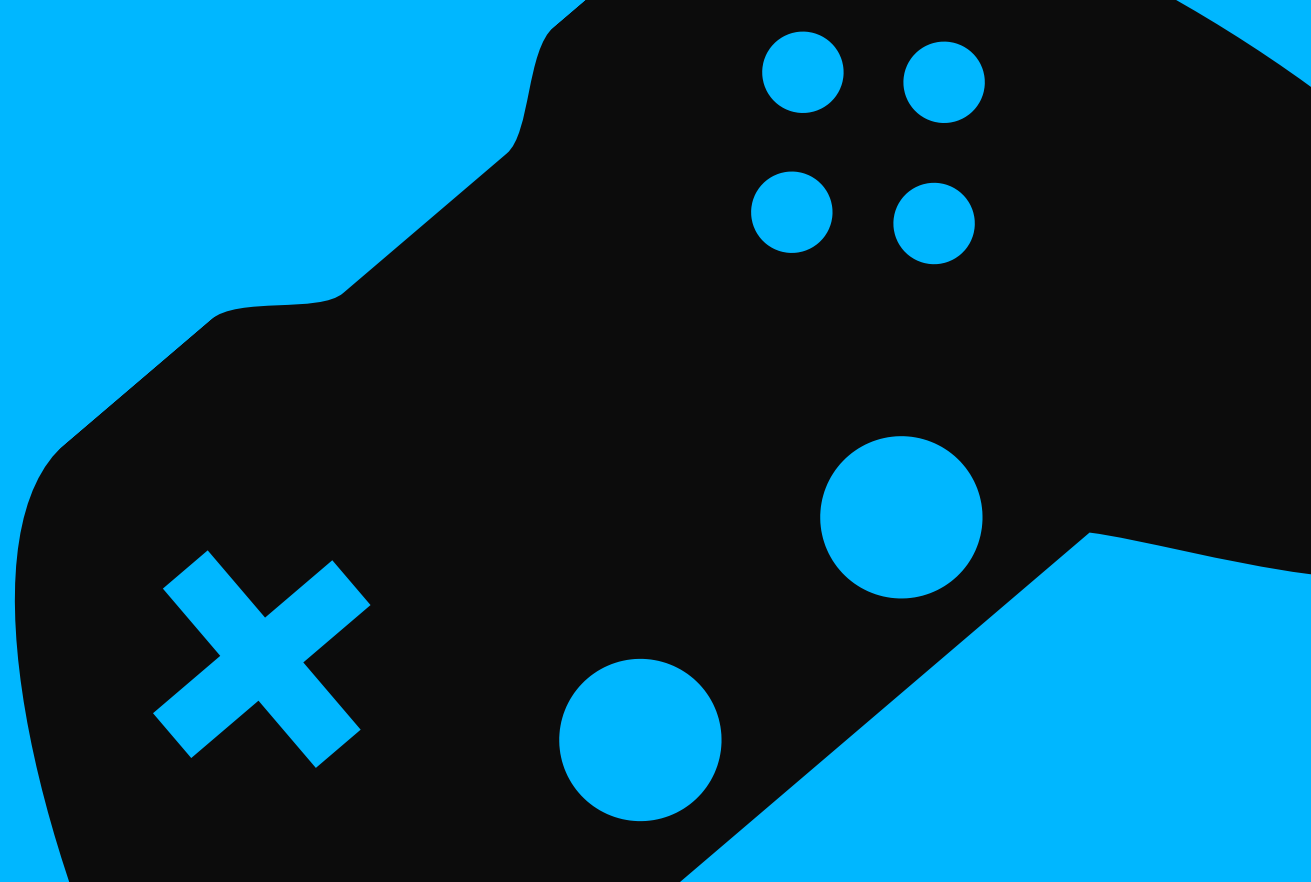


U S E R M A N U A L


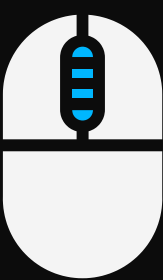
CONTROLS - EDITOR #1



MOVEMENT

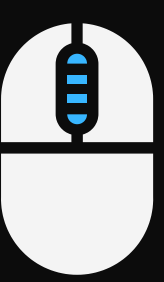
W A S D ----- **MOVE**

HOLD  ----- **LOOK**

  ----- **ZOOM**

E ----- **ASCEND**

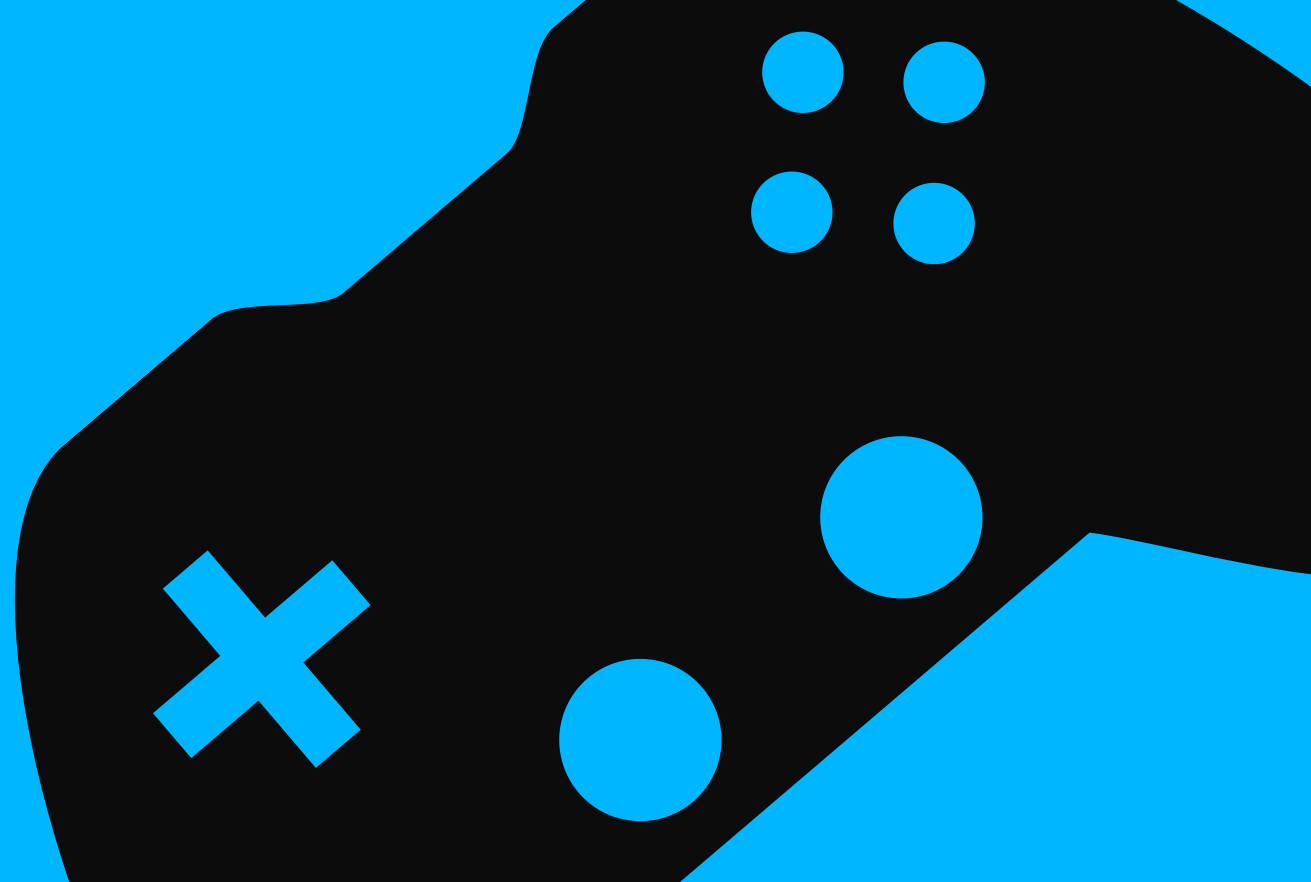
Q ----- **DESCEND**

HOLD  ----- **DRAW
VIEW**


