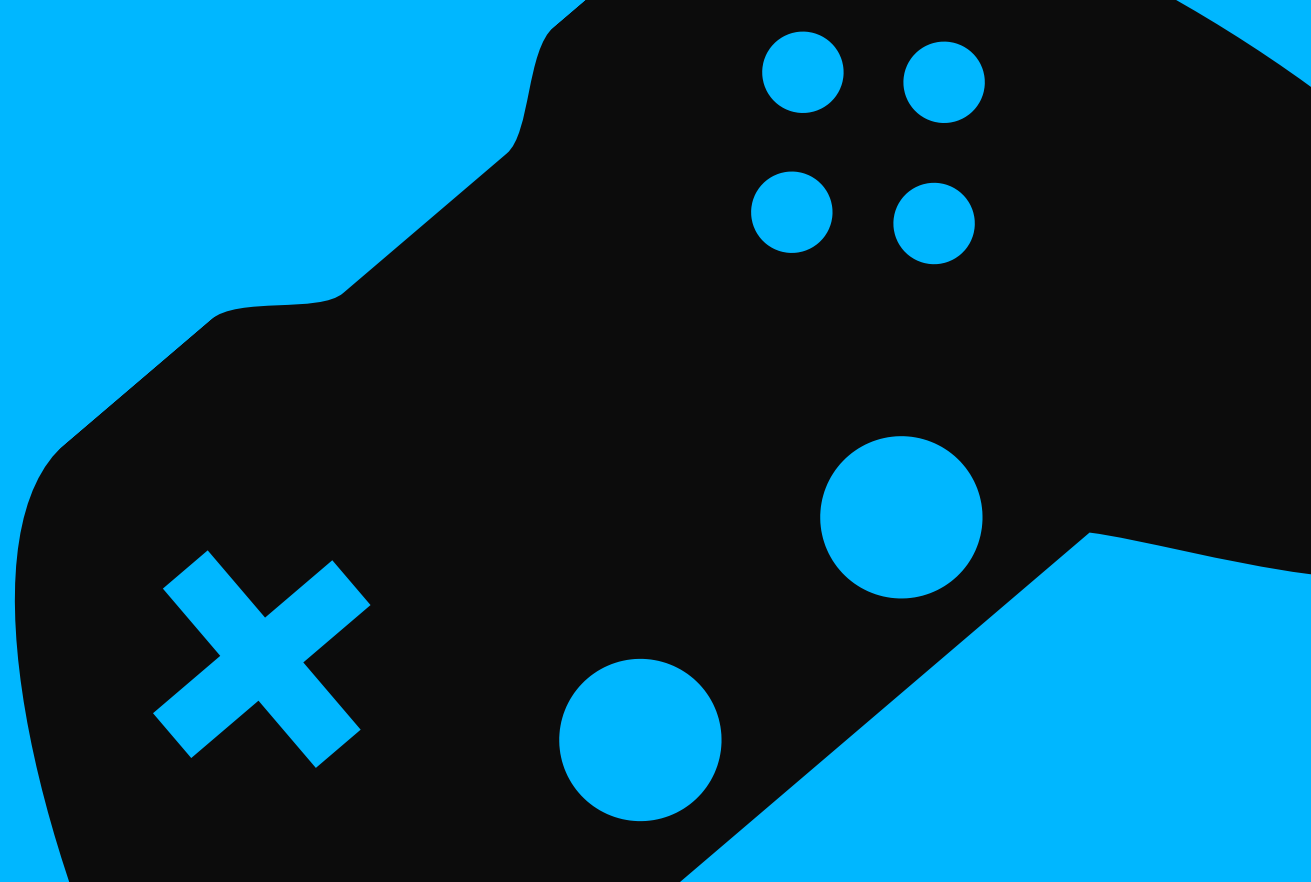


# U S E R M A N U A L


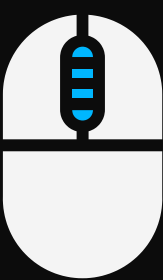
# CONTROLS - EDITOR #1



## MOVEMENT

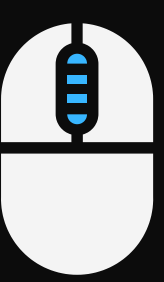
**W A S D** ----- **MOVE**

**HOLD**  ----- **LOOK**

  ----- **ZOOM**

**E** ----- **ASCEND**

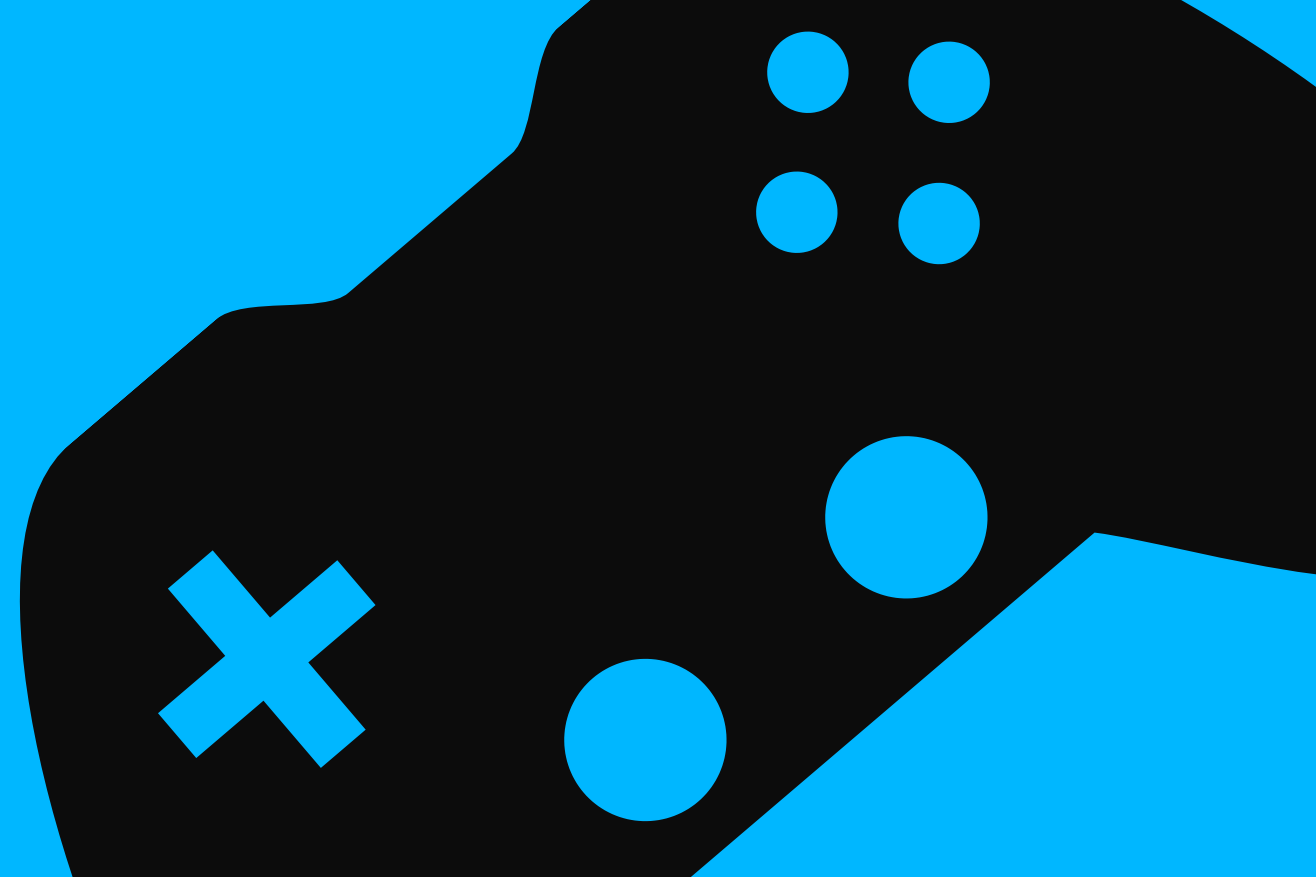
**Q** ----- **DESCEND**

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

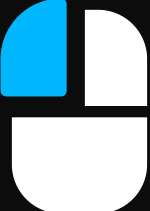



