The following is a list of shortcuts used by the editor.

- AngelScript – a script engine with an own language

- Boost – a package of helper data structures and algorithms

- Box2D – a library providing 2D real-time physics

- CEGUI – a graphic user interface engine

- DbgLib – tools for a real-time debugging and crash dumps

- Expat – a XML parser

- OIS – a library for managing events from input devices

- OpenGL – an API for 2D and 3D graphics

- RTHProfiler – an interactive real-time profiling of code

- RudeConfig – a library for managing configure files

- SDL – a tool for an easier graphic rendering

- SOIL – a library for loading textures of various formats

- UnitTest++ – a framework for a unit testing