

# Editor Read Me

## **Quick Guide:**

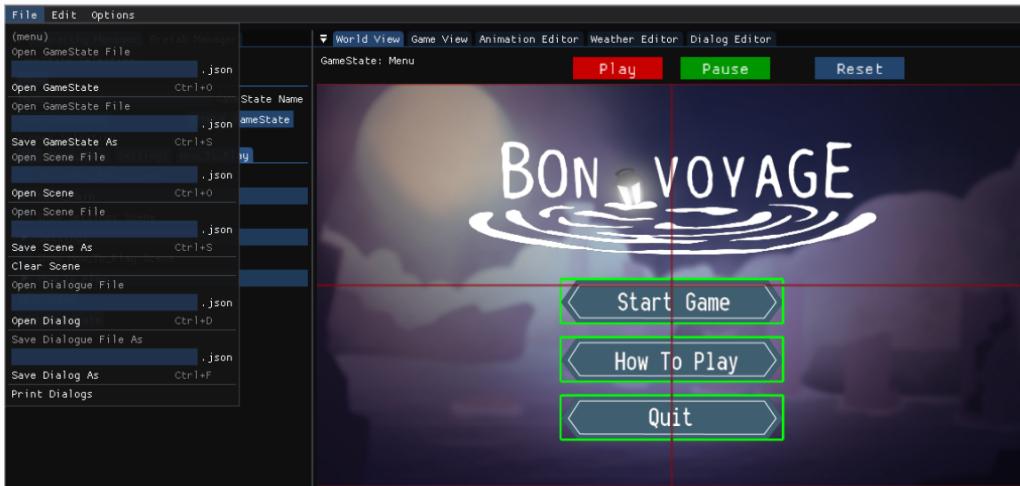
Inputs:

- 1) Run in EditorRelease or EditorDebug for editor mode (Play game in Gameview panel)  
Run in Relase or Debug for game only without editor
- 2) Mouse left click:
  - On any entity or components in hierarchy panel to select it
  - Navigate GUI Drag sliders in Inspector panel
  - Move camera in World and Game Viewports (Empty space or background)
  - Object picking in World and Game Viewports
  - Select Players choice response (red) to select that dialogue tree, in Dialogue editor
- 3) Double Mouse left click:
  - In Asset Browser:
    - Audio: Play sound once
    - GameState : Load Gamestate
    - Scene: Load Scene
    - Prefab: Load Prefab
    - Dialogue: Load Dialogue in dialogue editor Tab
  - In Dialogue editor: On any text to bring up textbox window edit
- 4) Mouse right click:
  - Inspector panel - delete selected entity
  - Hierarchy panel -create new entity
  - World View Pannel - move camera
- 5) [Ctrl+Z]:
  - Undo component edits from Inspector panel or Object picking (no drag and drop)
- 6) [Ctrl+Y]:
  - Redo component edits from Inspector panel or Object picking (no drag and drop)
- 7) [Ctrl + C]:
  - Copy selected entity
- 8) [Ctrl + X]:
  - Cut selected entity
- 9) [Ctrl + V]:
  - Paste cut/copied entity in selected scene
- 10) [Delete] button
  - Delete selected entity
- 11) Arrow Keys:
  - Move camera in World and Game Viewports for finer edits (mouse over viewport)
  - UP/DOWN move selected dialogue in dialogue editor up/down conversation
- 12) [Scroll]
  - Zoom in/out in world/game view to that mouse position (mouse over viewport)
- 13) [Ctrl+ scroll]
  - Zoom in/out in asset browser (to view more or less items at once)
- 14) Keyboard keys:
  - Type words in inspector panel text box, Dialogue text, Filenames to open/save

## Panels Details:

### 1) Main Menu panel: Top bar

- File: Save/ Load gamestate, scene and dialogue
- Edit : Undo, redo, cut, copy, paste button
- Options: Change Theme, Change/stop song, Hide debug information