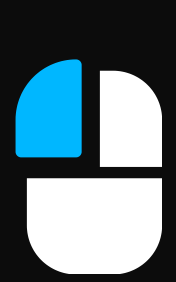


HOLD **SHIFT** ----- **INCREASED
MOVEMENT
SPEED**

HOLD **CTRL** ----- **DECREASED
MOVEMENT
SPEED**

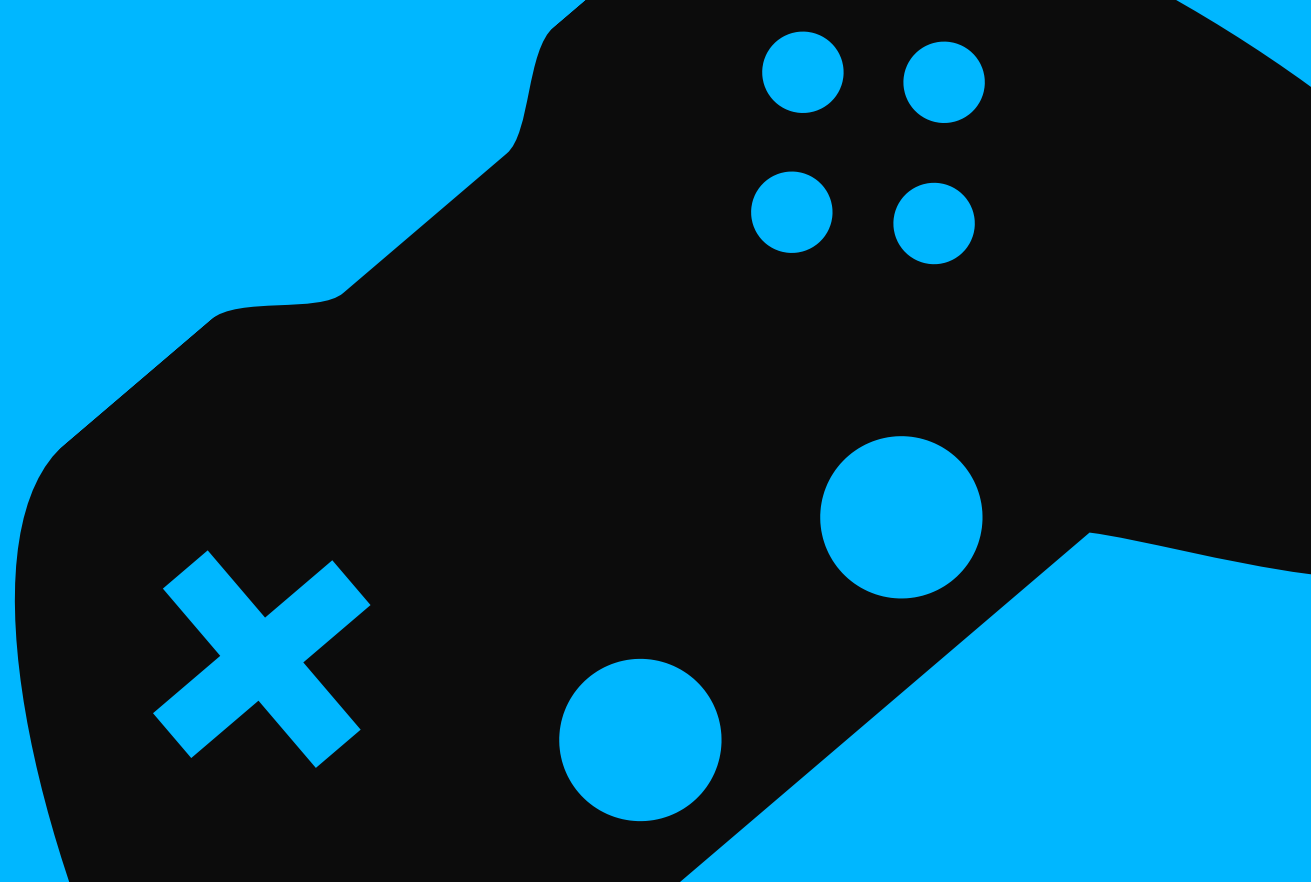
CONTROLS - EDITOR #2



OBJECTS SPECIFIC

	ABOVE NON SELECTED OBJECT		SELECT OBJECT
	ABOVE NON SELECTED OBJECT	SHIFT	ADD OBJECT TO SELECTION
	ABOVE SELECTED OBJECT	SHIFT	REMOVE OBJECT FROM SELECTION
