PROJECT	STATUS	ACTIONS	OPEN PROJECT IN	
Sorbet	▷ ONLINE	❚❚ STOP	🌐 BROWSER	🗀 FOLDER
Boilerplate	⊗ OFFLINE	▷ START	🌐 BROWSER	🗀 FOLDER
Lychee	⊗ OFFLINE	▷ START	🌐 BROWSER	🗀 FOLDER
testframe	⊗ OFFLINE	▷ START	🌐 BROWSER	🗀 FOLDER
superdupermario	⊗ OFFLINE	▷ START	🌐 BROWSER	🗀 FOLDER
tower defense	⊗ OFFLINE	▷ START	🌐 BROWSER	🗀 FOLDER

PROFILE

PROFILE   ⚙ EDIT

✓ localhost

◯ lycheejs lags

HOST   ⚙ EDIT

localhost:8080

PROJECTS

✓ boilerplate

◯ mode7

◯ lychee

🌐 OPEN IN BROWSER

Settings

Modify the settings for the generated Sprite. Click on Download if it fits your needs.

FILES	⬆ UPLOAD
TEXTURE SIZE	1 8
FRAME SIZE	◯ original ● 2^n
BOUNDING BOX	◯ none ● auto
ENTITY DIMENSIONS	width height depth radius
ENTITY STATES	◯ none ● auto

⬆ DOWNLOAD ENTITY

SETTINGS

Modify the settings for the generated sprite. Download the Entity

FILES   ⬆ UPLOAD

TEXTURE SIZE   6   ──────○────

FRAME SIZE   ✓ original
             ◯ 2^n

BOUNDING BOX   ✓ none
             ◯ auto

ENTITY DIMENSIONS

width	0
height	0
depth	155
radius	0

ENTITY STATES   ✓ none
             ◯ auto

⬆ DOWNLOAD ENTITY

SELECT PROFILE

- ● boilerplate
- ○ mode7
- ○ lychee
- ⊕ new from default

boilerplate*

HOST	PROJECT	STATUS	ACTIONS
lycheejs.org	lycheeJS-website	👍 HMKAY	🗑
lycheejs.org	lycheeJS-website	⊗ FAIL	🗑

ADD A NEW PROJECT

New host	New name	⊕ ADD PROJECT

SAVE PROFILE AS

PROFILE NAME   boilerplate

PORT   8080

🚀 SAVE & REBOOT

PORT   8080   PROFILE NAME   boilerplate2   🚀 SAVE & REBOOT

---

2   MODIFY PROFILE

Modify the Profile for Sorbet. Changes are syncronized here.

ADMIN PORT

---

1   SELECT PROFILE

Select a profile to modify

- ● boilerplate
- ○ mode7
- ○ lychee

2   MODIFY PROFILE

Modify the Profile for Sorbet. Changes are syncronized here.

ADMIN PORT

3   REBOOT SORBET

Reboot Sorbet with the modified Profile to apply your changes.

🚀 REBOOT SORBET

3   REBOOT SORBET

Reboot Sorbet with the modified Profile to apply your changes.

🚀 REBOOT SORBET

123

NO OBJECT SELECTED

POSITION

X   Y

SIZE

W   H

wenn was aktiviert ist, direkt den Name in die Titelzeile, ansonsten das ganze Modul leer lassen

the design for 0 content

LYCHE.UI.BUTTON

POSITION

X   123   Y   123

SIZE

W   64   H   64

kann man ja mal mit 10 colors starten und die random immer auf die entities verteilen? Würde keine png preview in die listenansicht nehmen.

mouse over

ENTITIES

Entity 1

Entity 2

Entity 3

Entity 4

active element

mouse over

LAYERS

Layer 1

Object 2

Object 3

Layer 2

Layer 3

Layer 4

GLOBAL

```
(Object) new lychee.Environment().global;
```
COPY

The `(Object) global` property is the scope that is the result of the property is the scope that is the result of the build process. If the sandbox property is set to `(false)`, this is identical to the global scope of the runtime.

PACKAGES

```
(Array) new lychee.Environment().packages;
```
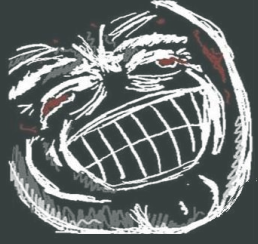COPY
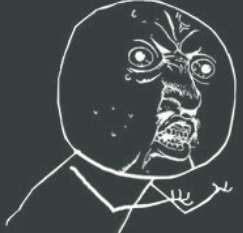
DESIGN FOR 0 CONTENT:

Oh shit, no entry yet. Yeah, the to-do list is big. Have a potato.

AI

Neural

Agent

Evolution

Genome

Network

CORE

DATA

EFFECT

EVENT

POKER FACE

GAME

it's something

MATH

GENIUS

NET

PLATFORM

FEEL LIKE A SIR

UI

VERLET