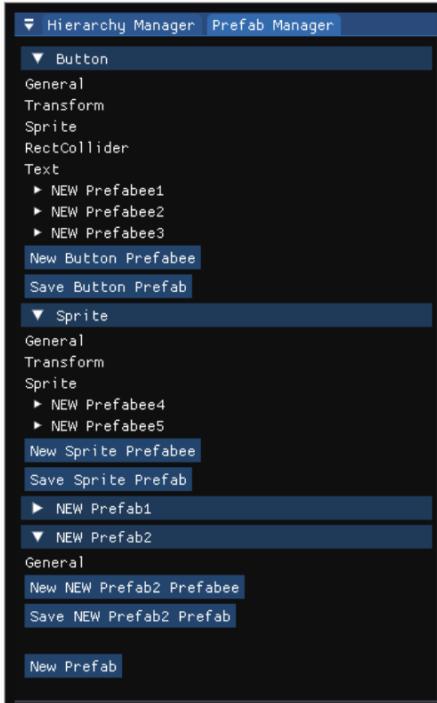
### 2) Hierarchy panel: Left side

- List Loaded Game Sates
- [Save Gamestate] button - save the selected gamestate and all of its scenes
- List Loaded Scenes with the gamestate + All scenes preview
- [Save Scene] button - save selected scene
- List Entities categorized according to its TAG (eg.Player / Passenger) (drop down)
- [New entity] button - to create new entity
- Right Click to create entity on empty space
- [New Scene] button - to create new scene in selected gamestate
- [New Gamestate] button - to create new game state



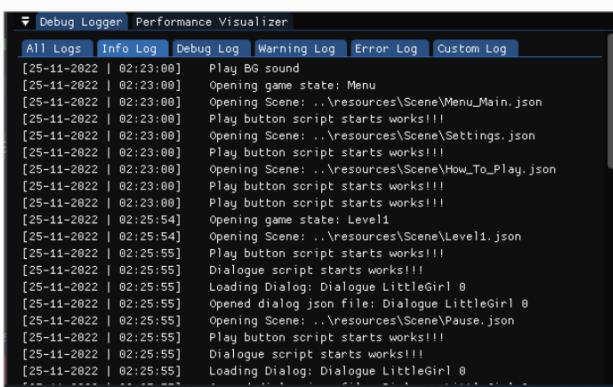
### 3) Prefab panel: Left side

- List loaded prefabs and its components (drop down)
- [New prefabee] Button - to create Entity from prefab (Added to TAG prefabs)
- [New prefab] button - to create new prefab
- Double click saved prefab in assets browser prefab folder to load it
- Drag drop saved prefab from asset browser to create new entity from prefab



### 4) Debug Logger Panel: Bottom Left

- Contains 6 Tabs (All, Info, debug, warning, error, custom log)
- List all Logged information



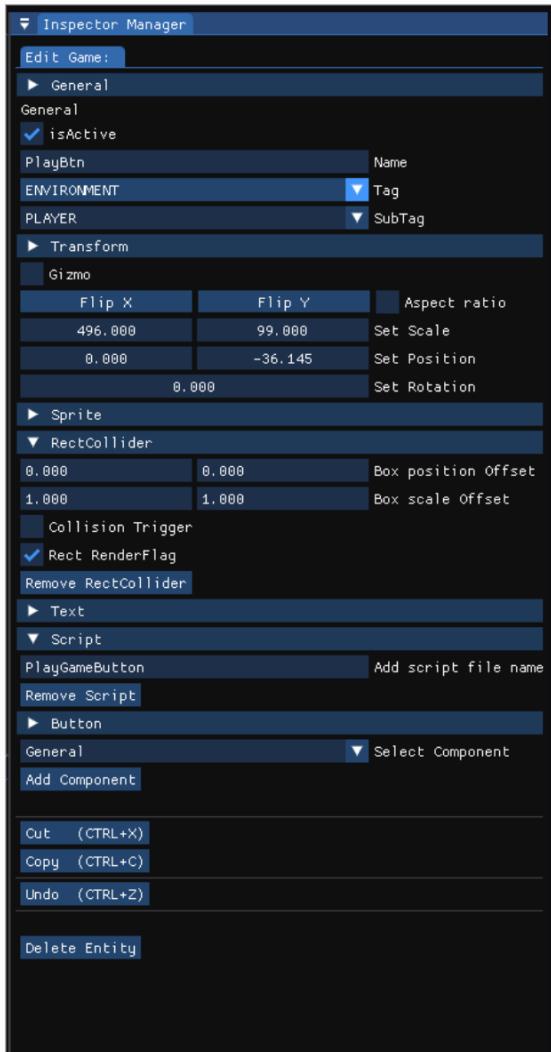
### 5) Performance Visualizer: Bottom Left

