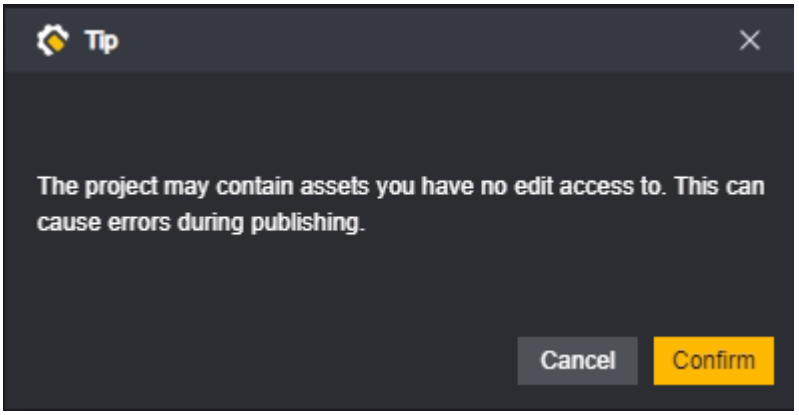


> This is a blank project that has just been created, if it has been edited the project may have a different structure

Selecting My project or expanding its hierarchy without selecting any file or folder will open the project without any problems. You will be prompted if you open the wrong level or if the project is incomplete:



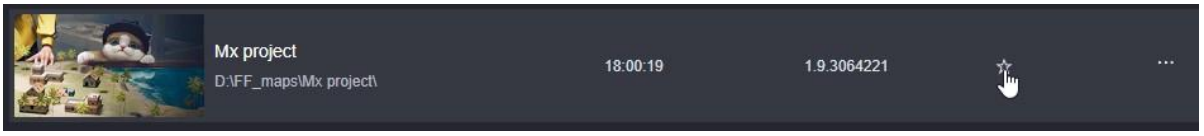
In some cases, there may also be pop-ups which will not prevent you from opening the project, but you may have problems making changes to the project.



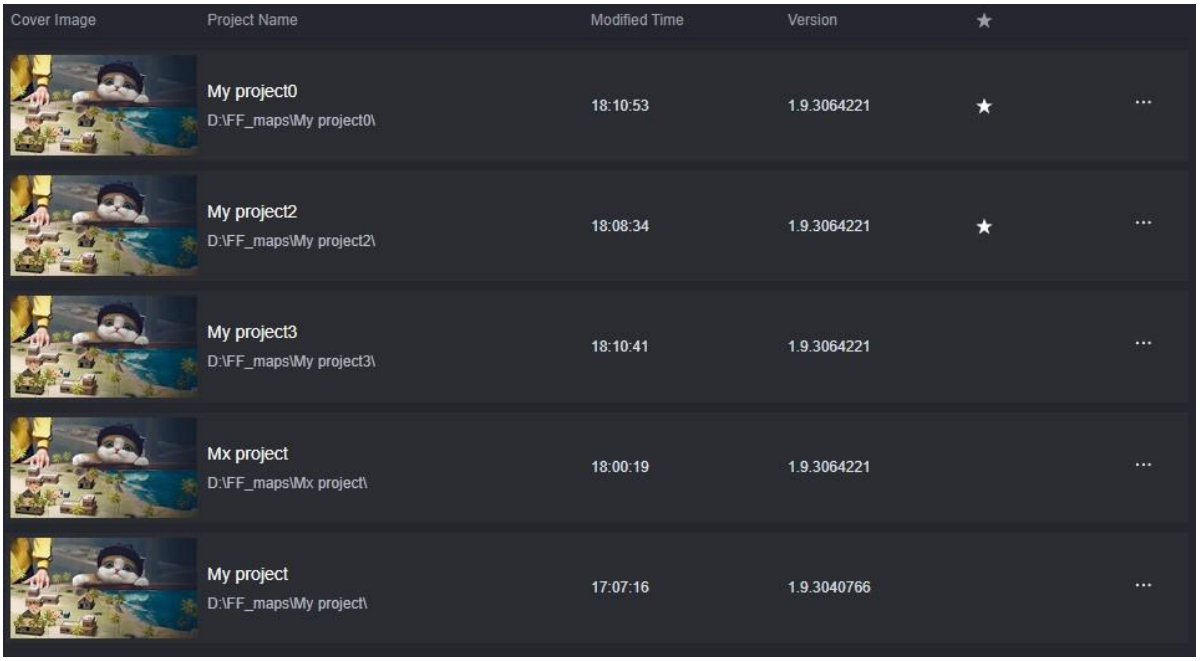
3. Sorting of works

All the open projects you have created are saved on the main screen of the project management interface and you can sort them. Sorting by project name allows you to toggle order and reverse order.

Sort by modification time, you can switch the order and reverse order. Sort by project version, you can switch the order and reverse order. You can click the star button in the project to collect the project:



Activate favourites in the menu to display favourite projects on top.

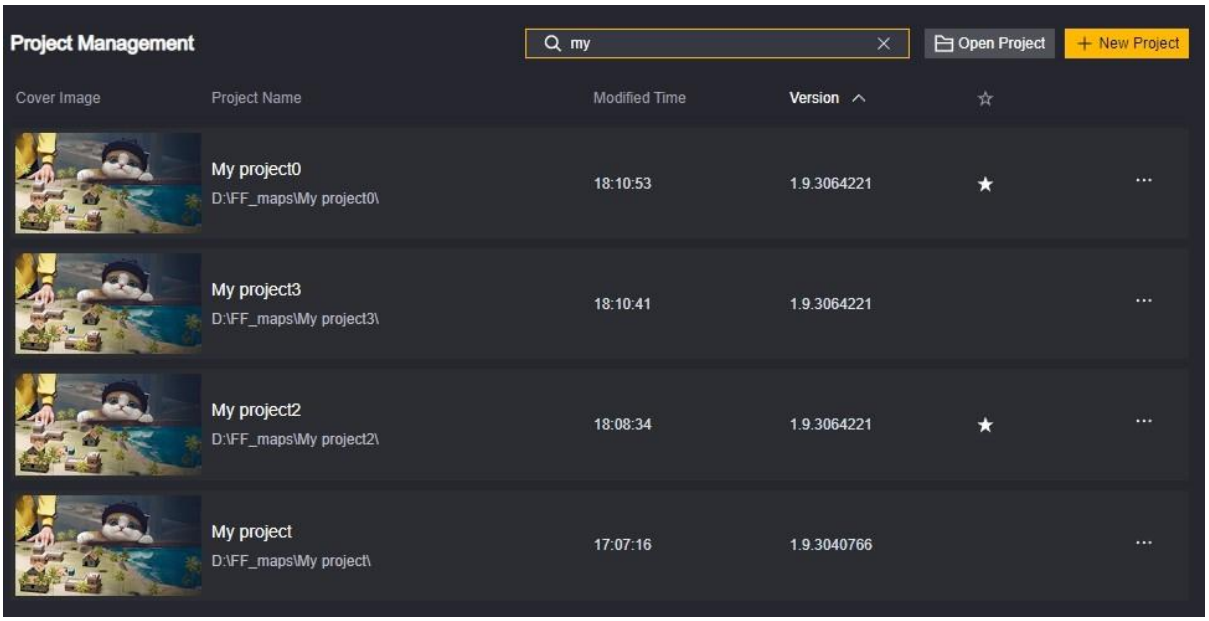


Bookmarked and unbookmarked projects are sorted in

> reverse chronological order and only one sorting rule
>
> can be used.
>
> Favourites are also a rule of sorting and cannot be valid at the same time as other sorts

4. Search for existing projects

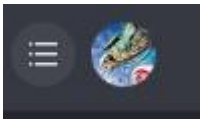
Saved projects can be searched. The search will match both the project name and the project path, and only projects whose project name or project path contains the content entered in the search box will be displayed.



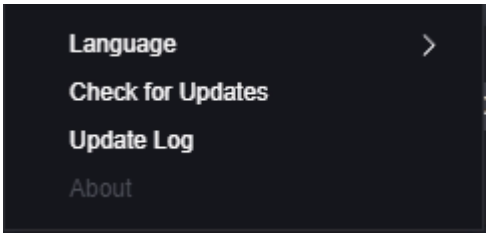
The searched projects are sorted in reverse order of modification time,

> i.e. the last modified is on the top. Other sorting settings do not take effect when searching.

5. Settings and Users



set up



Language, you can change the language display of the project management interface and project editing interface in real time. However, the language changed in real time will not be applied to the custom fields.

