

Feature list

GUI interface

Entity tool (scene explorer) :

- Select entity
- Remove entity

Property tool :

- Changing entity name.
- Set entity transformation (movement, rotation, scaling).
- Apply LUA script (play and pause).
- Select game camera viewport.

Animation tool :

- Panel active only for entity which have valid animation (FBX).
- Select animation.
- Restart, play and pause animation.
- View and modification of current animation time.
- View of current animation total time.
- Possibility to loop on an animation.
- Possibility to autoswitch to next animation.
- Set animation speed.

Console tool :

- Check engine feedbacks.

Texture tool :

- Load texture.
- Texture visualisation.

Performance tool :

- Display real time information.
- Number of primitives.
- GPU idle.

Script tool :

- Load LUA script.
- Script visualisation.
- Real time script editing.

Viewport tool :

- Choose number of editor camera.
- Choose where to display which camera.
- Choose wireframe mode.

Material tool :

- Material real time editing.
- Emissive modification.
- Ambient modification.
- Diffuse modification.
- Specular modification.
- Shininess modification.
- Color modification.
- Texture modification.

Option tool :

- Choose between move, rotate and scale mode.

Overlay :

- Selectable overlay on entity.
- Allow to move along axis a la Blender.
- Allow to rotate.
- Allow to scale.
- Selection work with raycasting on bounding boxes.

Scene management :

- Can errase current scene.
- Can save current scene.
- Can open saved scene.

Object management :

- Can add grid.
- Can add model (FBX).
- Can add light.
- Can add sphere.
- Can add cube.
- Can add game camera.
- Can add field (diamond square algorithm).
- Can add container (logical element without graphics).

Viewport management :

- Can add from 1 to 4 viewports.

Tools management :

- All tools are AvalonDock item using an MVVM system. It allow the user to safely close window and then reopen them later.
- Dock are serialized and deserialized when the editor is started if the user.cfg exist.

BSP file :

- The editor can load BSP files from version from Half-Life 2 beta to Dota 2.