

project

copie

paste

delete

+ Tsm editor menu edit

+ Tsm editor menu\_edit

+ updateElementSelectionPanel()

+ updateSceneSelectionPanel() + setPasteButtonEnabled()

+ updatePreviewPanel()

# Dispose()

+ EditorWindow() + PlayerStarted() + PlayerClosed() + createNewProject() + exportProject() + loadProject() + registerElements() + saveProject()