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## Home {:.page-title}

### Runtime Editor Docs

Welcome to documentation of the set of scripts and prefabs which help you to implement scene editor, game level editor or build your own modeling application. If you are new to this documentation you could proceed to introduction page to get an overview what Runtime Editor and this documentation has to offer.

!!! tip

PDF version of documentation available [here](#)RuntimeEditor.pdf

!!! note

If you can't find something in documentation or have any questions I encourage you to send me an email

The documentation is organized as following:

##General

- Introduction
- About
- List of Features

### Getting Started

- Minimal setup
- How to create and use Runtime Editor

### Transform handles

- Overview
- Position Handle

- Rotation Handle
- Scane Handle

**Gizmos**

**Dock panels**

**Virtualizing TreeView**

**Menu**

**Common Infrastructure**

**Runtime Editor**

**Save Load 2**