Check for Updates, which allows you to check if a higher version of the editor is available. **Update Log**, which allows you to check for updates.

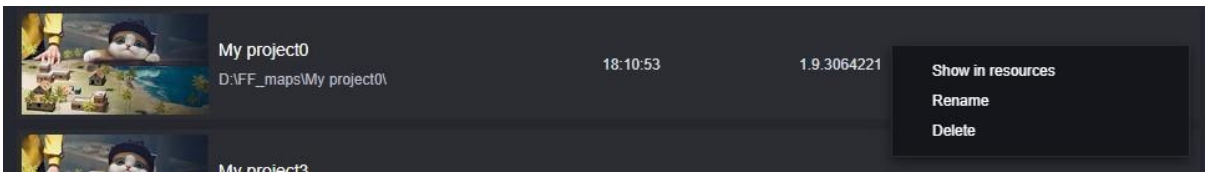
About, stay tuned.

user

Operations can be performed on logged-in users. You need to be logged in to use the Project Editor properly.

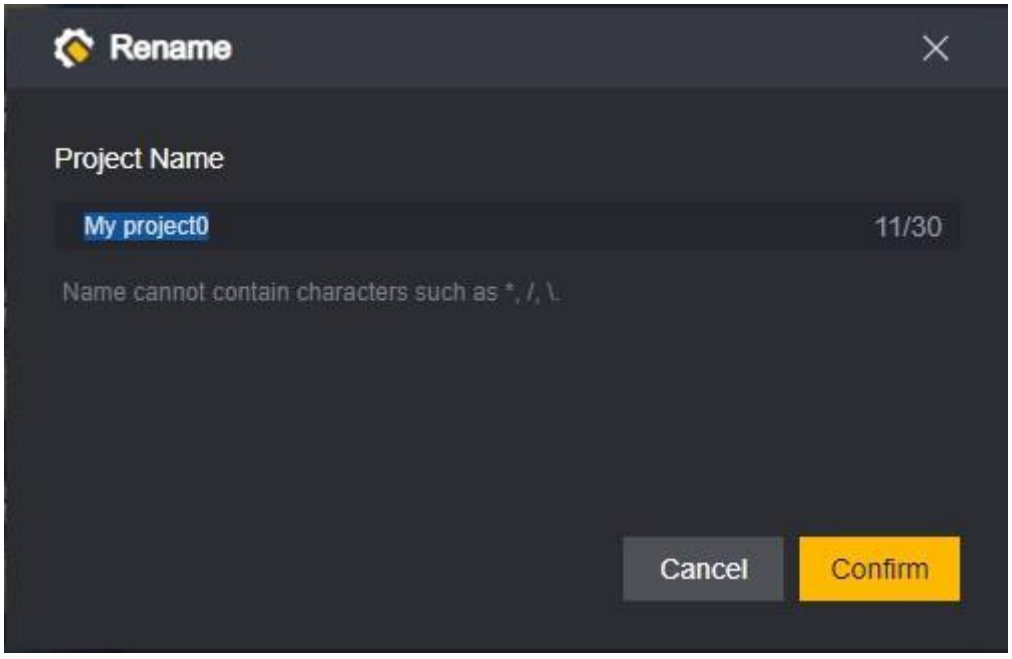
Operational engineering

Right-clicking on a project opens the Operation Project panel



Open in Explorer: Browse the project in Local Explorer

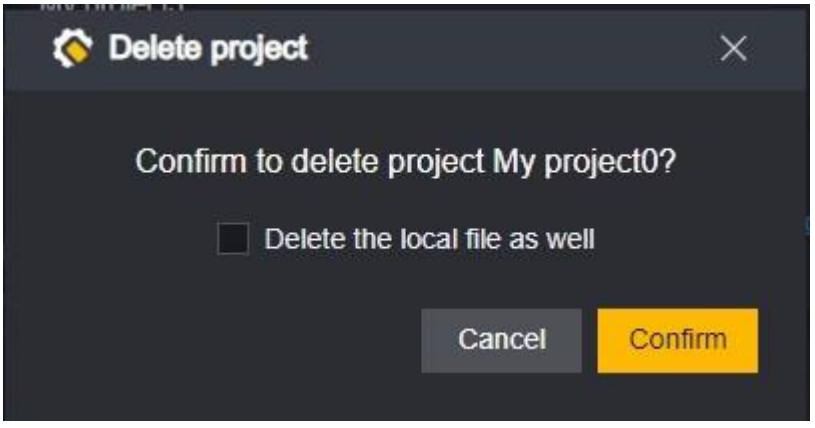
Rename: Renames the project.



> The project name must not contain special symbols for prompts

Delete: Deletes the project

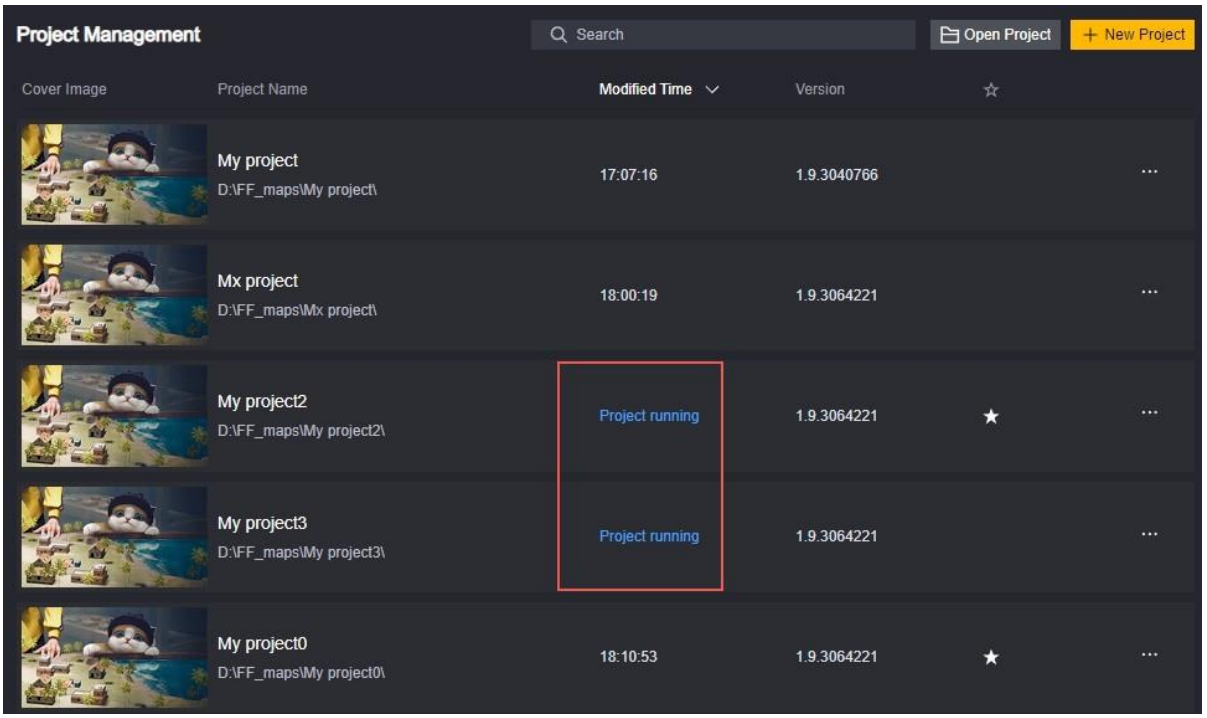
Clicking Delete will bring up a secondary confirmation screen



Tapping **Delete local files at the same time deletes** the project folder from your local storage as well.
By not clicking **Delete local files at the same time**, the project folder will still exist locally and you can always add it back into the admin panel by opening the project.