DEL			DELETE SELECTED OBJECT(S)
CTRL	C		COPY SELECTED OBJECT(S)
CTRL	V		PASTE COPIED OBJECT(S)
CTRL	X		CUT SELECTED OBJECT(S)
CTRL	D		DUPLICATE SELECTED OBJECT(S)
CTRL	Z		UNDO LAST TRANSFORM
HOLD			DRAW SELECTION BOX

CONTROLS - EDITOR #3



GENERAL SHORTCUTS

	-----	OPEN MENU
	-----	USE SNAPPING TRANSFORM
	-----	SNAP TO CAMERA VIEW
	-----	INCREASE/DECREASE VALUE BY 1.0
	-----	INCREASE/DECREASE VALUE BY 10
	-----	INCREASE/DECREASE VALUE BY 0.1
	-----	NEXT/PREVIOUS HIERARCHY PAGE
	-----	FIRST/LAST HIERARCHY PAGE
	-----	FOCUS ON SELECTED OBJECT

CONTROLS - PLAYMODE



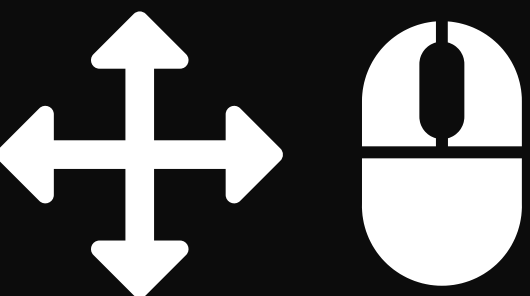
MOVEMENT

W A S D

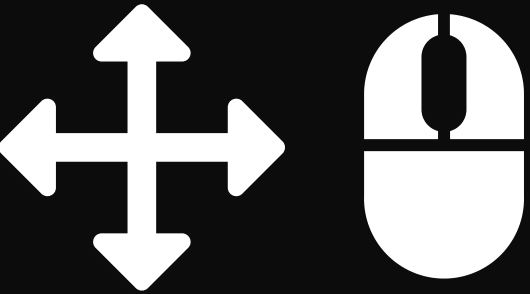
MOVE

SPACE

JUMP



LOOK
(FIRST PERSON)



TURN
(THIRD PERSON)