**HOLD** **SHIFT** ----- **INCREASED  
MOVEMENT  
SPEED**

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

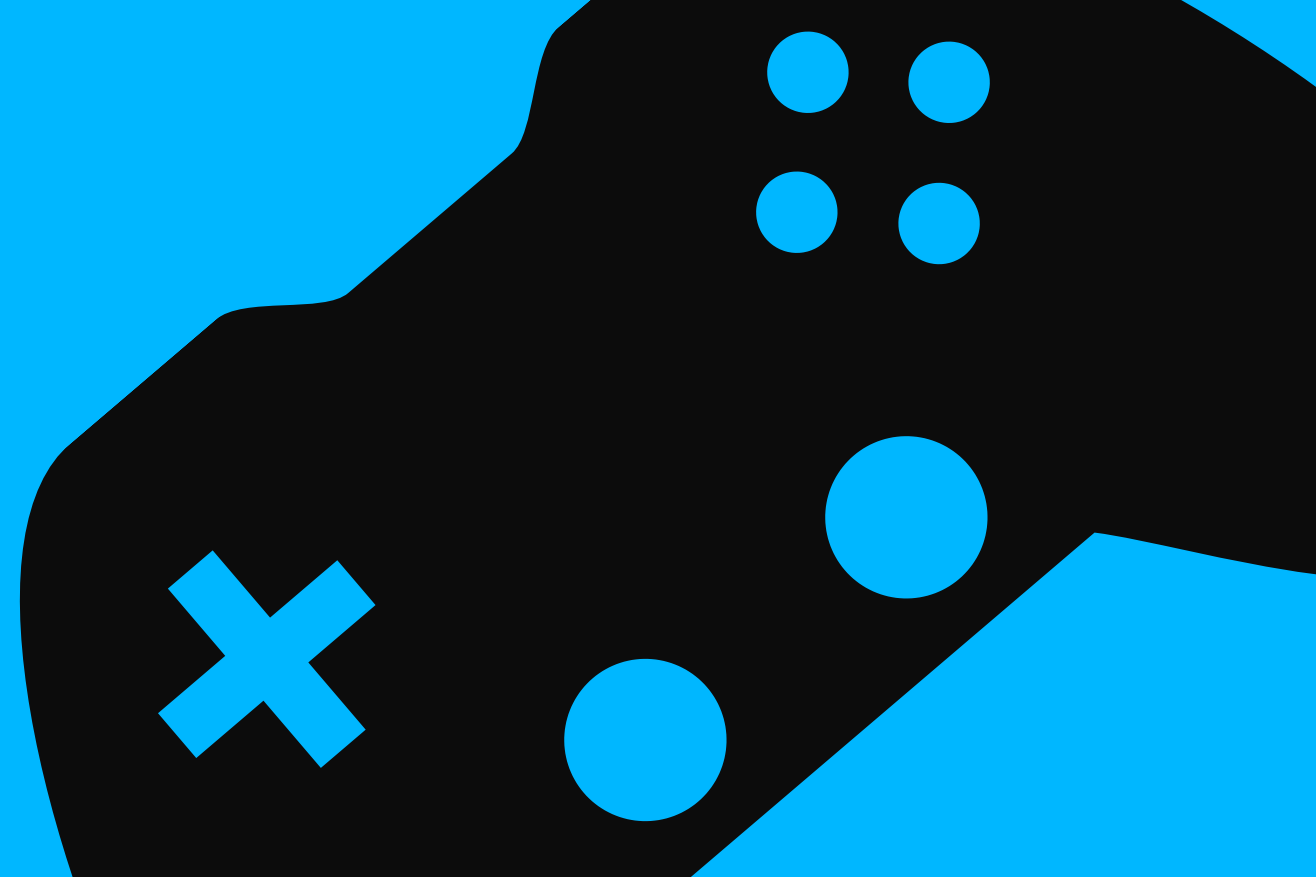
# CONTROLS - EDITOR #2



## 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



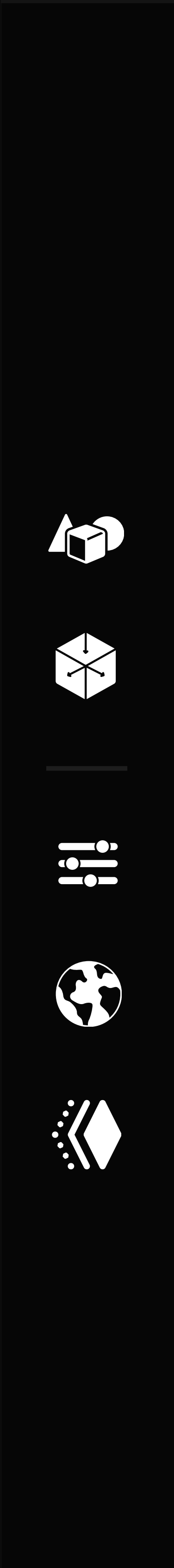
## MOVEMENT

WASD	MOVE
SPACE	JUMP
Mouse (Look)	LOOK (FIRST PERSON)
Mouse (Turn)	TURN (THIRD PERSON)
SHIFT	SPRINT
CTRL	CROUCH
TAB	EDIT MODE