Multi-opening of project files

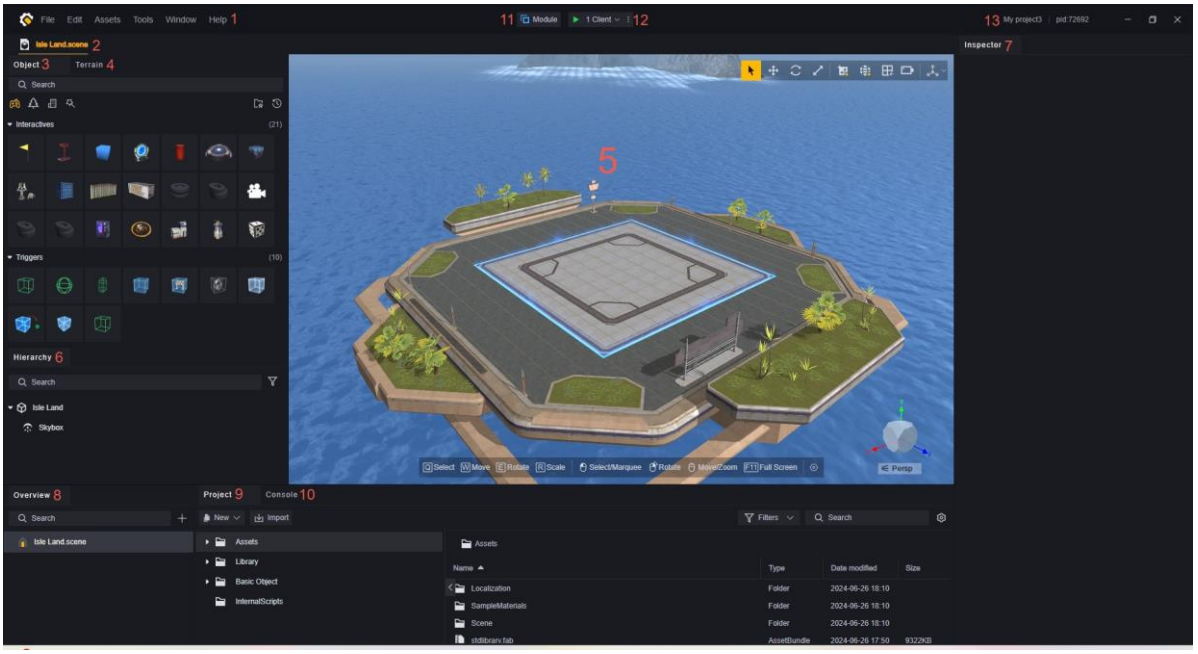
Clicking on a project opens the project and supports opening multiple projects at the same time.



> When opening multiple projects, you need to pay attention to whether you are editing the project that needs to be edited.

Project Edit Interface

opening (chess jargon)



> Of these, 3-7 are elements specific to scene editing and will be detailed in other articles
>
> All windows support dragging the edges to modify the size, which helps you to focus more on one aspect of your editing.

Layout Introduction

1.menu

The menu is an operation on the whole project and has several categories:

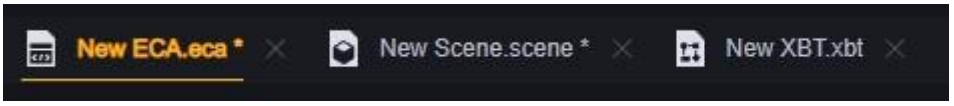
1. File: Operate on the project file, make system settings, and exit project editing.
2. Edit: Save, Undo, and Restore operations for the project as a whole, and edit operations for selected objects.

3. Assets: Asset import and export and online purchase related operations.
4. Tools: Tools provided to developers for use, which can be selected for use as required.
5. Help: Provides user manuals, instructions, and other help.

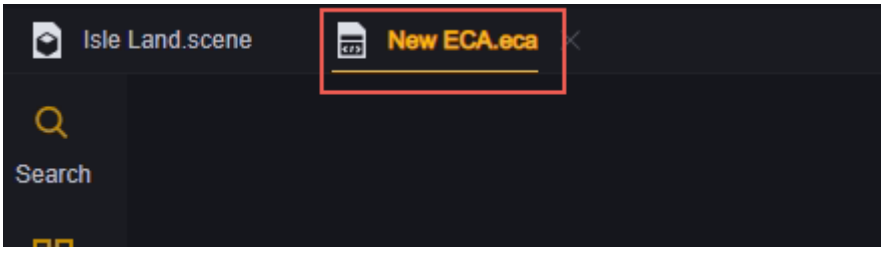
2. Document tabs

All open files, regardless of category, are listed in order at the tab.

Files that have been modified but not saved are marked with a "*". Only changes to the contents of the file (or deletion of the file) will be marked, changes to the location of the file or the order of the tabs will not be marked.



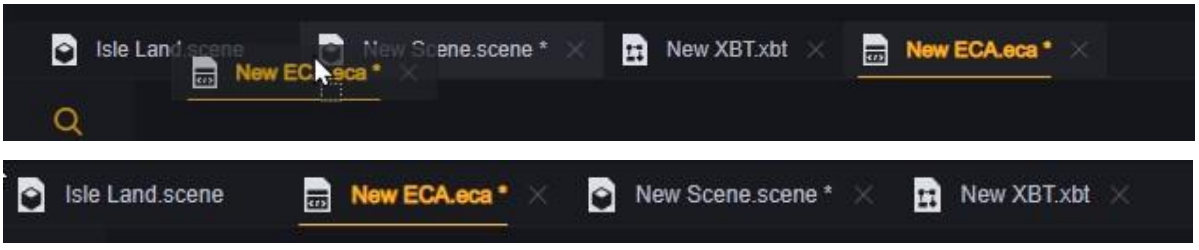
The file being selected is marked in yellow with an underline.

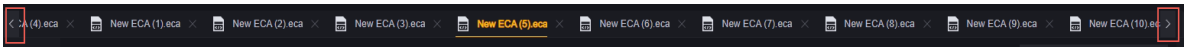


Depending on the selected file type, the main screen will change to the editing screen for the corresponding file type. This includes, but is not limited to:

1. Scene Editor
2. Element Script Editor
3. Behavioural tree editing
4. Animation Controller
5. Player Data
6. UI files

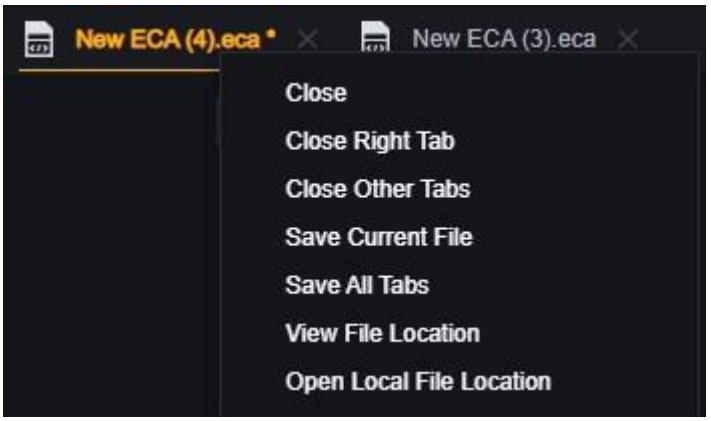
Drag the tabs to adjust the order of the tabs.





Use the scroll wheel to scroll through the tab catalogue when a certain number of files are open. Buttons to quickly jump to the first/last tab also appear at the beginning and end of the tabs.

Right-clicking on a file on the tab opens the action menu.