- View current performance data for each system
- Adjust refresh rate at top right of panel [INT] [+][-]



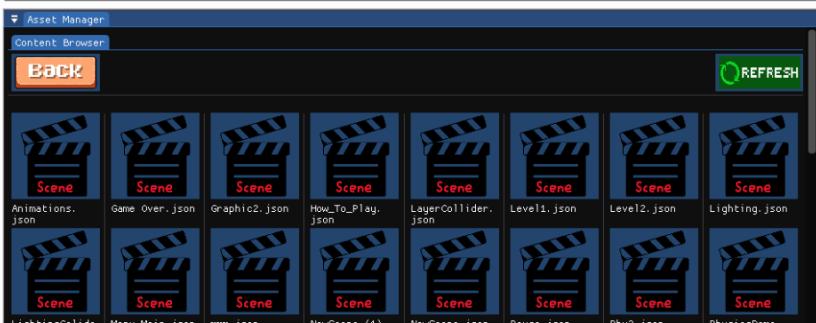
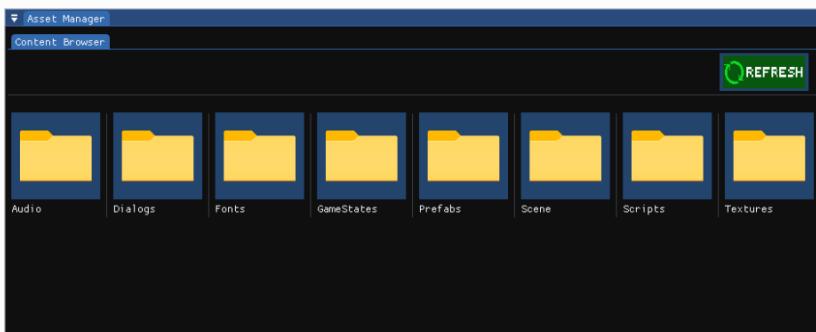
## 6) Inspector panel: Right side

- View selected Entity/Prefabs components and edit its data
- List all of the selected entities' components (drop down)
- List all components data for edits (drop down)
- [Remove Component] button - remove that component
- [Add component] button - select a component in the drop down above first
- Right Click to delete entity on empty space below
- [Cut] button - cut that entity from that selected scene
- [Copy] button - copy that entity from that selected scene
- [Paste] button - Paste that cut/copied entity to that selected scene
- [Undo] button - undo previous component change or removed component or entity
- [Redo] button - redo previous component change only
- [Delete] button - delete that selected entity



## 7) Asset Browser: Bottom

- List all items in resources folder
- [Back] button - return to parent directory
- [Refresh] button - reload resources folder if any new textures/audio added
- Audio: Contains all audio files (BGM/SFX)
  - Double click on audio to play sound once
  - Drag and drop SFX only to Inspector panel Audio component [Add sound] textbox to add sound to entity
- Dialogues: Contains all dialogue files
  - Double click to open in dialogue editor tab
  - Drag drop to dialogue component filename to set that dialogue file
- Fonts: Contains all fonts
  - Drag and drop to Inspector panel Text component [Add Text] textbox to add font to entity
- Gamestate: Contains all Gamestate
  - Double Click to Load/Open Gamestate
- Scene: Contains all Scenes
  - Double Click to Load/Open scene
- Prefabs : Contains All prefabs
  - Double Click to load prefab
  - Drag drop to world view pannel to create new entity from that prefab
- Scripts: Contains all scripts
  - Drag and drop to Inspector panel Script component [Add Script] textbox to add Script to entity
- Textures:Contains all textures/art assets/sprites
  - Drag and drop to:
    - Inspector panel Sprite component [Sprite] textbox to add Sprite to entity
    - Inspector panel Animation component [Add image] textbox to add Sprite to entity's list of sprites for animation (click [add sprite])
    - World/Game viewport to add new entity with that sprite at that location
    - Animation editor Image (Top one) to change selected entity sprite sheet



