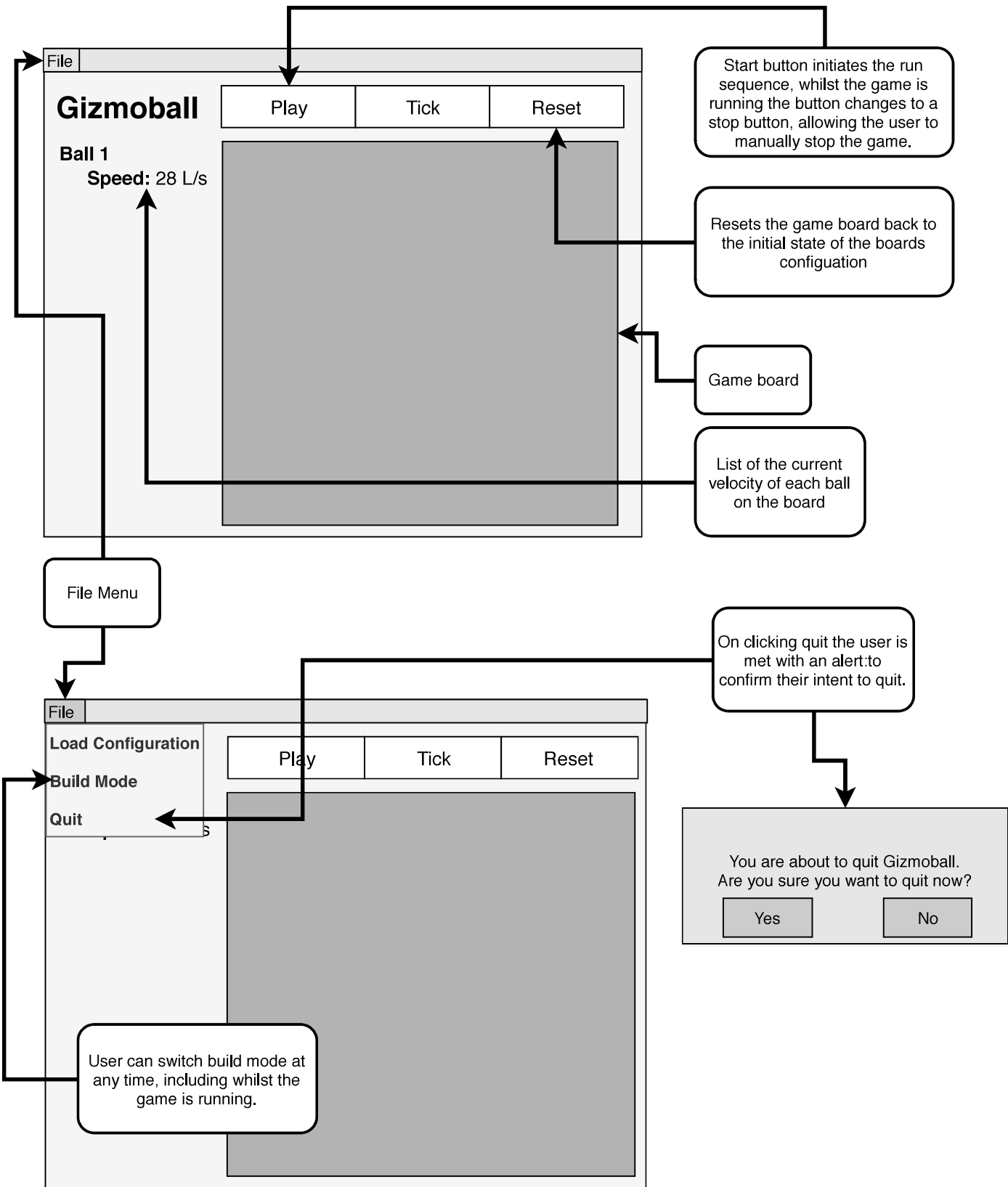