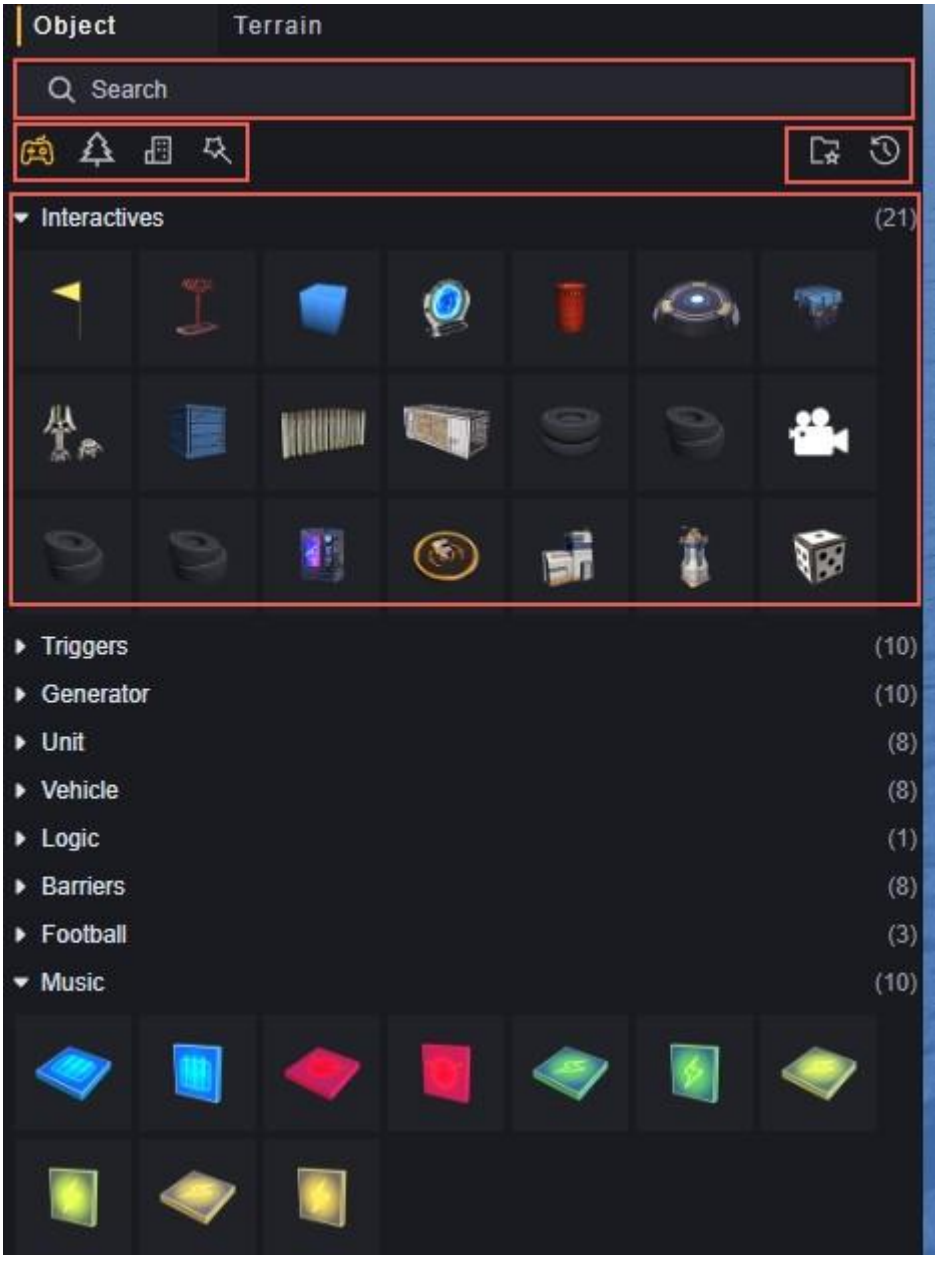


Where closing the right tab closes all tabs to the right of that file, and closing the other tab closes all tabs except this one.

> The main scene will not close.
>
> There are modifications to the unsaved file will pop up a prompt in turn.

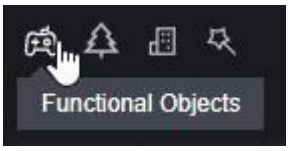
View File Location will locate the file in the 9. Project Assets screen. Open Local File Location will locate the file locally to you.

3. object selector

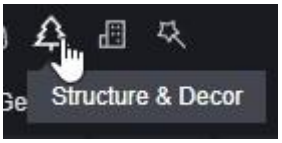


The Object Selector is an editor for the scene file where you can select the objects to be laid out in the scene. Several categories are provided, they are

With functional objects:

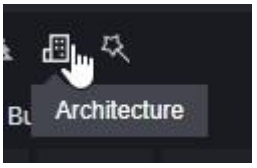


Objects with some logic of their own can be used to build play.



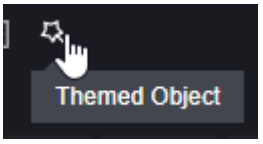
Structure and decoration:

Separate structures or decorations without logic.



Building related:

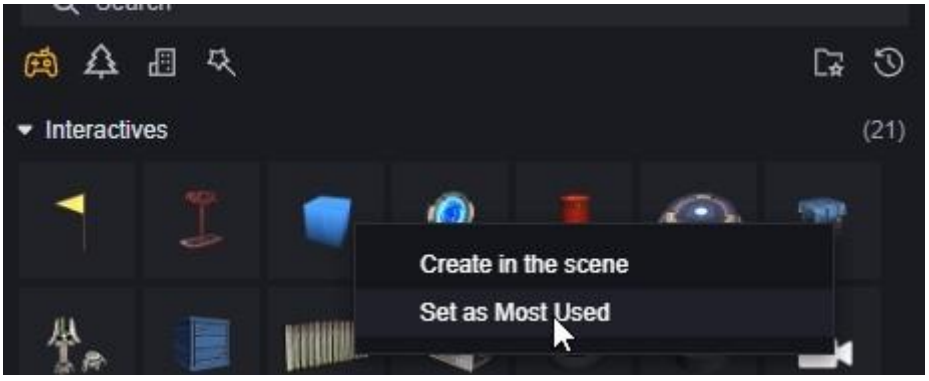
Complete buildings or furniture without logic.



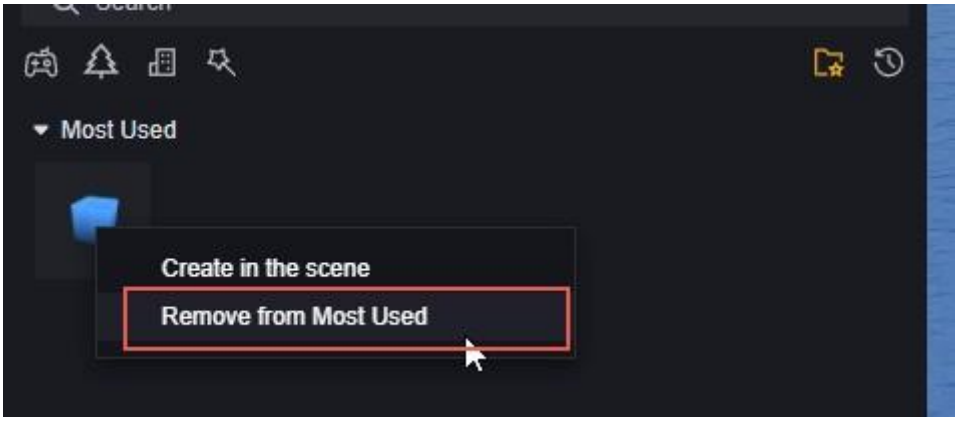
Subject objects:

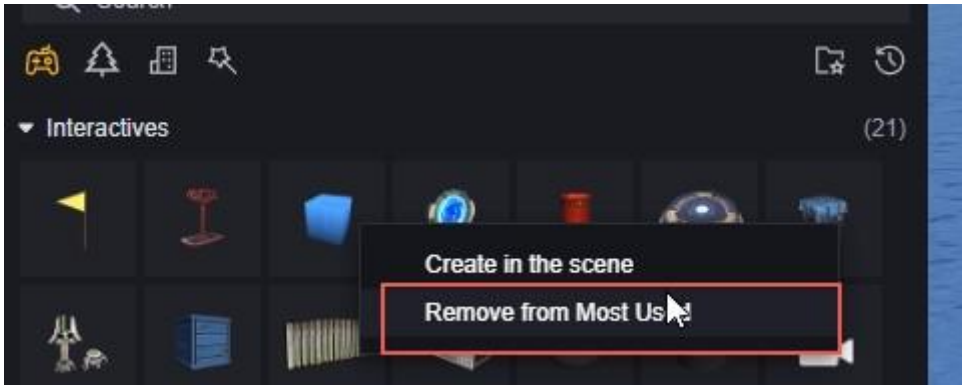
Structures or decorations of various themes, categorised by subject matter. Can be used to render the atmosphere of a particular theme without logic. Commonly used objects:

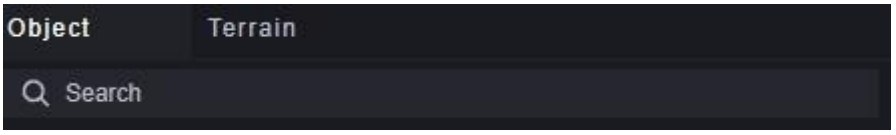
You can right-click to set some objects as frequently used and then view them at Frequently Used Objects:



This setting can be cancelled for objects that have been set as frequently used.







Objects support search.

> How objects are placed in the scene will be explained in more detail in other articles.

4.Terrain Editor

It is possible to edit the scene terrain, for example to construct mountain peaks and valleys. This will be explained in detail in other articles.

5.Scene Editor

The Scene Editor provides a visual representation of the elements within the current scene.

You can modify the scene with the 3. Object Selector and 4. Terrain Editor.

