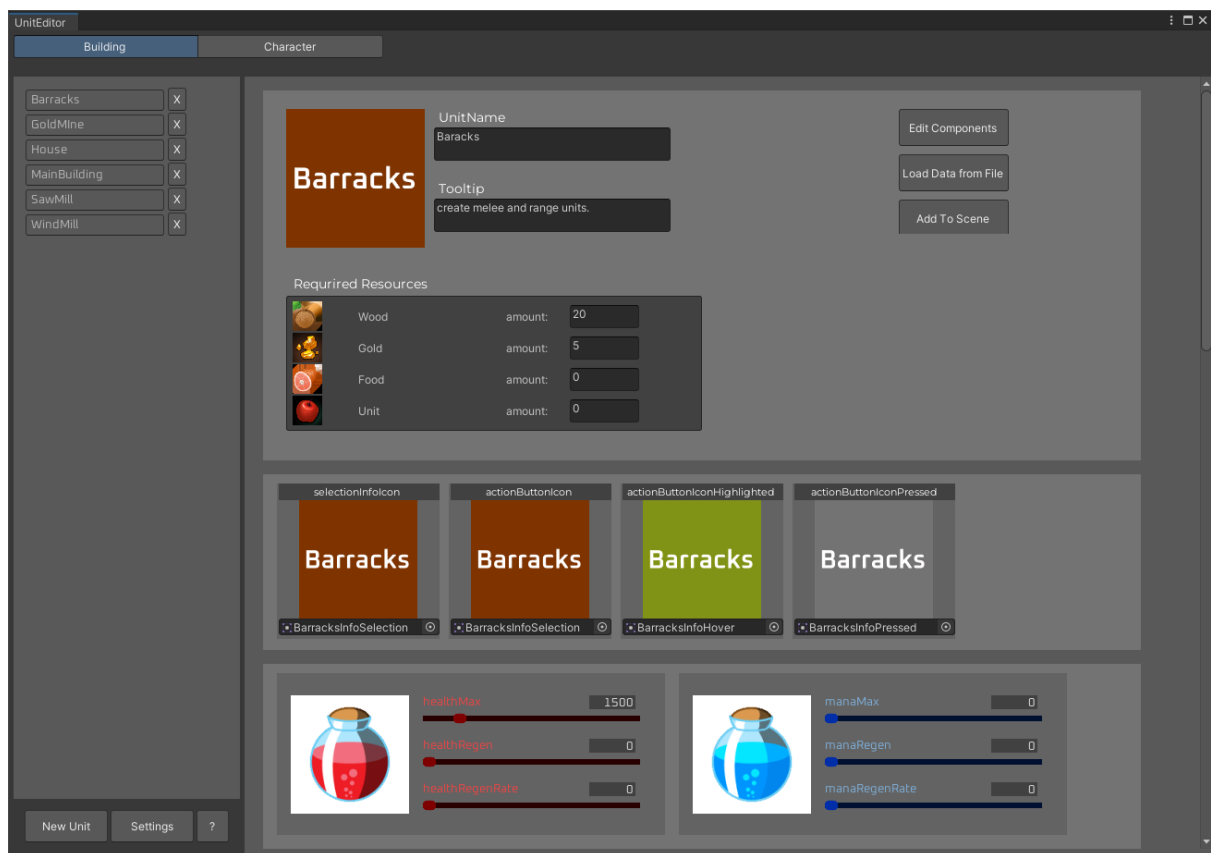


# Unit Editor

# Manual



Version: 1.0

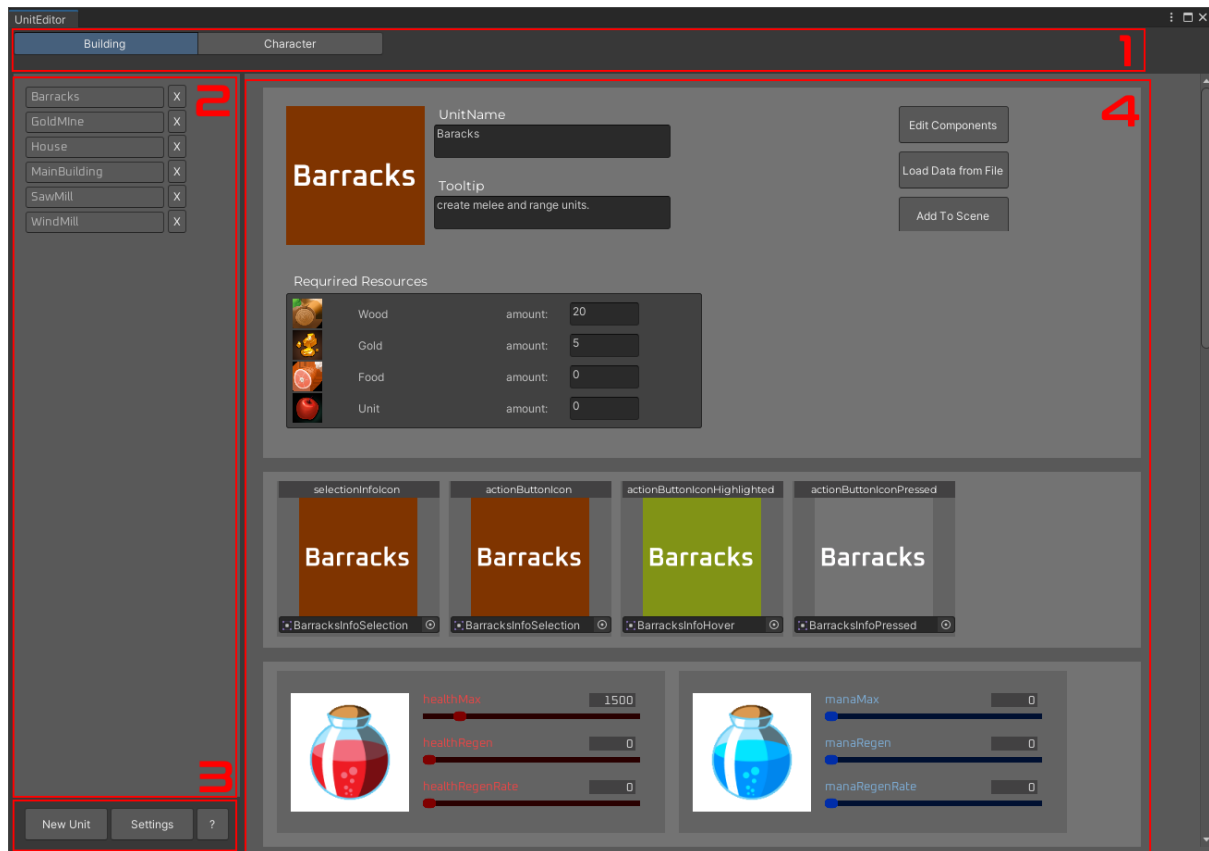
Thomas Krah1  
2022

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# Main Window



1 = Toolbar

2 = Units Button List

3 = Function Buttons

4 = Properties Area

## **1 Toolbar:**

The Toolbar shows a button for each available unit type  
With a click on one of the buttons you can switch between the types.

## **2 Units Button List**

The Units Button List represents a list of buttons for each created unit of the unit type active in the toolbar in alphabetical order. There is also a 2nd button to delete the respective unit.

## **3 Function Buttons**

The New Unit button opens the window for creating a new unit.  
With the Settings button the Settings window is displayed where you can change editor settings.

