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| Project World Editor Quick Reference GuideFor team members | | | |
|  | | | This section describes typical configuration of the world you’re editing or building. It saves the grid (size, line offset, etc.), the last camera position, and the effects you loaded (shaders).  **Note:** You must specify this section.  <config> … </config> |
| The Grid | Node name: <grid>  **Parameters**:  - <accentLineOffset> values: ALO - <size> values: S - <spacing> values: SP | | |
| The Camera | Node name: <camera>  **Parameters**:  - < position > values: X, Y, Z - < rotation > values: X, Y, Z | | |
| The Effects | Node name: <effect> **contains multiple < postProcessingEffect >**  **Parameters**:  - < postProcessingEffect >: **contains  -** <file\_path>: values: path  - <values>: **contains multiple < values >**  - <value> values: name, val | | |
|  | | This section describes typical configuration of a terrain. It saves the position, the rotation, the scale, the materials parameters etc.  **Note:** You must specify this section.  <scene> … </scene> | |
| The terrains | Node name: <terrain>  **Parameters:** - <path> values: file - <name> values: c8name - <materials> **contains multiple <material>**  - <material> values:  - id  - texture1  - texture2  - texture3  - texture4   - dca: diffuse color alpha  - dcr: diffuse color red  - dcg: diffuse color green  - dcb: diffuse color blue   - aca: ambient color alpha  - acr: ambient color red  - acg: ambient color green  - acb: ambient color blue   - sca: specular color alpha  - scr: specular color red  - scg: specular color green  - scb: specular color blue   - eca: emissive color alpha  - ecr: emissive color red  - ecg: emissive color green  - ecb: emissive color blue   - lighting: if the material is lighting (0 or 1)   - materialType: defines the material type : integer value  - <position> values: X, Y, Z - <rotation> values: X, Y, Z - <scale> values: X, Y, Z | | |
| The objects (animated) | Node name: < object >  **Parameters:** - Same as terrains at this time | | |
| The trees (animated or not) | Node name: < tree >  **Parameters:** - Same as objects at this time | | |
| Lights | Node name: < light >  **Parameters:** - <name> values: c8name - <position> values: X, Y, Z - <target> values: X, Y, Z - <diffuseColor> values: R, G, B - <ambiantColor> values: R, G, B - <specularColor> values: R, G, B - <radius> values: value - <shadows> values: resol | | |
|  | | We need to change the architecture of some nodes.  See examples | |
| Terrains, objects, trees | <materials> **contains multiple <material>** - <material> **contains**  - <id> values: value  - <textures> values: texture1, texture2, texture3, texture4  - <diffuseColor> values: R, G, B, A  - etc. | | |