# HOTBAR



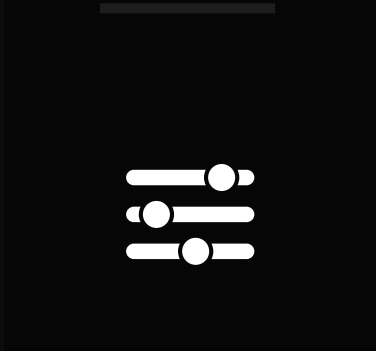
MENU



OBJECTS BROWSER



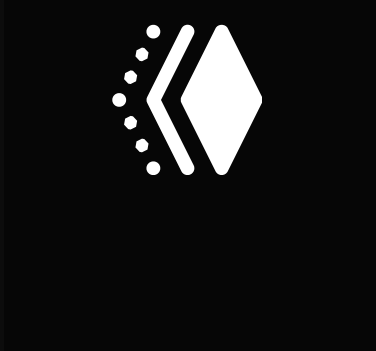
SPECIAL OBJECTS BROWSER



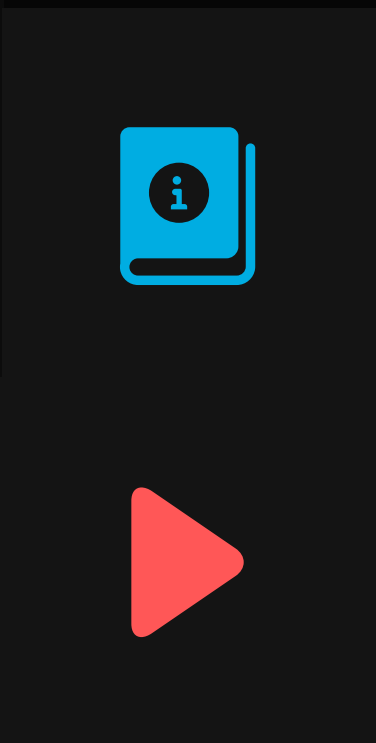
EDITOR SETTINGS



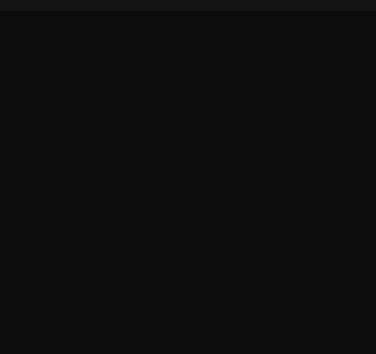
LEVEL SETTINGS



ANIMATION LAB



OPEN MANUAL



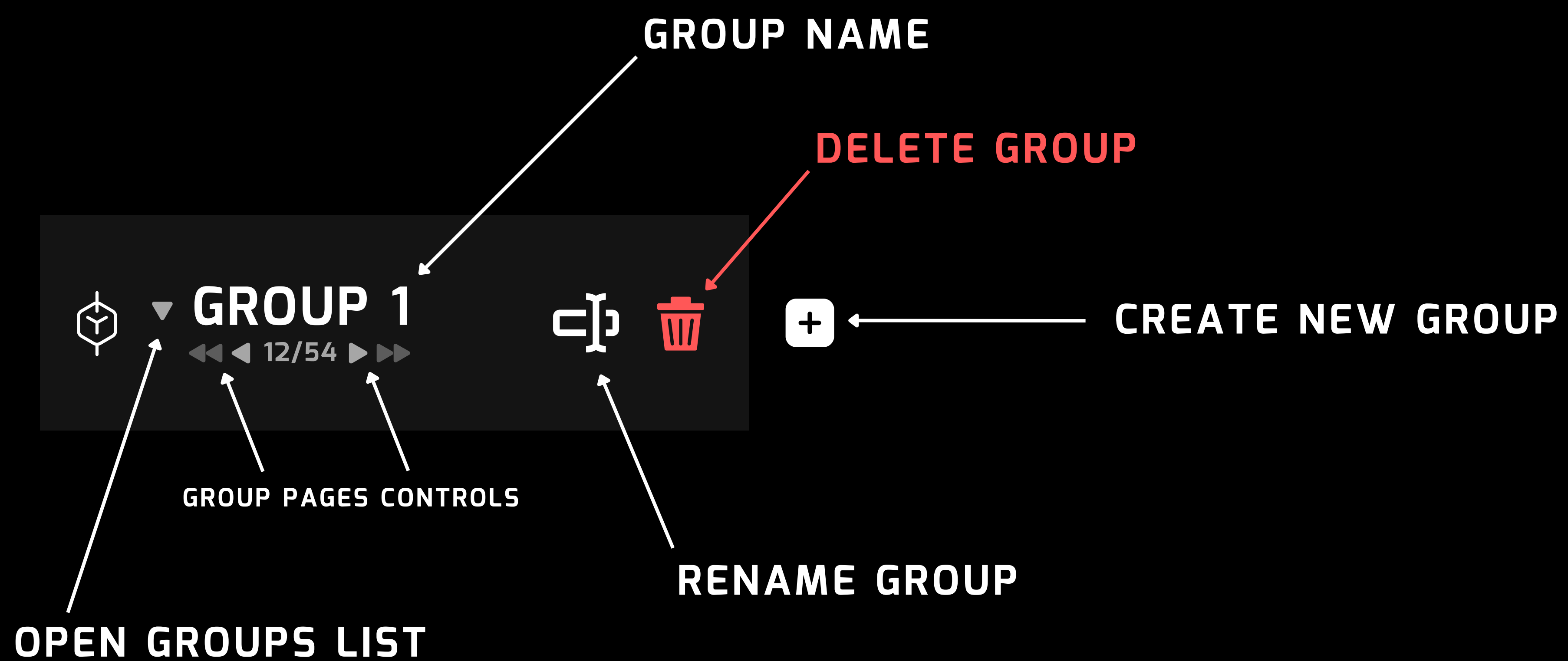
SAVE & START LEVEL

# HIERARCHY #1 - GROUPS



## GROUPS HEADER

- 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 IN **PAGE 8**.