SHIFT

SPRINT

CTRL

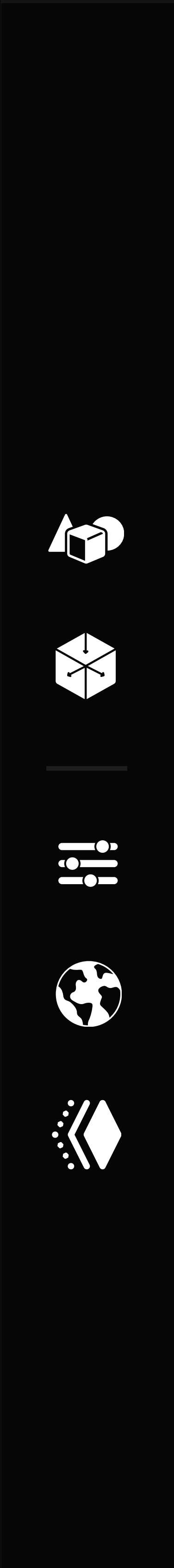
CROUCH

TAB

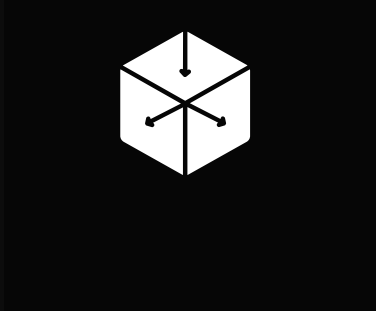
EDIT
MODE



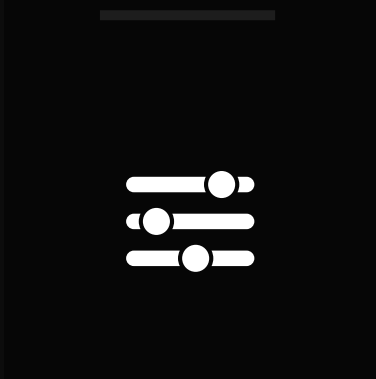
MENU



OBJECTS BROWSER



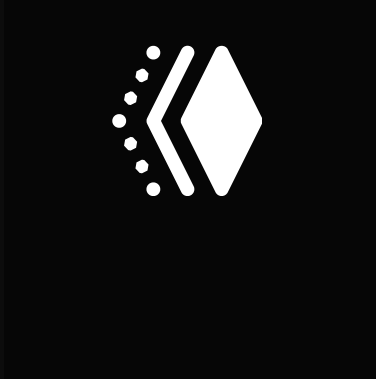
SPECIAL OBJECTS
BROWSER



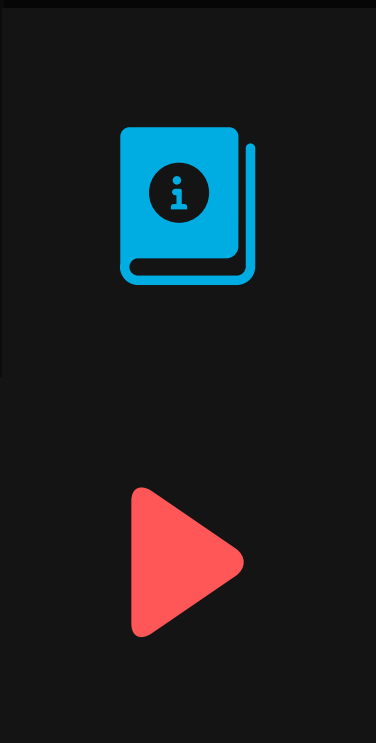
EDITOR SETTINGS



LEVEL SETTINGS



ANIMATION LAB



OPEN MANUAL



SAVE & START LEVEL

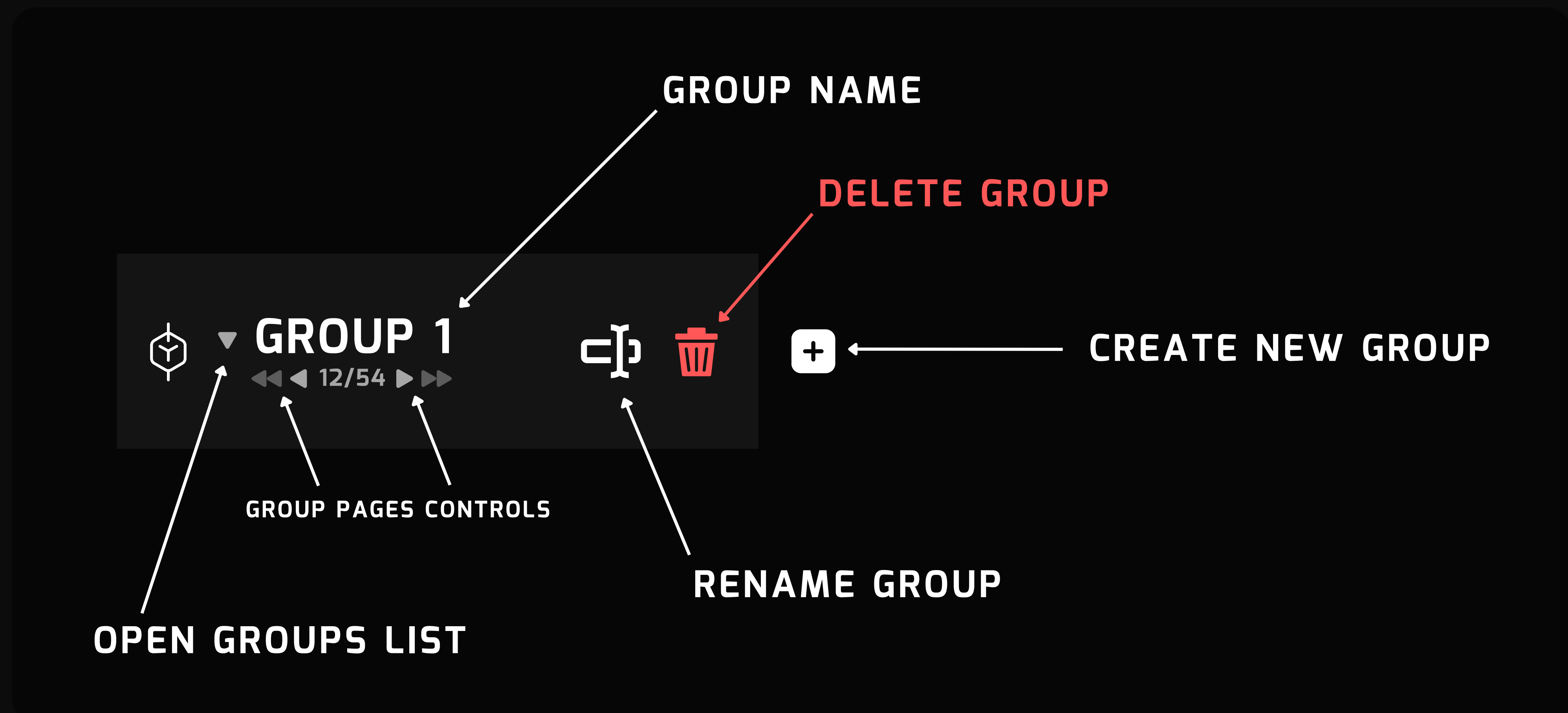
HIERARCHY #1 - GROUPS



GROUPS

- GROUPS ALLOW CREATORS TO KEEP THEIR PROJECTS CLEAN AND ORGANIZED.
- WHEN A CERTAIN GROUP IS SELECTED FROM THE **GROUPS LIST**, THE HIERARCHY WILL ONLY DISPLAY THE OBJECTS ASSIGNED TO THAT GROUP.
- EVERY PROJECT CAN HAVE UP TO 99 DIFFERENT GROUPS AND EVERY GROUP CAN CONTAIN UNLIMITED OBJECTS.
- EVERY PROJECT COMES WITH A DEFAULT GROUP CALLED “**HIERARCHY**”, THIS GROUP CAN’T BE DELETED OR RENAMED AND IT’S WHERE ALL OBJECTS ARE ASSIGNED BY DEFAULT.
- WHEN A GROUP IS **DELETED**, ALL OF ITS OBJECTS ARE AUTOMATICALLY REASSIGNED TO THE DEFAULT HIERARCHY GROUP.
- ASSIGNING OBJECTS TO GROUPS IS EXPLAINED IN THE **ELEMENT TAB** SECTION.