## 8) World Viewport panel: Top Middle

- Play/Pause buttons to play/pause scene
  - Green - selected, Red - unselected
- Reset button to reset scene
- World view from frame buffer
- Right mouse click to move camera
- Left and Right arrow keys to move cameraScroll to zoom camera at mouse location
- Left click on any entity to move it (object picking only when scene paused)
- Accepts drag drop from asset browser to add new entity with that sprite /prefabs



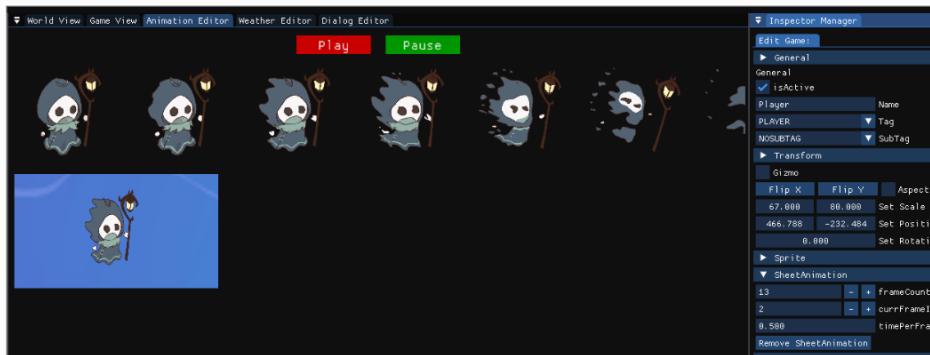
## 9) Game Viewport panel: Top Middle

- Play/Pause buttons to play/pause scene
- Green - selected, Red - unselected
- Game view from frame buffer
- Left mouse click to move camera
- Left and Right arrow keys to move cameraScroll to zoom camera at mouse location(no object picking)
- Can play the game within (Mouse click to move player's boat)



## 10) Animation editor panel: Top Middle

- Play/Pause buttons to play/pause animation
- Green - selected, Red - unselected
- View full sprite and playing animation
- Only for objects with Sprite
  - Button to Add Sheet animation component
  - Or
  - View Playing animation
- Edit done in Inspector SheetAnimation component
- Animation editor Image (Top one) Accepts drag drop from asset browser to change selected entity sprite sheet



## 11) Weather Editor panel: Top Middle

- Play/Pause buttons to play/pause weather movement
- Green - selected, Red - unselected
- View weather AI changes
- Using tile map
  - Yellow -Sunny
  - Dark blue -Rain
  - Light blue -Wind
  - Green -Fog
  - Combination of either weather types using bitset to determine condition



- Work in progress, display only

## 12) Dialogue editor panel: Top Middle

- Play/Pause buttons to play/pause dialogue narration only for Dialogue 0 (little girl) (experimental)
- Green - selected, Red - unselected
- View dialogues between Player and NPC(Passenger)
  - Passenger - Left text (blue)
  - Player -Right Text (red/green)
    - Green - selected, Red - unselected
- Double Click on any text to bring up textbox window edit
- Press Send (Right icon) to commit text edit
- Single click on Players text (red) to select that dialogue tree Passengers text will change to follow choice
- Arrow Key to move selected dialogue up and down in the conversation
- NPC Icon (left) - to send new reply
- Player Icon (right) - to send new reply
  - Green- choice 1, Red Choice 2 (only available after 1st choice sent)