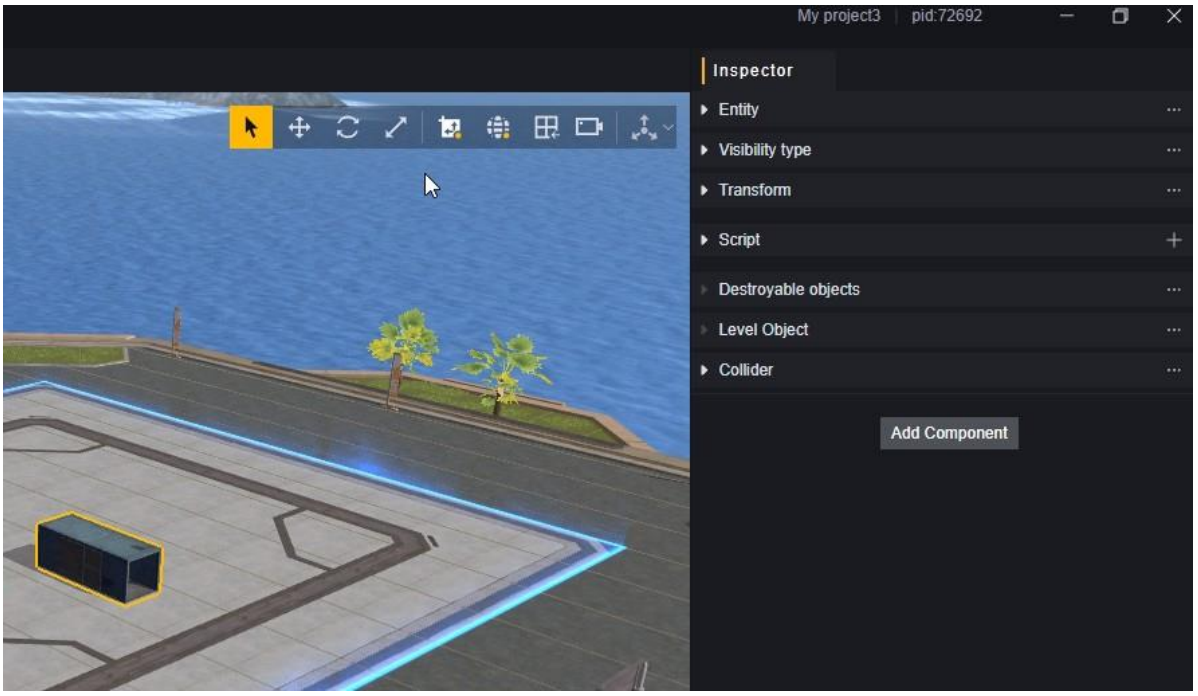
> Will elaborate in other articles.

6. Hierarchy

Hierarchy shows all custom objects in the scene and their hierarchical relationships. Parent-child relationships of objects can be constructed through the hierarchy menu. This will be explained in more detail in another article.

7. attribute (Inspector)

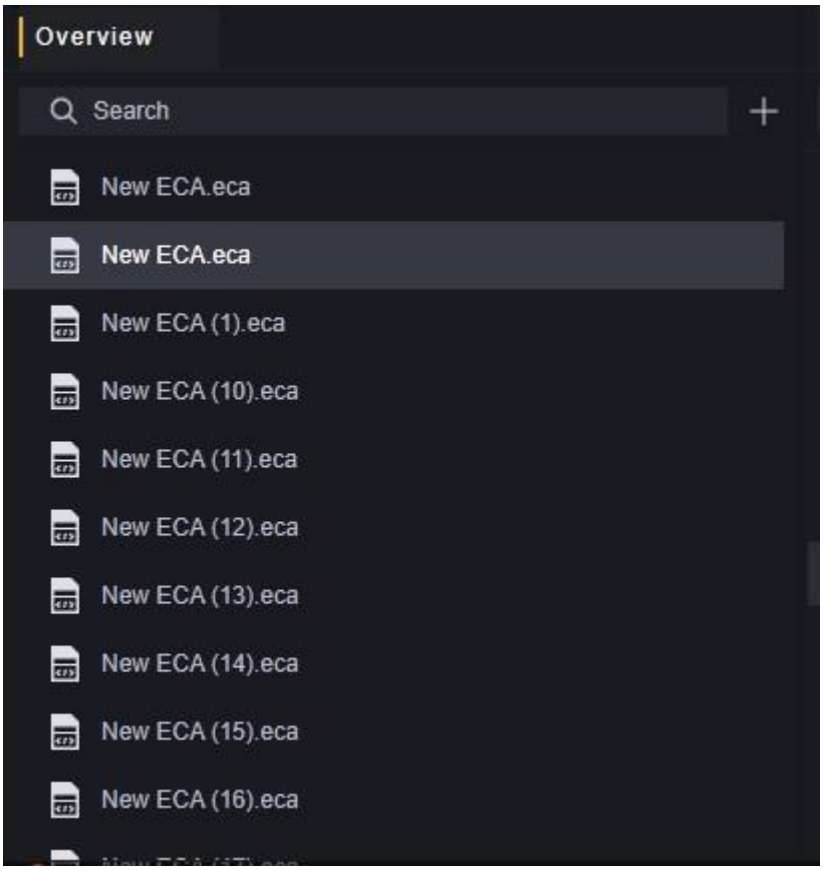
By selecting an object in the 5. Scene Editor, the Properties panel displays all the components of this entity.



You can modify component parameters, add and remove custom components here. It will be explained in detail in other articles.

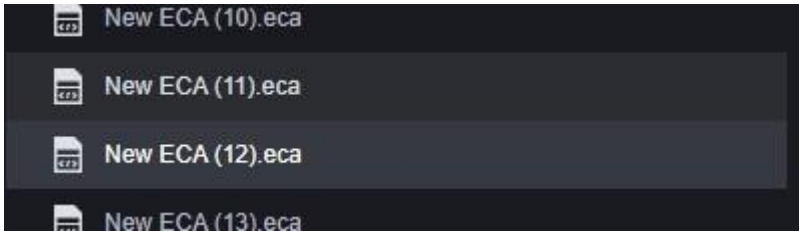
8. a general overview

The overview shows a certain type of file in your project, depending on the type of file you selected in the 2. File tab. The figure shows the case of a graphical element script file selected:

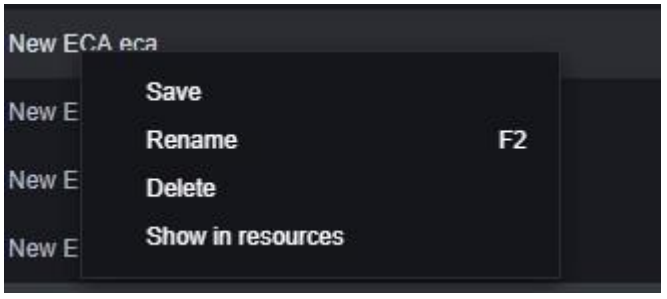


Double-click any file in the Overview to edit the file.2. If the file is not open in the File tab, the file will be opened, and if the file is already open and unchecked, the file will be jumped to the selected file.

Editing any file in the tab will automatically highlight the corresponding file in the overview. This highlighting will be brighter than manually selecting it in the overview:

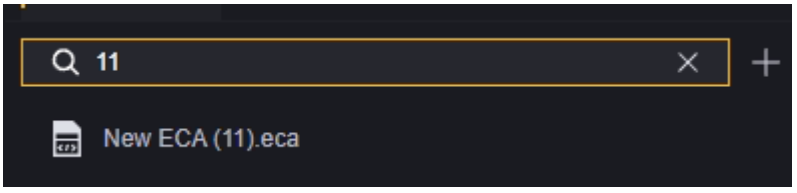


The file being edited is New ECA(12).eca, and the one selected in the overview is New ECA(11).eca. Right-click on any file in the overview to do the following:



Save, rename, delete, or browse locally for that file resource.

The overview supports searching, which is mainly used to lock a specific file when there are too many files in that category.