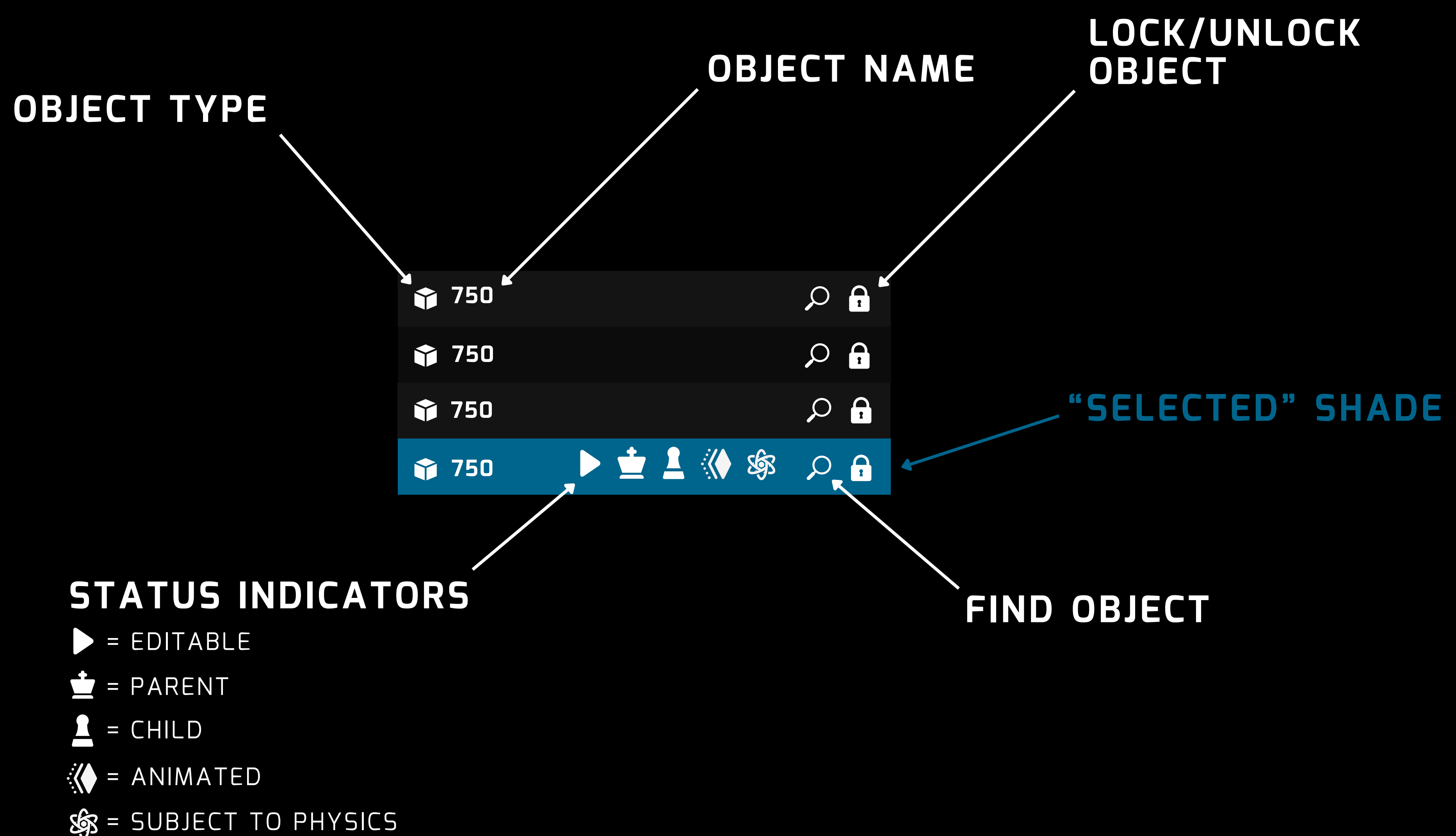


# HIERARCHY #2 - LIST



## 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 #1



## ELEMENT TAB

- AFTER AT LEAST ONE OBJECT HAS BEEN SELECTED, THREE TABS WILL APPEAR ON THE RIGHT SIDE OF YOUR SCREEN. THE FIRST ONE FROM THE TOP IS THE **ELEMENT TAB**.
- THE ELEMENT TAB IS DIVIDED INTO THREE SECTIONS, AND EACH ONE ALLOWS YOU TO CONTROL A DIFFERENT ASPECT OF ALL THE SELECTED OBJECTS.
- THE FIRST SECTION ALLOWS YOU TO CONTROL THE “**TRANSFORM MODIFIES**” YOU’RE APPLYING TO THE OBJECT. **WITH “TRANSFORM MODIFIES” WE REFER TO ANYTHING THAT IN SOME WAY CHANGES THE VISIBLE CHARACTERISTICS OF AN OBJECT, LIKE IT’S SIZE, ROTATION AND POSITION IN THE WORLD.**
- THE SECOND SECTION ALLOWS YOU TO ASSIGN THE SELECTED OBJECT(S) TO A GROUP OR TO REMOVE IT(THEM) FROM A GROUP THEY’RE ALREADY PART OF. AS EXPLAINED IN **PAGE 6**, ALL OBJECTS ARE BY DEFAULT PART OF THE “HIERARCHY” GROUP.
- TO ASSIGN AN OBJECT(S) TO A GROUP, CREATE ONE FROM THE GROUP HEADER (ALSO EXPLAINED IN **PAGE 6**) AND THEN SIMPLY CLICK THE LITTLE ARROW ( ) IN THE ELEMENT TAB AND SELECT FROM THE LIST THAT WILL APPEAR THE GROUP IN WHICH YOU WANT TO MOVE THE OBJECT(S).
- TO REMOVE OBJECT(S) FROM A GROUP, SIMPLY CLICK THE BUTTON WITH A BROKEN CHAIN IN THIS SECTION AND ALL THE TARGETS WILL BE MOVED BACK TO THE DEFAULT “HIERARCHY” GROUP.

The screenshot shows the 'EDIT' tab with three main sections: TRANSFORM, SPACE, and MODE. The TRANSFORM section has icons for position, rotation, scale, and a combined mode. The SPACE section has icons for world and local space. The MODE section has icons for median point and individual centers. Below these is a 'GROUP HIERARCHY' dropdown menu. Annotations with arrows point to specific features: 'DELETE OBJECT(S)' points to a trash icon; 'CHANGE TRANSFORM MODES:' points to the TRANSFORM icons; 'SHOW GROUPS LIST' points to the 'GROUP HIERARCHY' dropdown; and 'REMOVE OBJECT(S) FROM GROUP' points to a broken chain icon.

**DELETE OBJECT(S)**

**CHANGE TRANSFORM MODES:**

- ↕ = CHANGE POSITION
- ↻ = CHANGE ROTATION
- ⊞ = CHANGE SCALE
- \* = SHOW ALL MODES
- 🌐 = APPLY TRANSFORMS WHILE IGNORING THE OBJECT’S OWN ORIENTATION
- 📦 = APPLY TRANSFORMS RELATIVELY TO OBJECT’S OWN ORIENTATION
- ⊙ = WHEN MULTIPLE OBJECTS ARE SELECTED, APPLY TRANSFORMS STARTING FROM A MEDIAN POINT BETWEEN ALL OF THEM
- 📐 = WHEN MULTIPLE OBJECTS ARE SELECTED, APPLY TRANSFORMS STARTING FROM EVERY SINGLE OBJECT’S CENTER