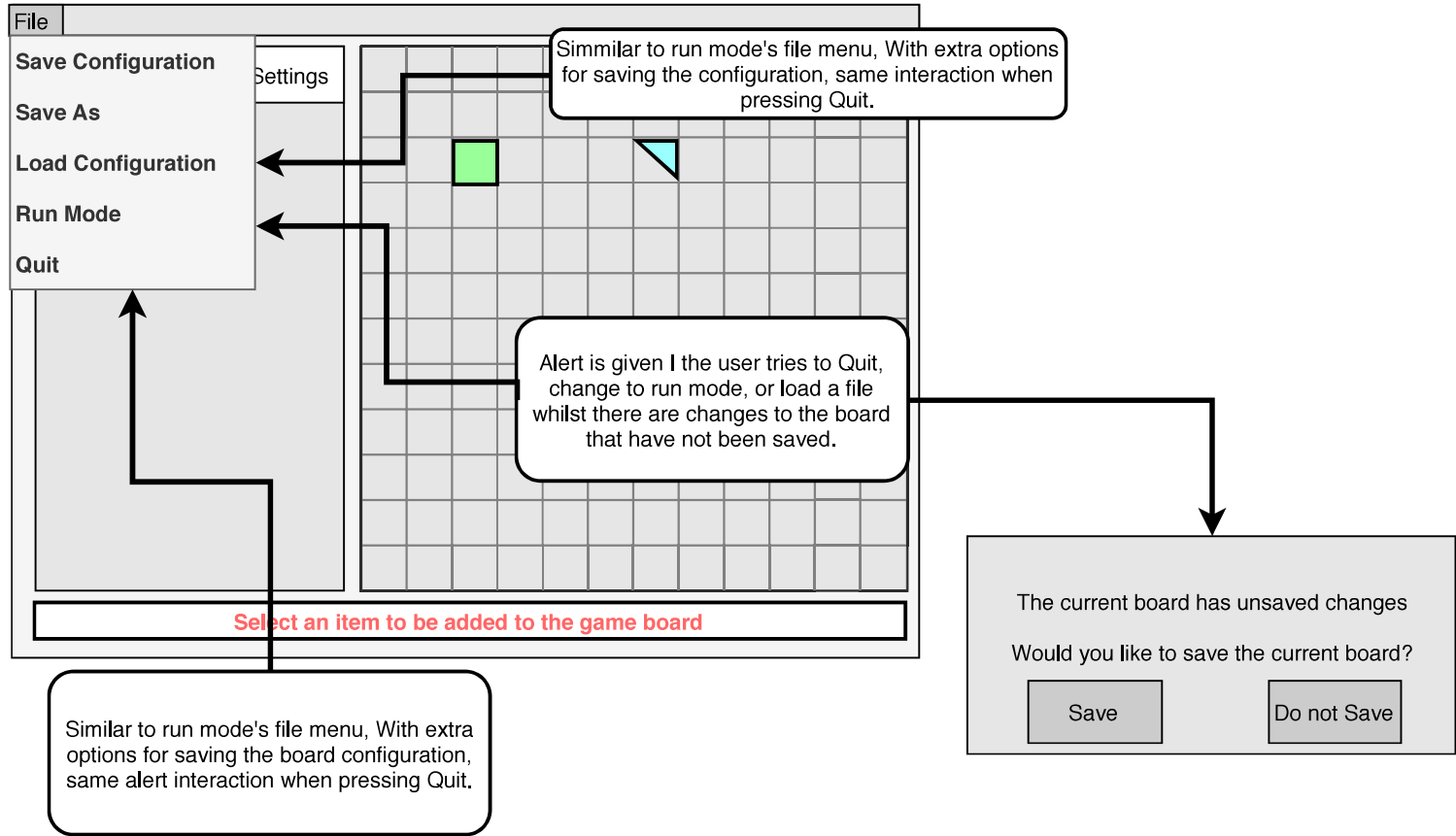
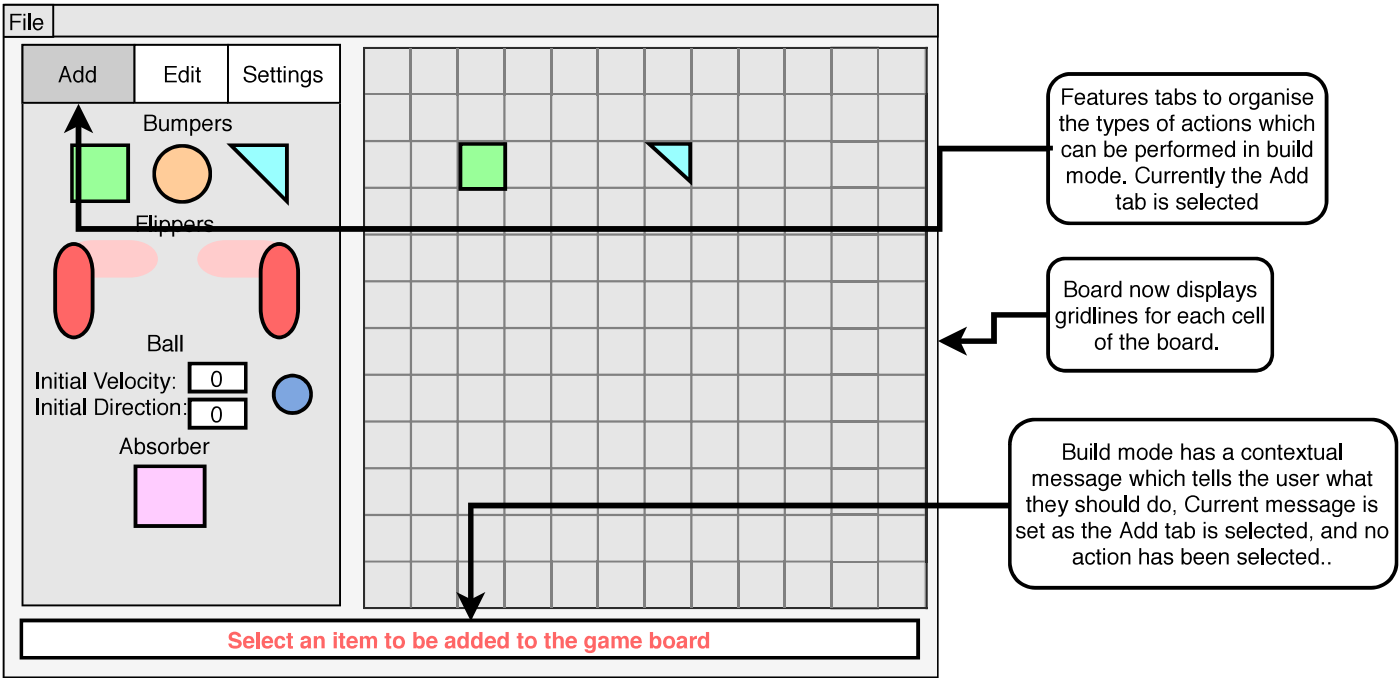