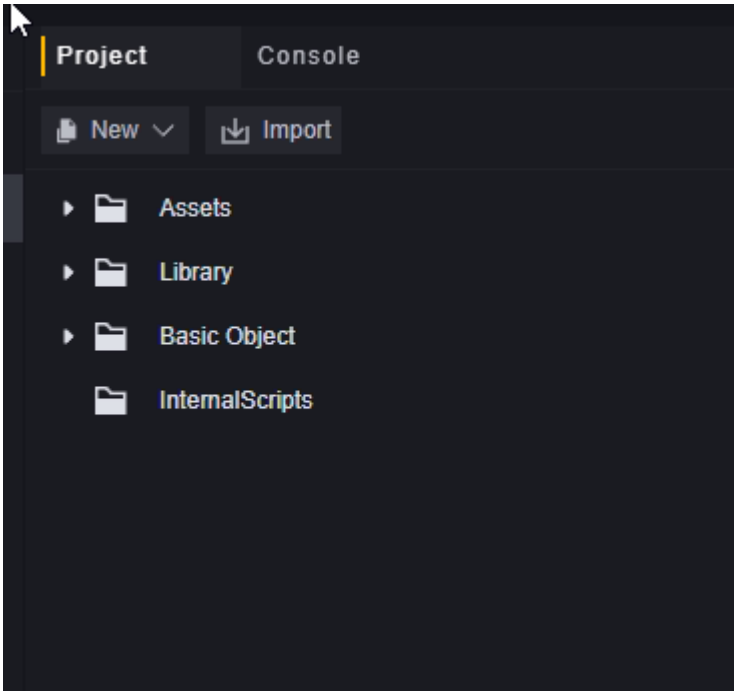


Clicking the plus button in the overview will create a new file of that type. The new file will be stored in the corresponding specified folder:

Document type	suffix (linguistics)	file (paper)
template script	.eca	Assets/ECA
behavioural tree	.xbt	Assets/XBT
take	.scene	Assets/Scene
Animation Controller	.ac	Assets
Player Data	.playerdata	New creation in the overview is not supported
UI files	.ui	Assets/UI

9. Engineering assets

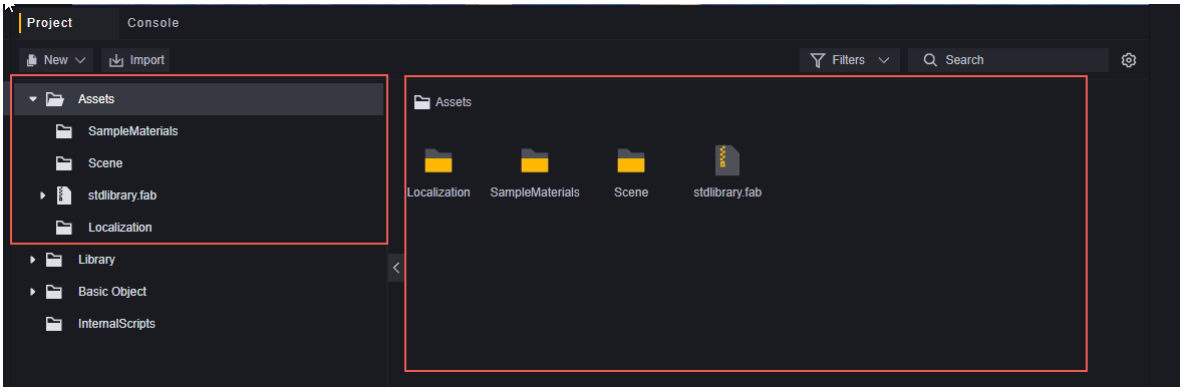
Project Assets shows the asset files within your project. You can categorise the location of files here to better find the resource files you need.



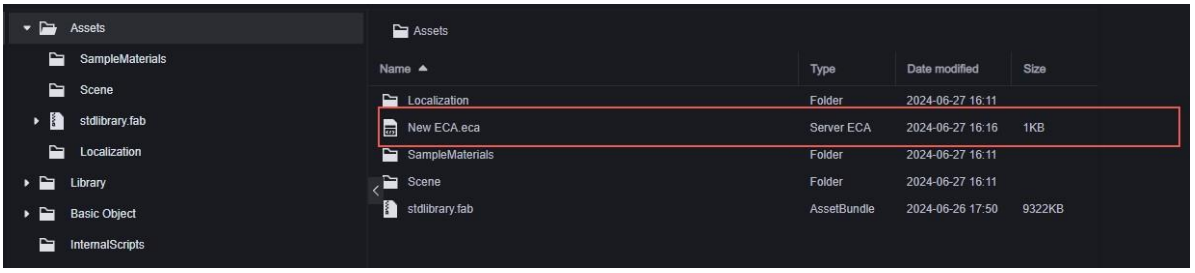
Of these, the contents of the Assets folder are customisable and the other folders are not modifiable. You can view these unmodifiable official assets.

The editor will also only recognise the corresponding folder in the local file; other folders in the project will not appear in the editor.

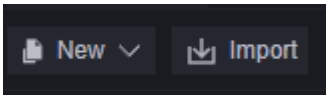
The Assets folder in the newly created blank project is shown in the figure.



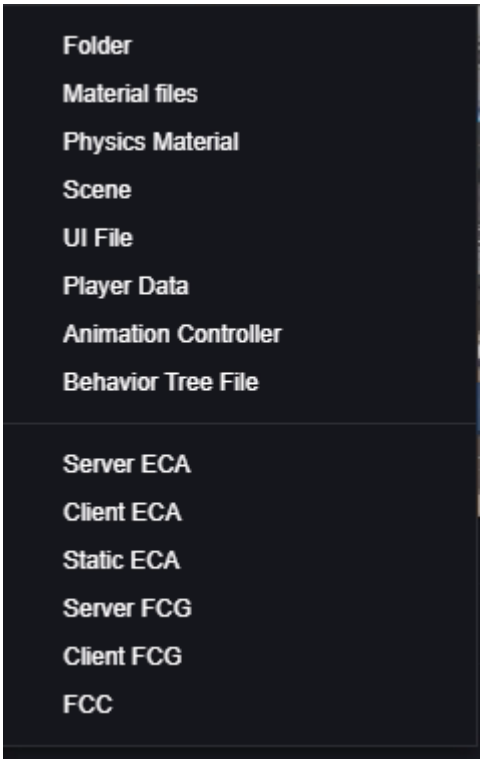
The area on the left of the diagram is the folder structure, only folders appear on the left. On the right side are specific files, both folders and files are shown on the right side. The right side can be zoomed in and out of the display by means of Ctrl+Slider. Let's add a new ECA file and scale it down.



At the folder structure, new content can be created with the New button, or your local assets can be imported with the Import button.



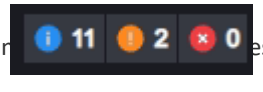
For the New operation, right-clicking on a folder at the folder structure and selecting New, or right-clicking on a blank space in the file area creates new content in the specified folder.



> This is a new content list based on version v1.9.0, supported file types may vary depending on version

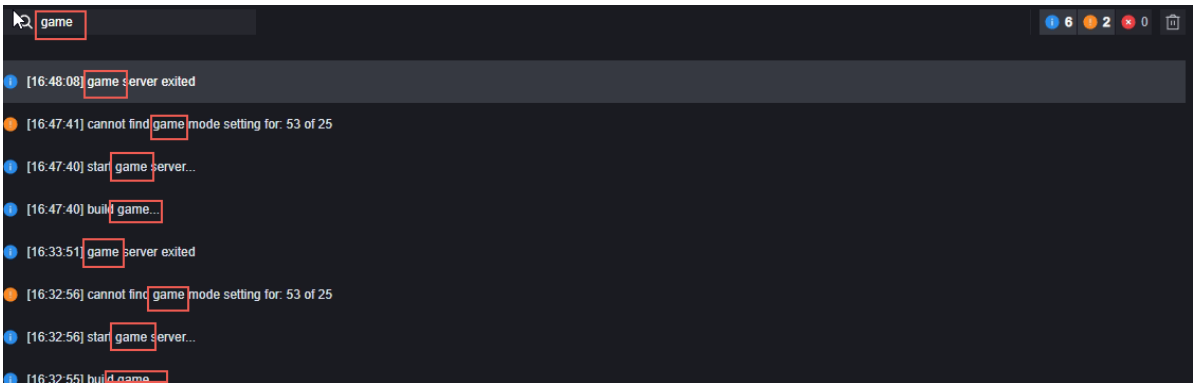
10. consoles

It is used to display hints, warnings and error reports for the game as a whole. There is also a console in 12. debugging which is mainly used to display information from a single run of the game.