THE GROUPS HEADER

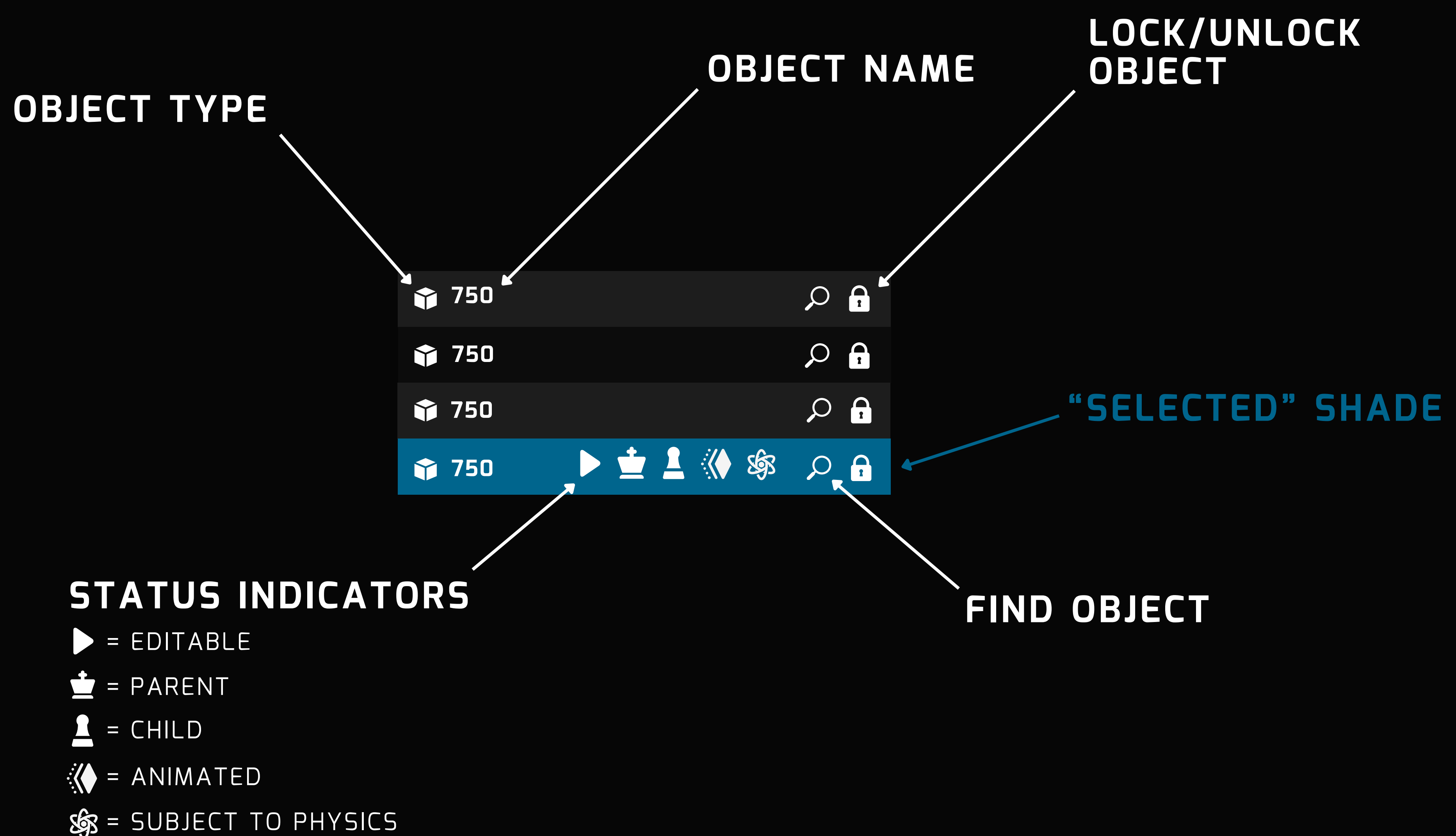


HIERARCHY #2 - LIST



HIERARCHY LIST

- UNDER EACH GROUP YOU CAN FIND A LIST OF ALL THE OBJECTS THAT BELONG TO IT, SPLIT INTO PAGES OF 35 ELEMENTS EACH WHICH CAN BE NAVIGATED WITH THE UI CONTROLS IN THE **GROUPS HEADER** OR THROUGH THE ARROW KEYS.
- WHEN SELECTING AN OBJECT, IF THE BELONGING GROUP HAS MORE THAN ONE PAGE, THE LIST WILL AUTOMATICALLY BRING YOU TO THE PAGE WHERE THE SELECTED OBJECT IS FOUND AND HIGHLIGHT ITS TAB WITH A **DARK BLUE SHADE**, THIS WORKS BOTH FOR SINGLE AND MULTIPLE OBJECTS.
- YOU CAN ALSO SELECT OBJECTS BY CLICKING ON THEIR TABS FROM THE LIST AND DESELECT THEM BY HOLDING SHIFT AND CLICKING ON AN ALREADY SELECTED TAB.
- HOLDING SHIFT ALSO ALLOWS YOU TO SELECT MULTIPLE TABS BY CLICKING ON THEM INDIVIDUALLY.
- CLICKING ON AN ALREADY SELECTED TAB WILL HIDE THE **TRANSFORM GIZMO** ON THE CORRESPONDING OBJECT.
- YOU CAN RENAME AN OBJECT FROM THE LIST BY CLICKING ON IT'S **OBJECT NAME**.