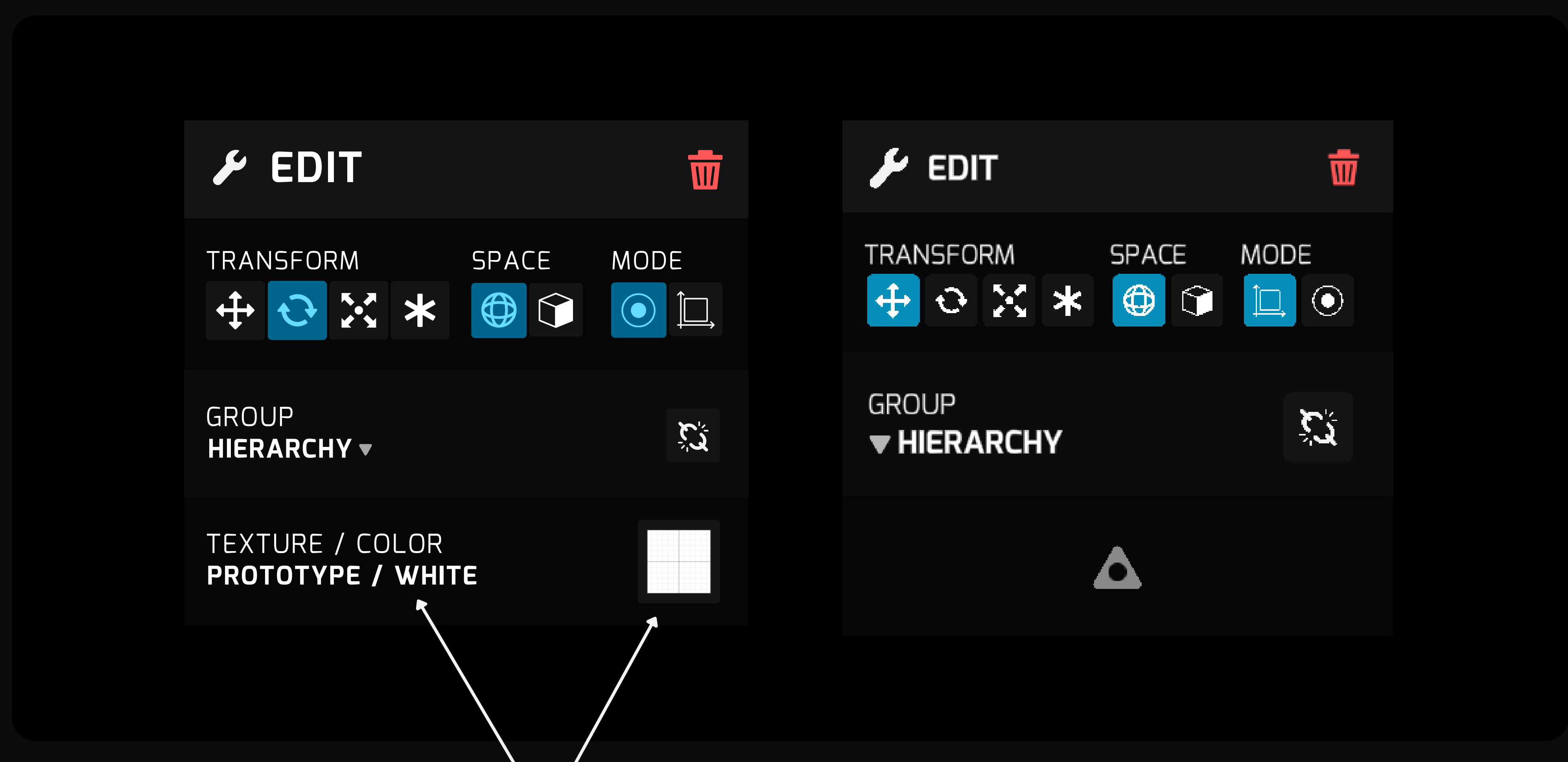
**SHOW GROUPS LIST**

**REMOVE OBJECT(S) FROM GROUP**

# ELEMENT TAB #2

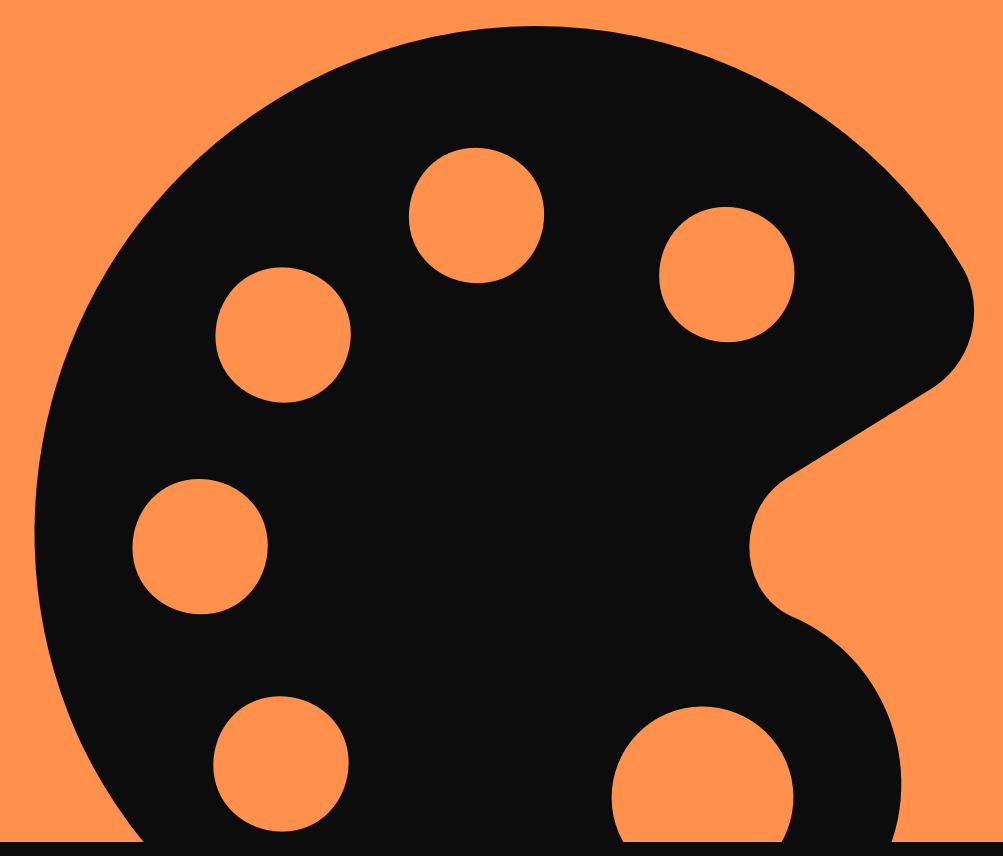


- THE LAST SECTION OF THE **ELEMENT TAB** ALLOWS YOU TO CONTROL THE TEXTURE AND COLOR OF AN OBJECT, TO SUM IT UP, ITS VISUAL APPEARANCE.
- WITHIN PROJECT LEVELS, OBJECTS WHICH SUPPORT VISUAL MODIFICATIONS ALLOW **A COMBINATION OF A SOLID COLOR WITH A TEXTURE APPLIED ON TOP**. IF AN OBJECT DOES NOT ALLOW VISUAL MODIFICATIONS AN “ERROR” ICON WILL BLOCK THIS WHOLE SECTION.
- KEEP IN MIND THAT THE ELEMENT TAB WORKS ON **ALL** THE OBJECTS YOU HAVE SELECTED, THEREFORE, IF EVEN A SINGLE OBJECT AMONG ALL THE SELECTED ONES DOES NOT SUPPORT VISUAL MODIFICATIONS, THIS SECTION WILL BE BLOCKED AS PER BASIC MULTI-EDITING PRINCIPLES.