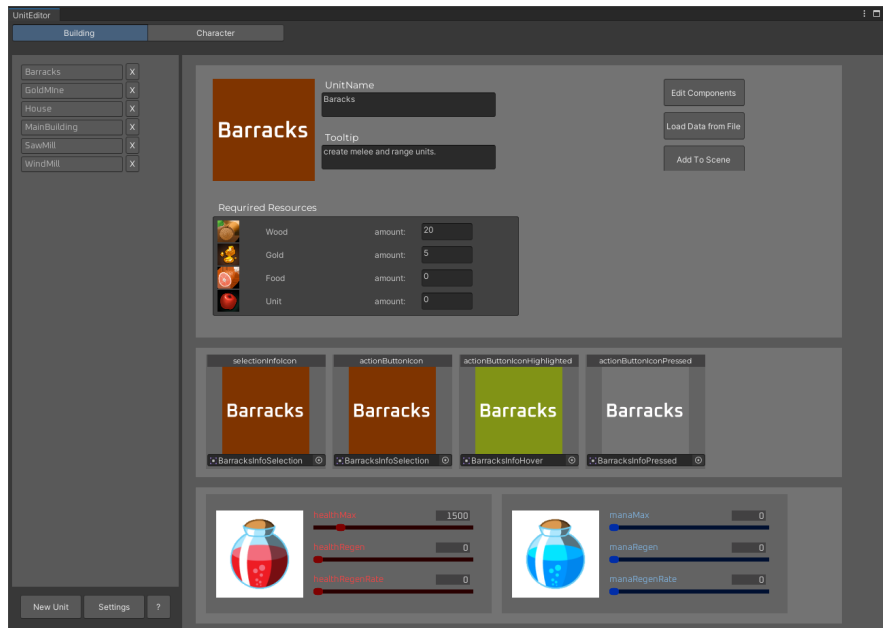
## **4 Properties Area**

All properties belonging to a unit are displayed and can be edited in the Properties Area.

# Create a Unit

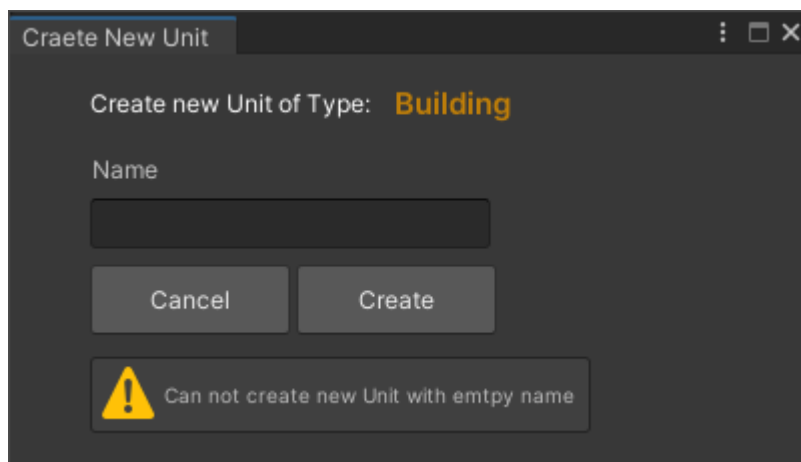
1.

Click the “New Unit” button in the main window.



2.

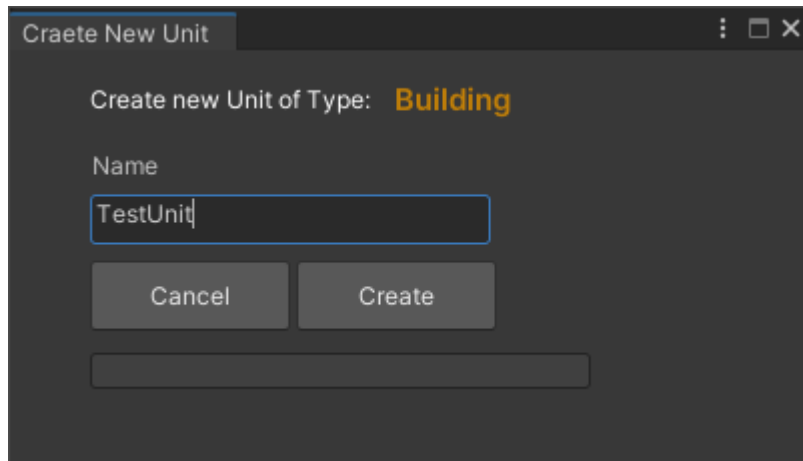
The New Unit Window is displayed.



