**Story of the project**

Hello All, I’m Julien, a French programmer in love of video games technologies and its related art. One year ago I started creating a full 3D video game development kit with its editor. Now I thank you to take on your time to test this editor. I find the indie game development solutions today not enough interesting or too expansive with a lot of disadvantages when speaking about money.

I’m trying to make this video game development kit my job. The creator of Babylon.js (David Catuhe) is following my project and believes on it. I hope you’ll also believe on it, my goal is to live thanks to this development kit for indie game developers and I want it good for you. Don’t hesitate when giving your comments, if you find something wrong, not interesting, completely bugged, I’ll take it seriously and try to find better solutions and remove bugs. Because I’m working with David Catuhe, I can tell you now this editor and the game development kit will give you possibility to export your projects to JavaScript and then use the Babylon.js 3D engine (that is more targeting gaming projects than THREE.js).

Thank you again for testing.

**Documentation**

Cf. the screenshots named “User Interface.png” in the same folder

You’ll find the “Main Window” that is the “quick build” part of this editor. It automatically assigns nodes to the core data in function of its type:

* “Terrains” are static objects like a factory or a castle and it is the main environment. Terrains can also be height maps products where terrain painting is still in development
* “Trees” are optimized scene nodes to represent vegetation. Maybe useless today because vegetation is still in development and began a few week ago
* “Objects” are animated objects, like characters, or everything else animated
* “Lights” will contain all the lights of your scene. You can edit shadow maps, colors, etc. using this tab
* “Water surfaces” is the tab containing all your water surfaces. Now it’s an hard coded water surface but is going to be customized via scene node plugins
* “Particles Systems” is now WIP

The scene graph contains all collections of main window and an “Others” section. The “Others” section is the free scene management part of the editor. Still at a “To Do” state, you’ll be able to manage your scene graph at the Version 1.

Now, the following combinations are:

* CTRL+E: Edit the selected Node quickly
* CTRL+SHIFT+E: Edit the selected node materials
* SHIFT+A: Edit animators of the selected node (It is WIP and a test version for managing animators of scene nodes)
* CTRL+A: On an object, it will open a window to edit easily existing frames of your animated object. To enter bones edition simply click on the context menu “Edit” and then “Edit Bones”
* When moving a scene node using crosses, press “Space” and you’ll obtain a free position on axis X and Z + Y using the mouse’s wheel.
* CTRL+S: Save the project, now it saves the project at the editor’s executable root directory
* CTRL+O: Open an existing project
* SHIFT+Left Click: Select the selected object on the 3D context
* Right Click:
  + On the main window
  + On the scene graph