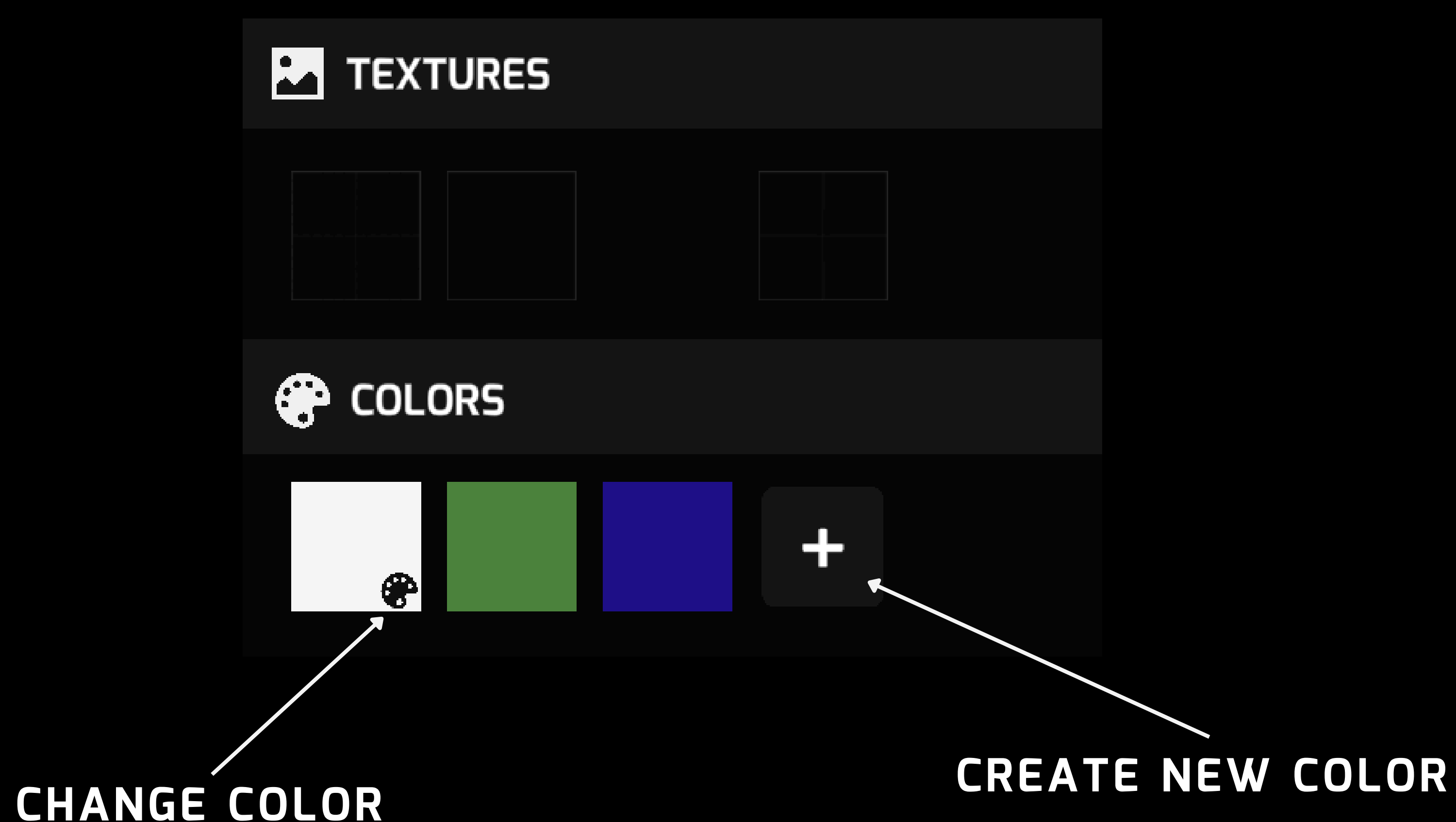
- THE LITTLE ICON ALL TO THE RIGHT IN THIS SECTION WILL DISPLAY THE COLOR AND TEXTURE OF THE OBJECT(S) THAT YOU HAVE CURRENTLY SELECTED, ALONG WITH THEIR NAMES.
- IF MULTIPLE OBJECTS ARE SELECTED AND THEY DO NOT ALL SHARE THE SAME TEXTURE AND COLOR, AN “UNDEFINED TEXTURE” PLACEHOLDER WILL BE DISPLAYED INSTEAD. THIS DOES NOT PREVENT YOU FROM CLICKING ON IT AND APPLYING A NEW COLOR AND OR TEXTURE TO ALL THE SELECTED OBJECTS AS EXPLAINED IN **PAGE 10**.