For information, the top line indicates for which UnitType a new unit is created.

**3.**

Enter the name of the unit in the name field.

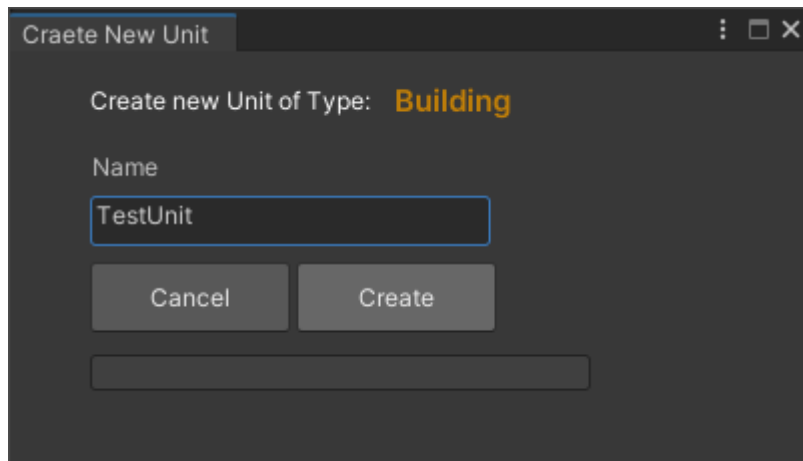


The screenshot shows a dark-themed dialog box titled "Craete New Unit". Inside, it says "Create new Unit of Type: Building". Below this is a "Name" label followed by a text input field containing the text "TestUnit". At the bottom of the dialog are two buttons: "Cancel" and "Create". Below the buttons is an empty progress bar.

**4.**

Click the “Create” button to create a new Unit.

Click the “Cancel” button to close window without creating a new unit.



This is an identical screenshot of the "Create New Unit" dialog box shown in step 3. It displays the same elements: title bar, unit type, name field with "TestUnit", and "Cancel" and "Create" buttons.

**5.**

A new Unit is created.

**Attention:**

If a unit with the given name already exists, the creation is aborted and no new unit is created. A message is displayed.

Steps 3 & 4 must be repeated.

After creating the unit, the window will be closed.

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## Delete a Unit

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1.

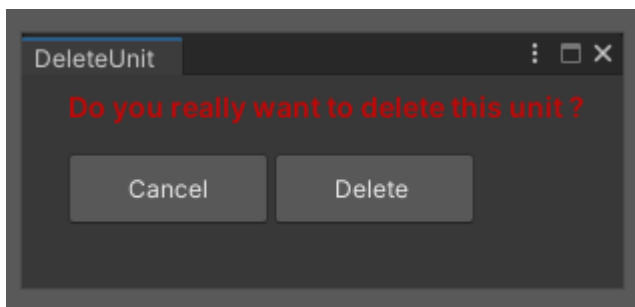
In der Unit Button List den “X” Button der Einheit die gelöscht werden soll anklicken



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2.

A confirmation window is displayed.



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3.

Click the “Delete” button to delete the unit.

Click the “Cancel” button to close the window without deleting the unit.