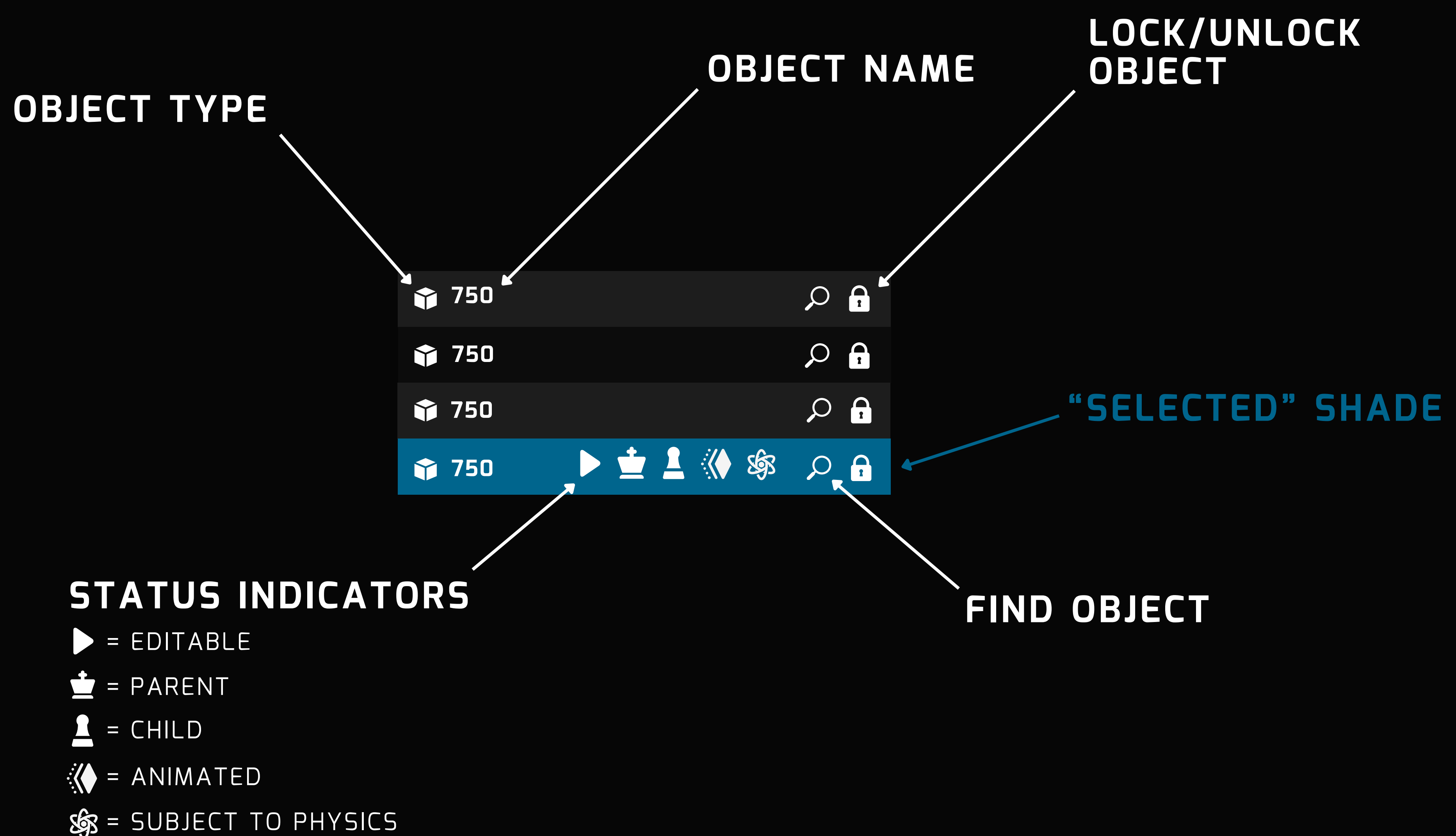


ELEMENT TAB



ELEMENT TAB

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THE REST OF THE MANUAL IS CURRENTLY UNDER CONSTRUCTION.

THANK YOU FOR UNDERSTANDING!

-FILI