# TEXTURES LIBRARY

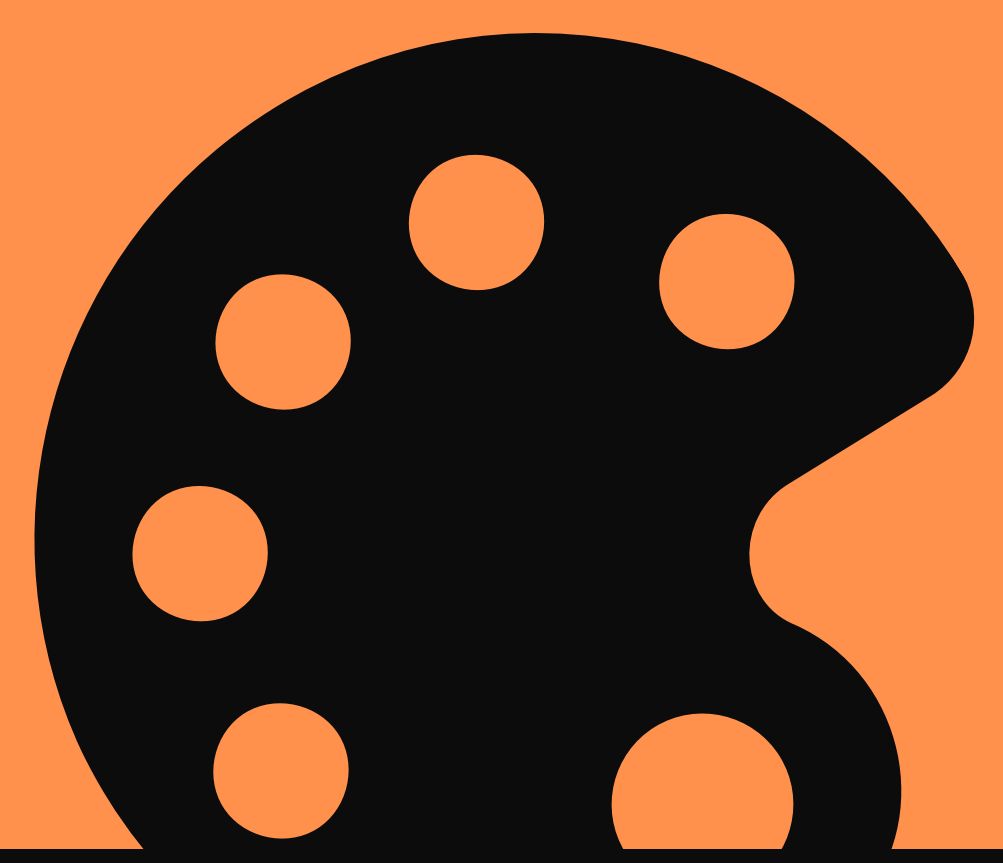


## TEXTURES LIBRARY

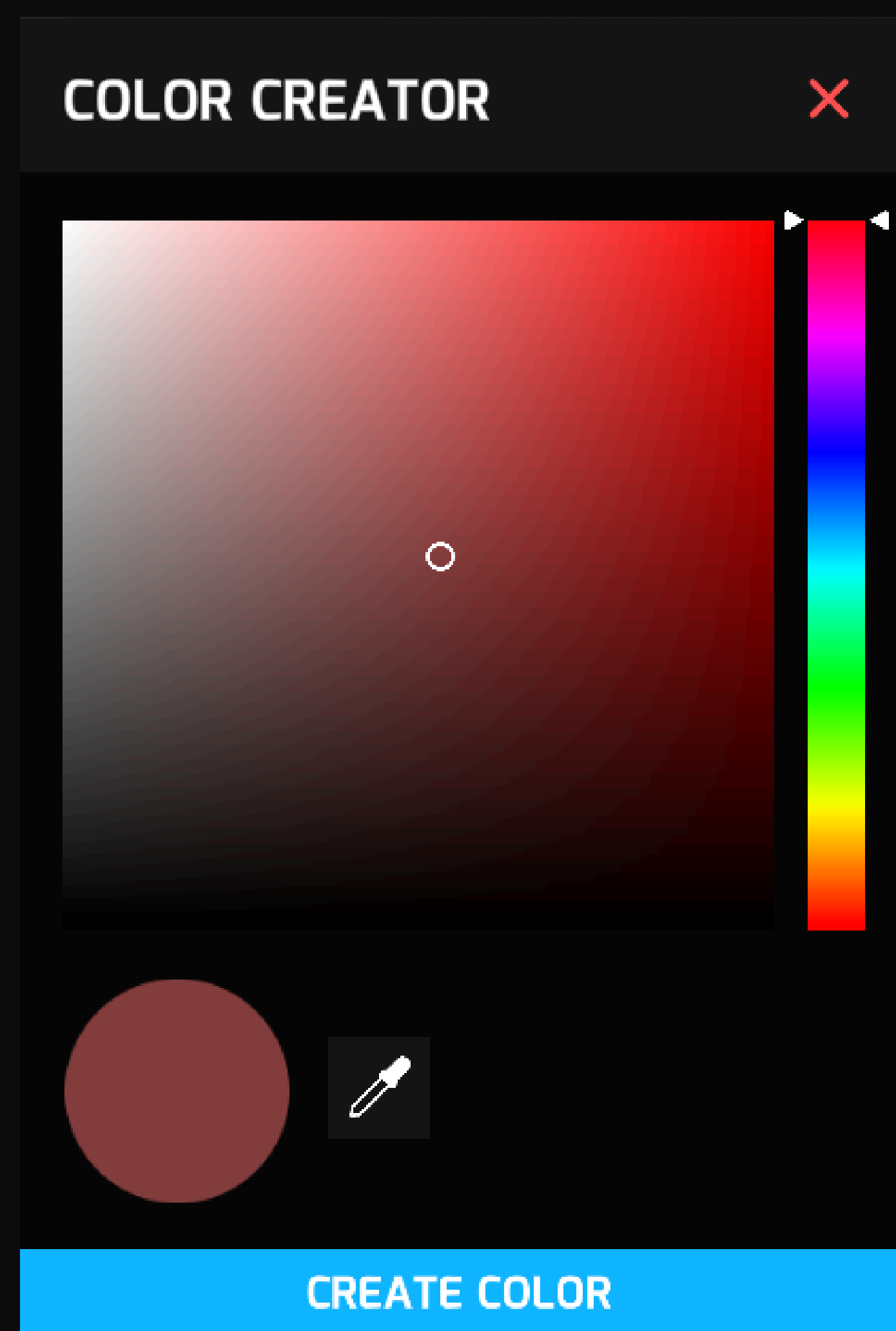
- IF THE LAST SECTION OF THE ELEMENT TAB IS NOT BLOCKED, YOU CAN CLICK ON IT AND OPEN THE **TEXTURES LIBRARY**.
- HERE YOU CAN SEE A COLLECTION OF ALL THE AVAILABLE VISUAL MODIFIES THAT YOU CAN APPLY TO YOUR OBJECTS SPLIT INTO TWO SECTIONS; **TEXTURES AND COLORS**.
- BY SIMPLY **CLICKING ON A TEXTURE OR A COLOR** WITHIN THE LIBRARY PANEL YOU WILL APPLY SAID TEXTURE/COLOR TO ALL THE CURRENTLY SELECTED OBJECTS
- WHILE UPLOADING CUSTOM TEXTURES IS LIMITED TO DEVELOPER BUILDS OF PROJECT LEVELS DUE TO SECURITY REASONS, EVERYONE IS ALLOWED TO CREATE CUSTOM COLORS BY CLICKING ON THE ( + ) BUTTON AT THE END OF THE COLORS LIBRARY BY USING THE **COLOR CREATOR** WHICH WILL POP UP ON THE LEFT. ALL COLOR CREATORS WITHIN THE EDITOR ARE THE SAME AND THEY ARE FULLY EXPLAINED IN **PAGE 11**. YOU CAN HAVE UP TO 99 DIFFERENT COLORS IN A PROJECT.
- WHILE ABOVE A COLOR'S ICON, A LITTLE BUTTON WITH A COLOR PALETTE WILL APPEAR IN ITS BOTTOM RIGHT CORNER. BY CLICKING ON IT, THE COLOR CREATOR WILL OPEN UP AGAIN AND ALLOW YOU TO CHANGE THAT COLOR. ALL THE OBJECTS IN THE WORLD WHICH ARE USING THAT COLOR WILL BE CHANGED AUTOMATICALLY.



# COLOR CREATOR



## COLOR CREATOR



**THE REST OF THE MANUAL IS CURRENTLY UNDER CONSTRUCTION.**

**THANK YOU FOR UNDERSTANDING!**

**-FILI**