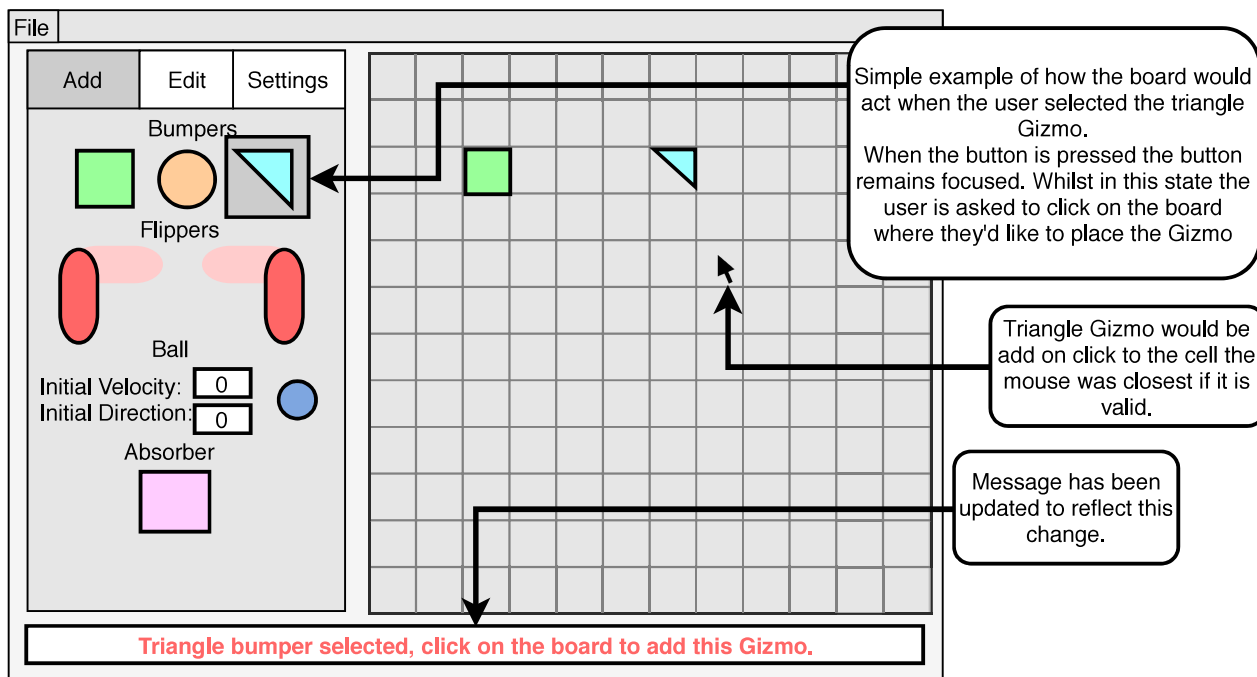


