

Summary

Soganatsu Studios World Editor V1

Context Menu

Main Window

#object:new_hille_plane_mesh
#object:new_cube

Main Window

Node Edition Window : #object:new_cube

General Flags & Materials Global Flags Height Map

Name : #object:new_cube

Position Cursor Position X : 0.000000 Y : 23.603012 Z : 0.000000

Rotation X : 0.000000 Y : 0.000000 Z : 0.000000

Scale X : 1.000000 Y : 1.000000 Z : 1.000000

Index 1 : Path : Empty Browse... Index 2 : Path : Empty Browse... Index 3 : Path : Empty Browse... Index 4 : Path : Empty Browse...

Set All The Materials Lighting Visible

Mat Type : SOLID Shadows : BOTH (CAST & RECEIVE)

Depth pass... Exclude Lighting Calculation

Apply Close

Scene Graph

Scene View

Render Mode

Scene

Windows Management

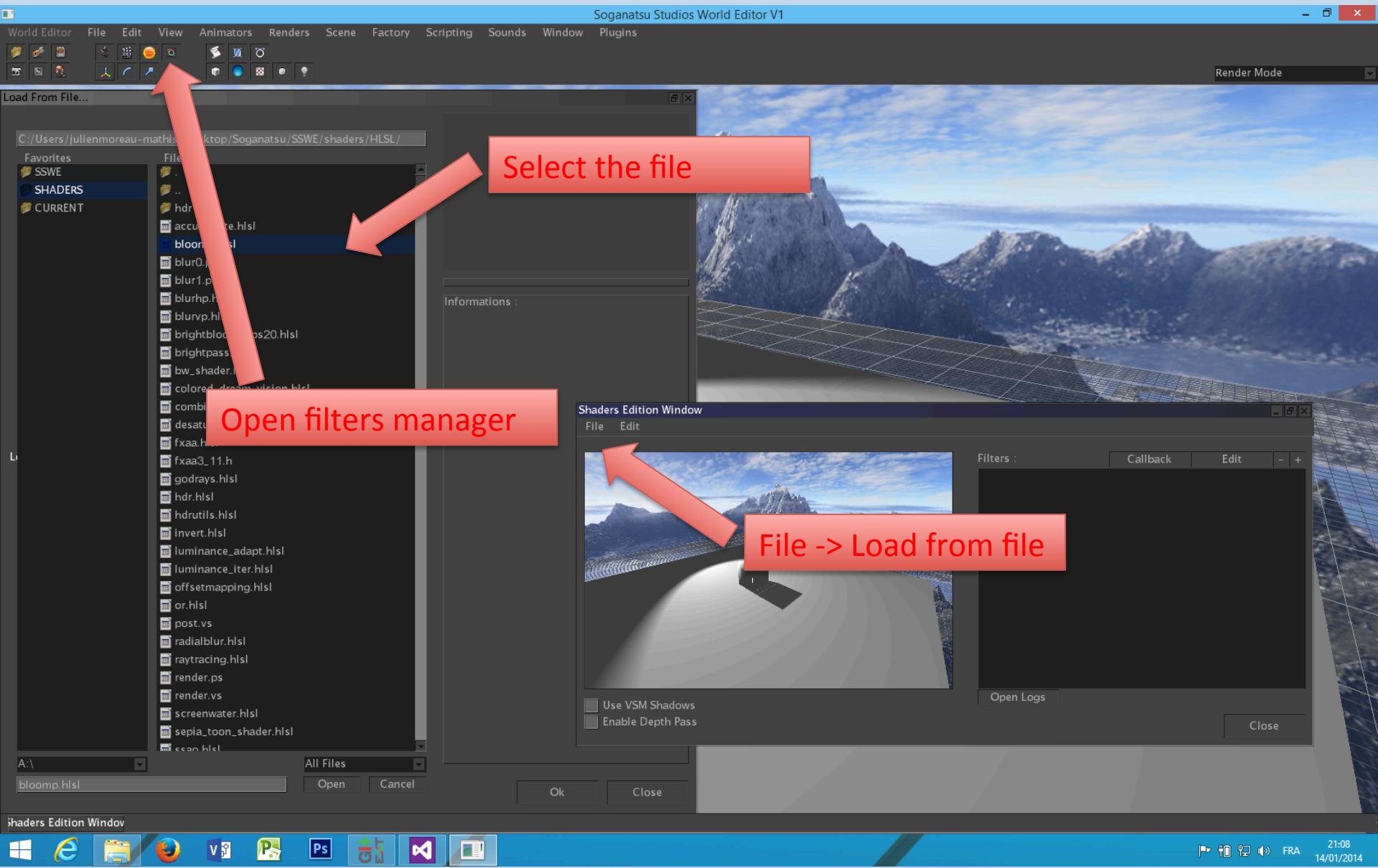
STUDIOS

tion Window : #object:

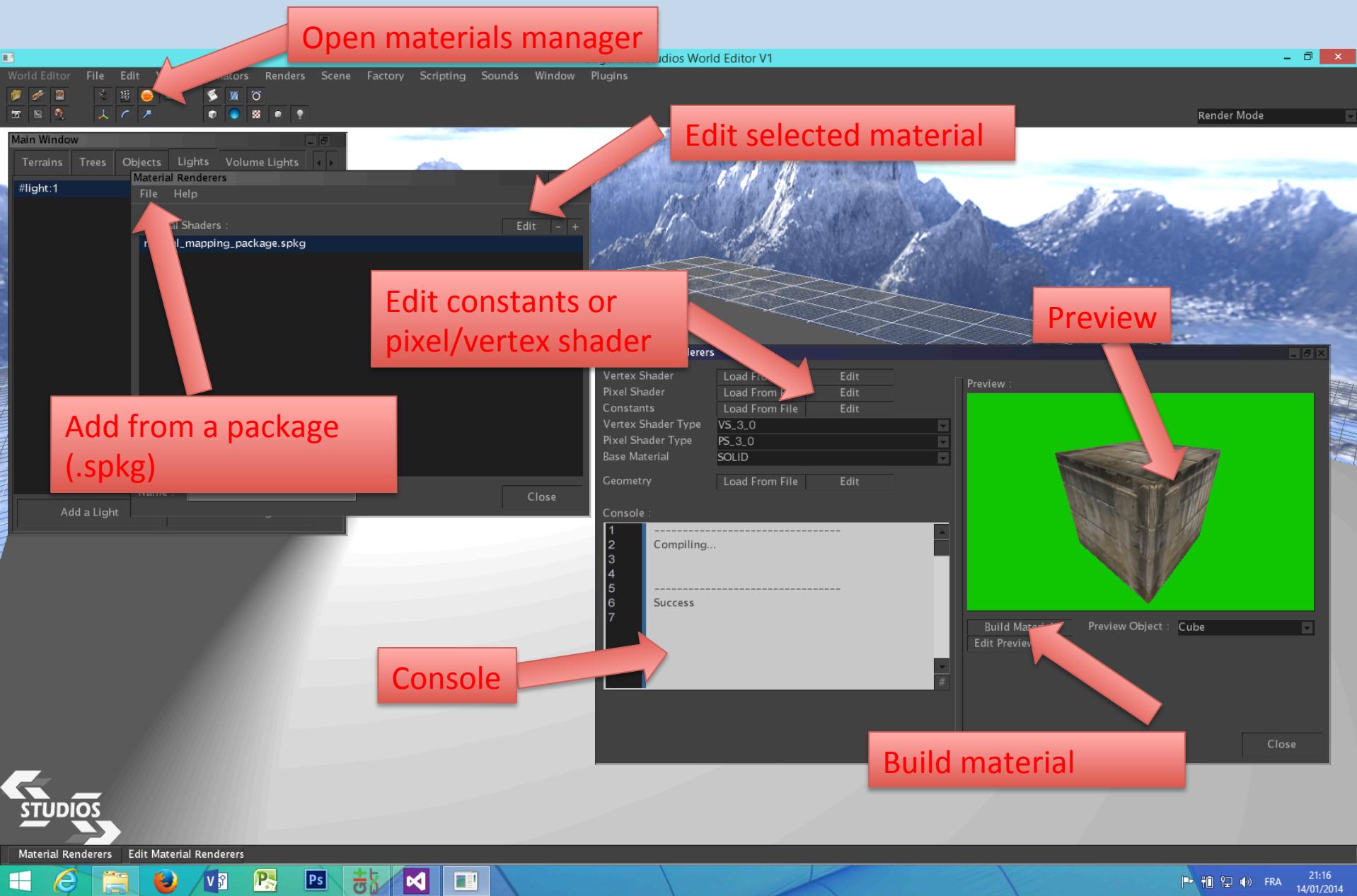
File Edit View Animators Renders Scene Factory Scripting Sounds Window Plugins

14:36
24/12/2013

Add a filter



Add a material



Add a material