Using the console, you can get the point in time when each node occurs, and warning and error messages, which helps with debugging. Clickin 

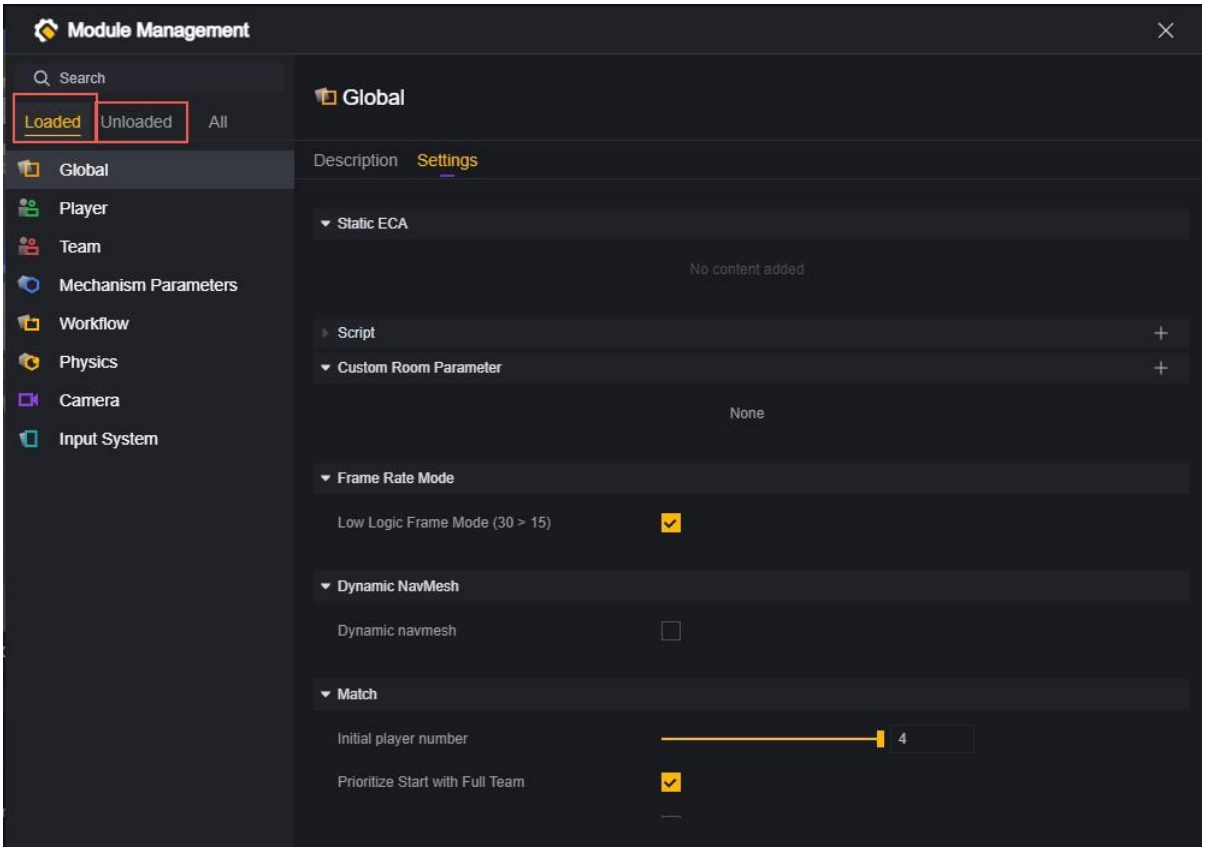
es the display of that category

When you use the search, it will match the displayed categories with the search content, and the category display on the right will change to the category of the search results.

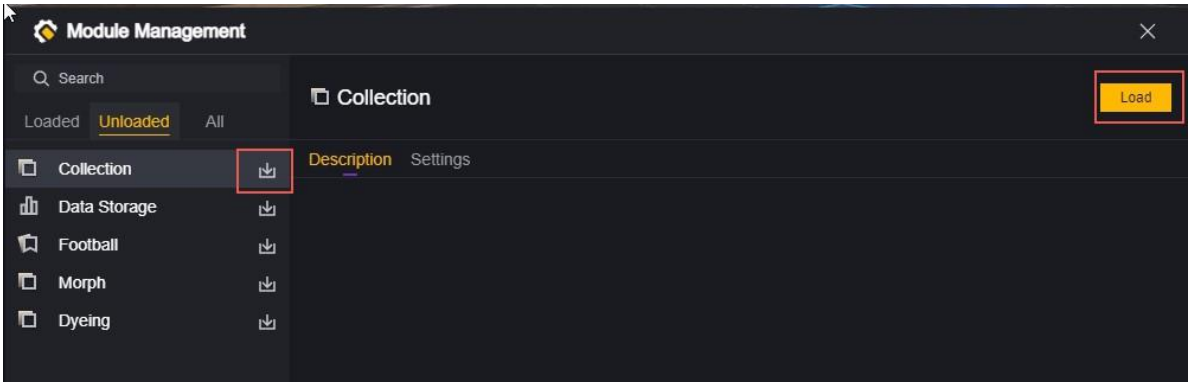


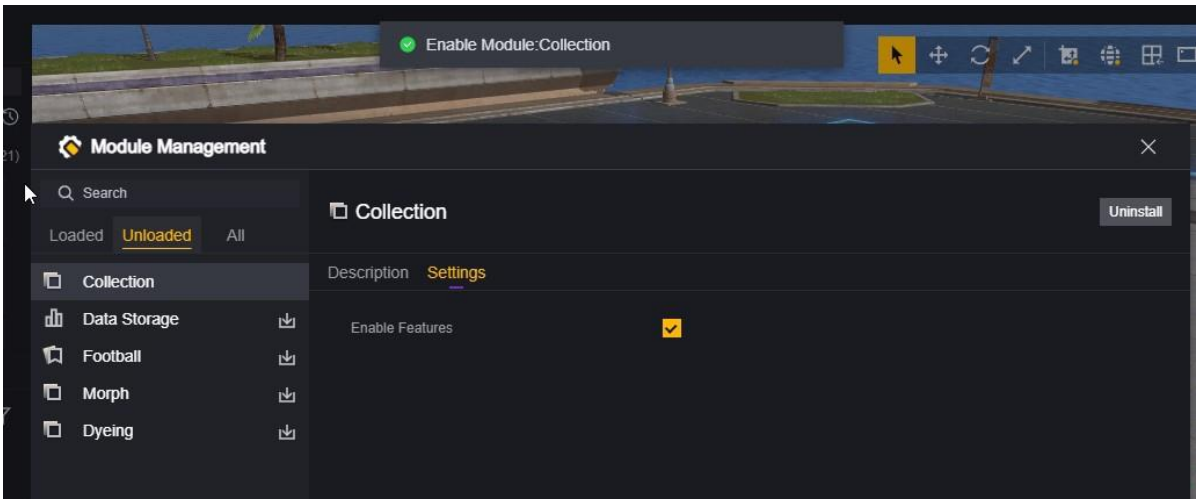
11. module (computer)

The modules of the project can be managed in the modules. The modules are pre-loaded with some of the key modules, and there are some optional modules that can be selected according to requirements.