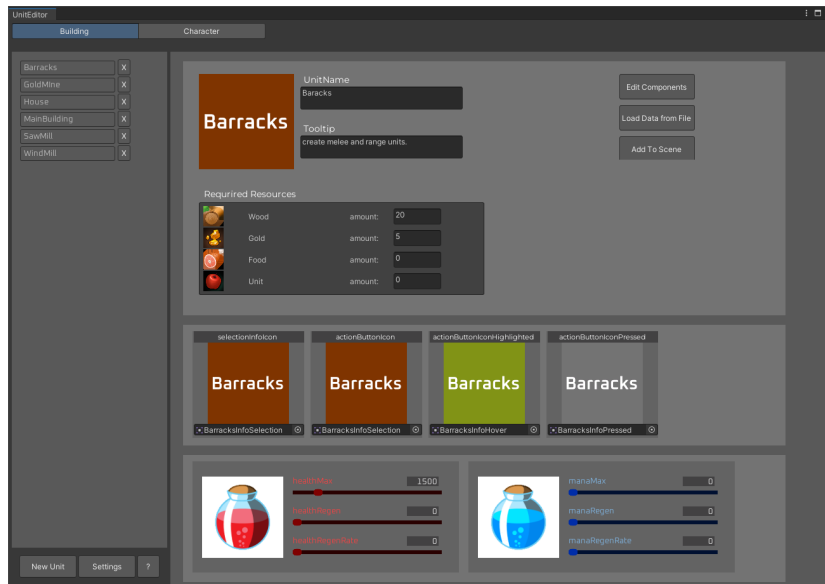


# Change Editor Settings

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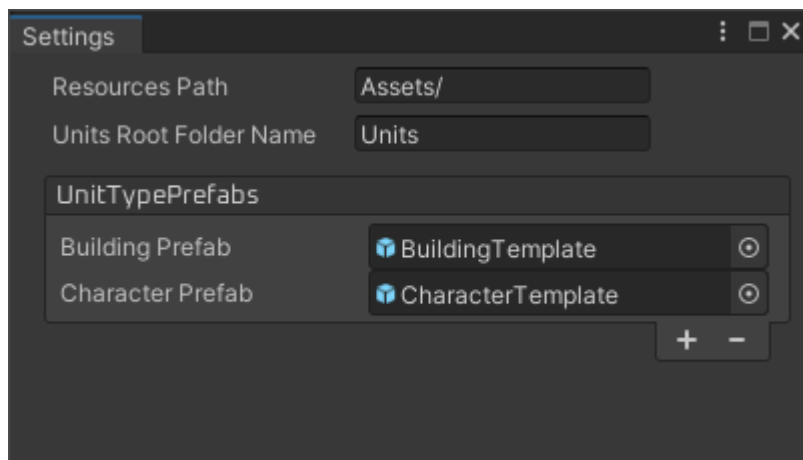
1.

Click the “Settings” button in the main window.



2.

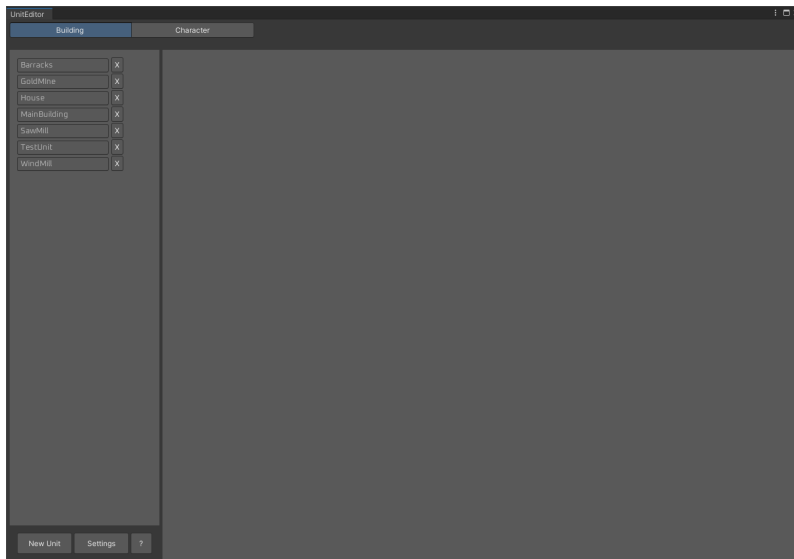
The settings window opens and settings can be edited.