Run Mode

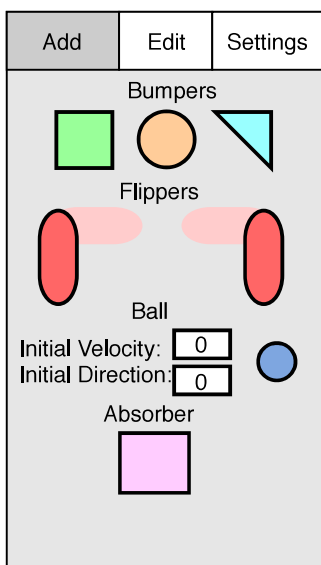


Build Mode

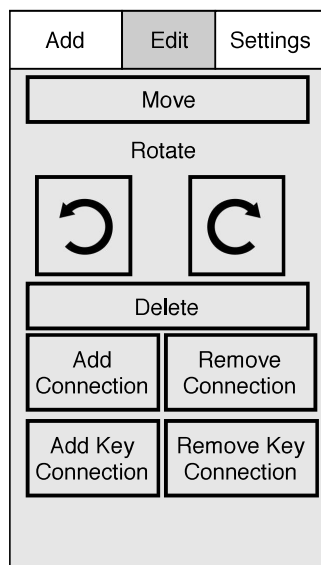




Builder Tabs

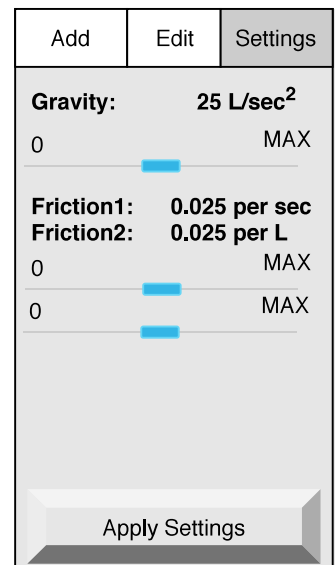


Adding each object works in a similar way to the example shown, the values present before clicking the ball are the ones assigned when added.



Editing Gizmos involves the user selecting a function and then clicking on a valid gizmo to apply.

Dialogue boxes are displayed when applying or removing connections.



These game settings are entered via scrollers and only confirmed when applied.