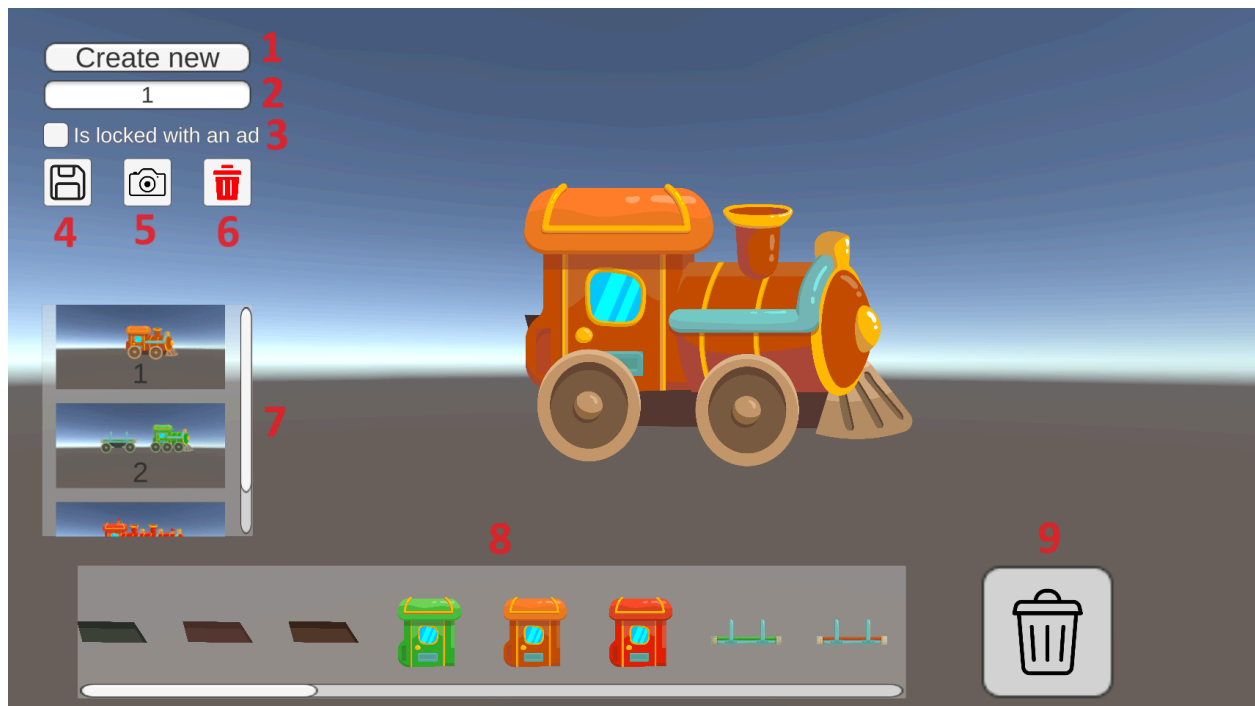


# Train Editor



1. Create New button - creates new empty train
2. Train ID input - train will be saved with provided ID
3. Is locked with an ad toggle - marks train as unlockable with ad
4. Save train button - saves current train
5. Snapshot button - saves current train and takes a snapshot
6. Delete button - deletes current train
7. Created trains view - shows all created train in project, train can be clicked in order to be loaded as current train
8. Train parts view - all available train parts, click and drag desired part to add to view
9. Delete train part object - drag unwanted part on this object in order to destroy that part

Main view can be dragged with Left Mouse Button and zoomed in/out with mouse wheel (mouse pointer can not be over any other object, only on main view)