**World of Flim-Flam Craft Editor**

**CMP405: Tools Programming**

**By Dylan Black 1403307**

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**Usability Enhancements:**

* Click & drag for object manipulations: scale, rotate, translate
* Undo – redo
* Object highlighting
* Multiple object selection & deselection via picking
* Axis widget on object highlighting, showing local transform
* Bounding box widget on object highlighting, showing local transform
* *Adjustable camera speed*
* *Arcball camera motion*
* Save

**World Editing Enhancements:**

* Terrain editing / generation / customisation
* Object manipulation
* *Object attribute editing (any and all object information, models, textures, data etc) such as an object inspector*
* Creation of new objects
* Copy / pasting objects

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| SUMMARY |

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| CONTROLS |

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| FEATURES |

## 1. Improved Camera

## 2. Feature Managers

## 2.1 Mouse

## 2.2 Terrain

## 2.3 Object

## 2.4 Scene

## 2.5 SQL

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| CONCLUSION |

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| REFERENCES |