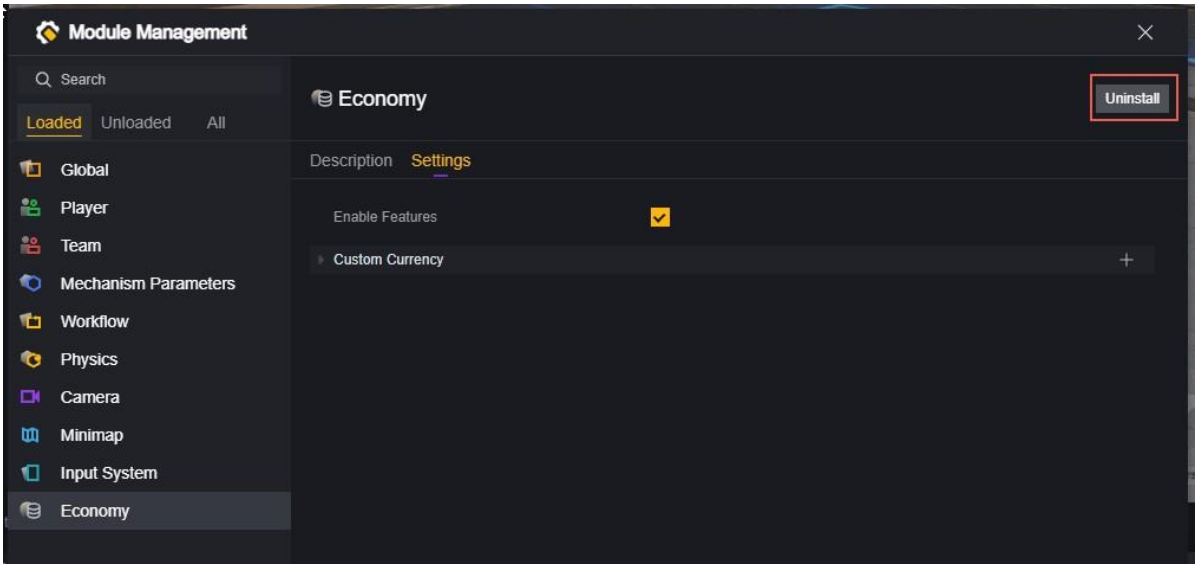


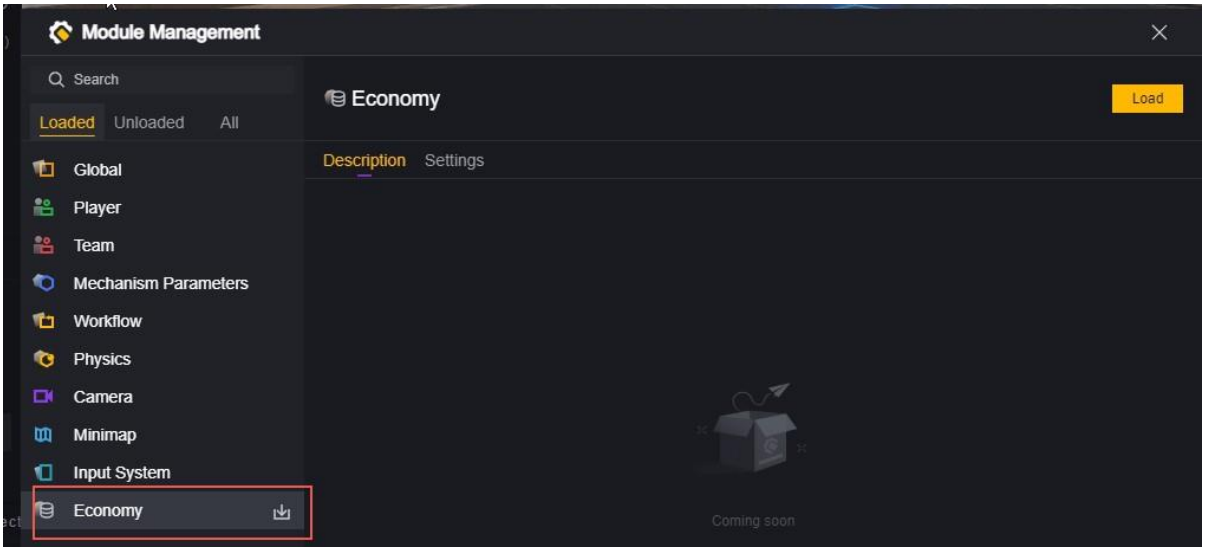
For unloaded modules, they can be loaded using the load button. Page categories are refreshed when switching tabs.



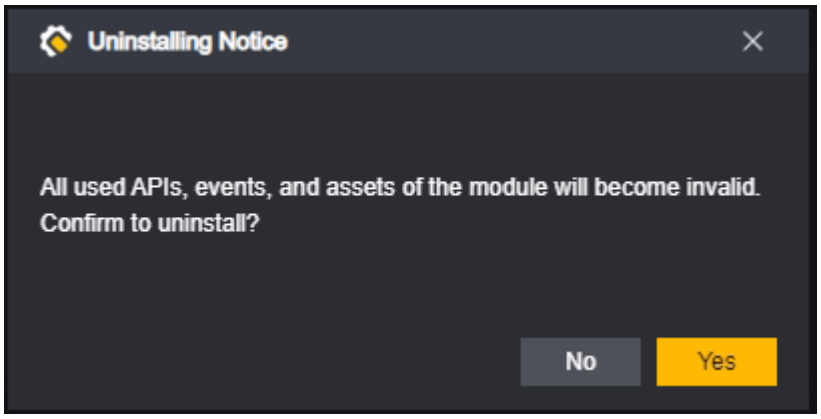


Some of the loaded modules do not support uninstallation, and those that do can be uninstalled via the Uninstall button. Page categories will be refreshed when switching tabs.





When uninstalling a module you need to be careful that the module's API, events or assets are not already in use, uninstalling the module directly may cause performance that does not meet expectations.



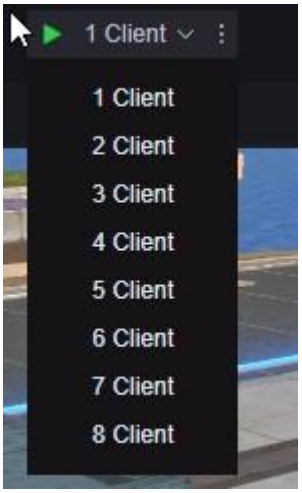
> The introduction of important module contents will be explained separately in other articles.

12. adjust components during testing

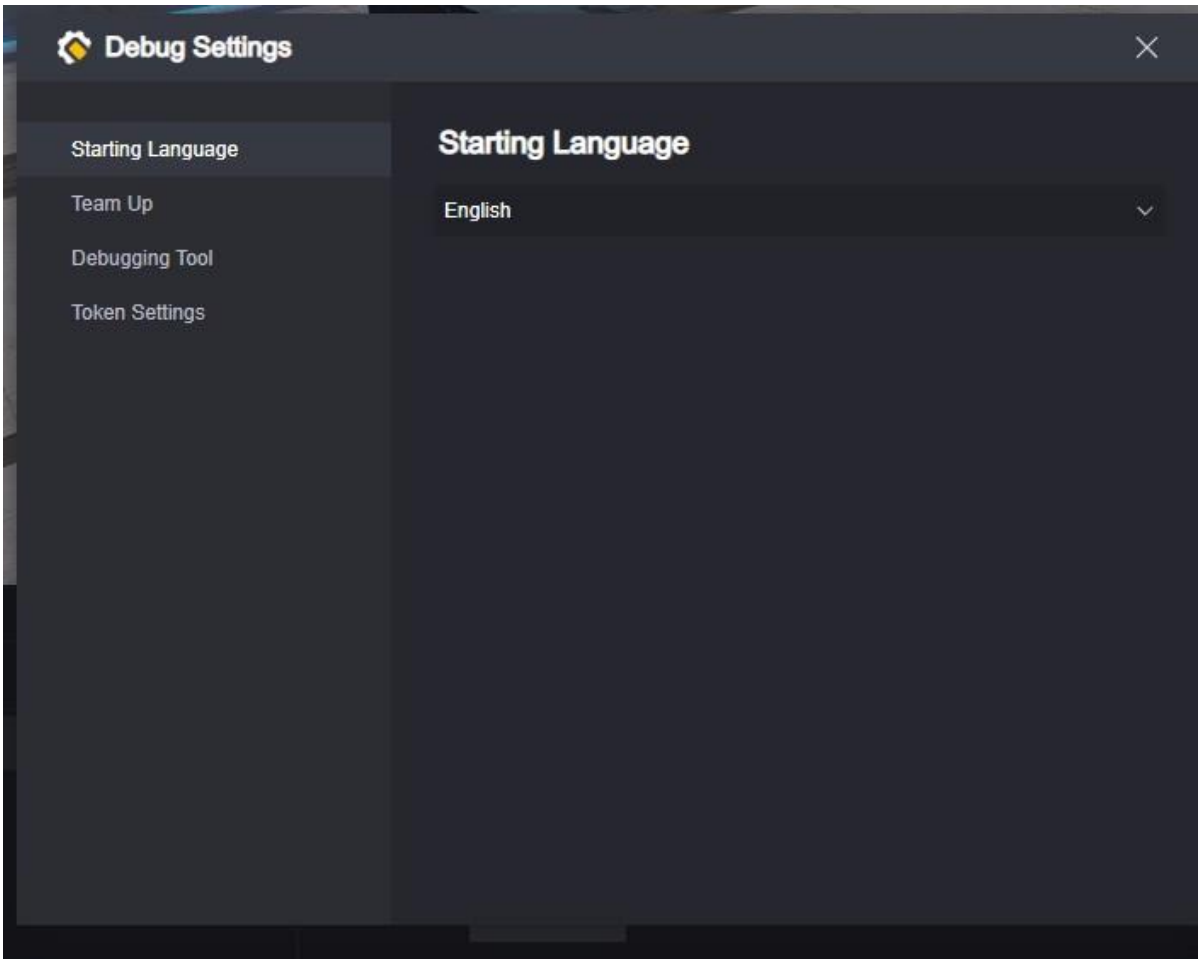
Debugging is a way to visually view the content of a game and confirm that it is behaving as expected. Using debugging opens up at least one game process and allows you to see if the game is running as expected.

Automatically saves the entire project when using debugging.

Debugging supports multiple clients at the same time, selecting the number of clients will open the appropriate number of clients, which will be considered as different players involved in that game. Up to eight clients are supported at the same time.



Debugging has a number of configuration items that can be modified to achieve the debugging environment you need.



Debugging will be explained in detail in other articles.

13. Basic Information

The base information shows the current project name and project ID.