# Edit Properties

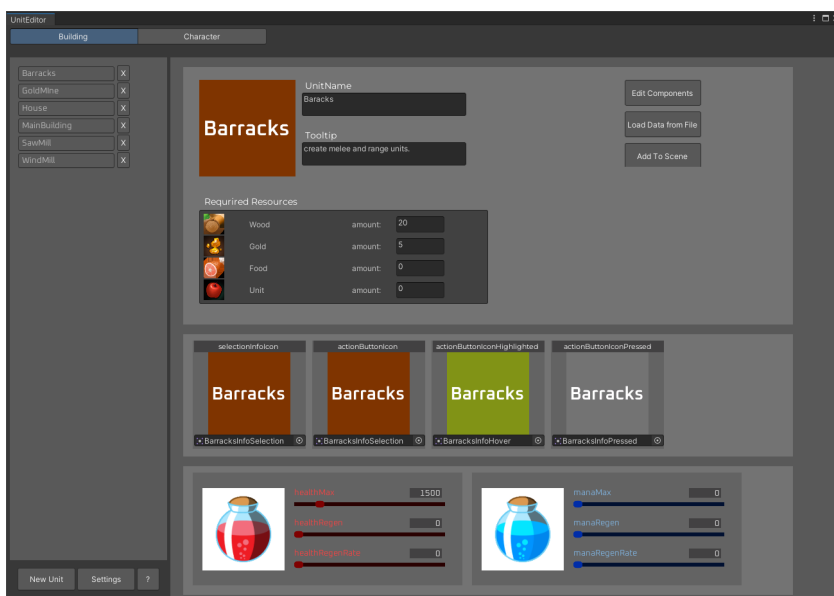
1.

In the main window in the Unit Button List click on the unit to be edited.



2.

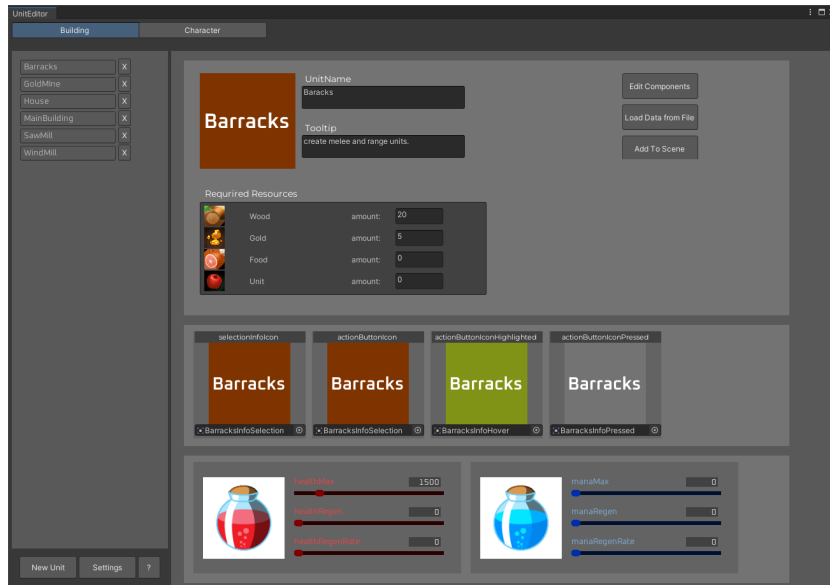
The corresponding unit properties are displayed in the properties area and can be edited.



