

## ARdevKit.EditorWindow

+ ElementCategories

+ DebugWindow

- + ElementSelectionController
- + PreviewController
- + project
- + CurrentElement + PropertyGrid1
- + Pnl editor preview
- + Pnl editor selection
  - + Cmb editor selection
- \_toolSelection + Cmb editor properties
- \_objectSelection
- + Tsm\_editor\_menu\_edit \_copie
- + Tsm\_editor\_menu\_edit paste
- + Tsm\_editor\_menu\_edit
- \_delete
- + EditorWindow() + PlayerStarted()
- + PlayerClosed()
- + createNewProject()
- + createnewProject()
  + exportProject()
  - + loadProject()
  - + registerElements()
    + saveProject()
- + updateElementSelectionPanel()
- + updatePreviewPanel()
- + updateSceneSelectionPanel()
- + setPasteButtonEnabled()
  # Dispose()