# Load Data From CSV File

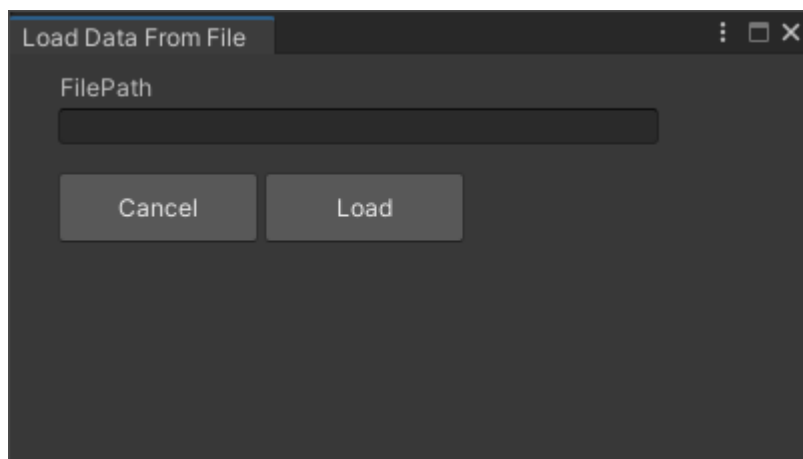
1.

In the main window in the properties area of the currently loaded unit, click the “Load from File” button.



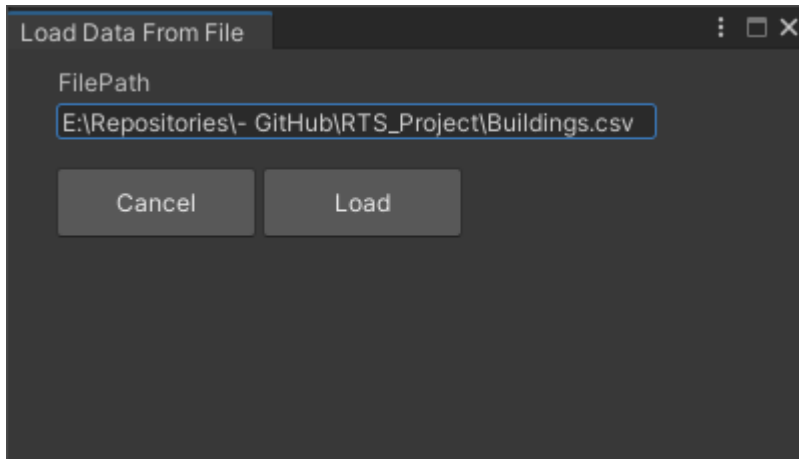
2.

The Load from File window is displayed.



**3.**

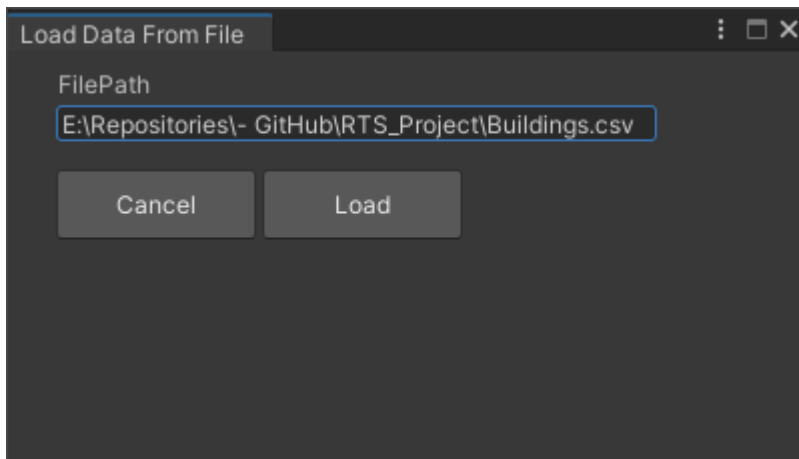
Enter the full path of the CSV file (e.g “C:\Data\buildings.csv”) to be loaded in the FilePath field.



**4.**

Click the “Load” button to load the data.

Click the “Cancel” button to close the window without loading any data.



**5.**

If the path was correct and the name of the unit currently loaded in the properties area is present in the file, the data from the file is loaded into the unit data of the unit and displayed in the properties area.