

FE3-Editor Room

Map

Room

Preset

Resources



EDIT

DELETE

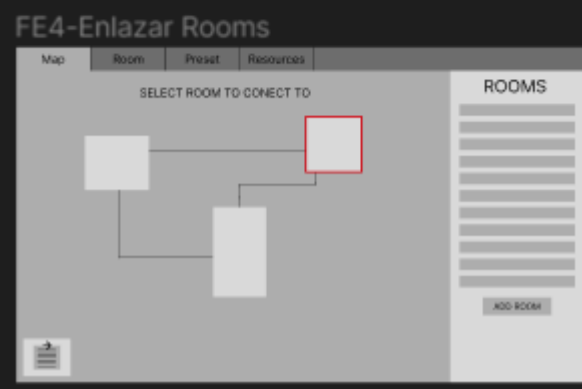
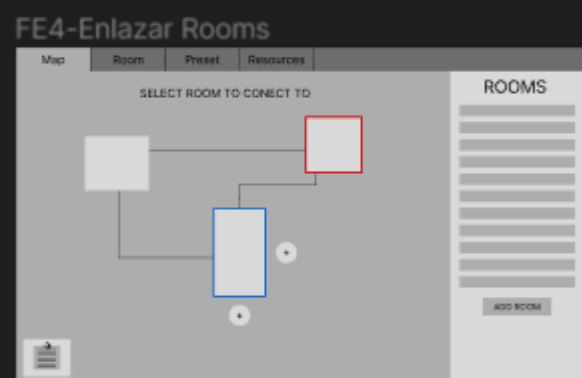
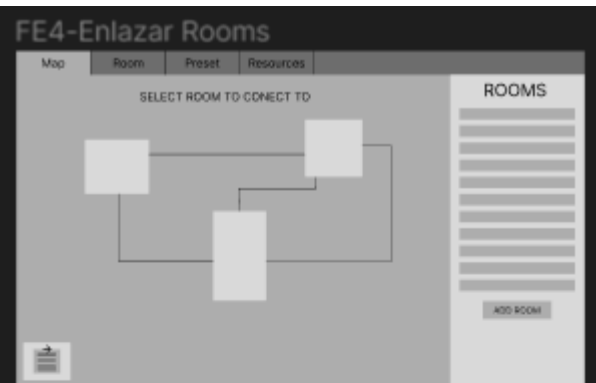
SAVE

CANCEL

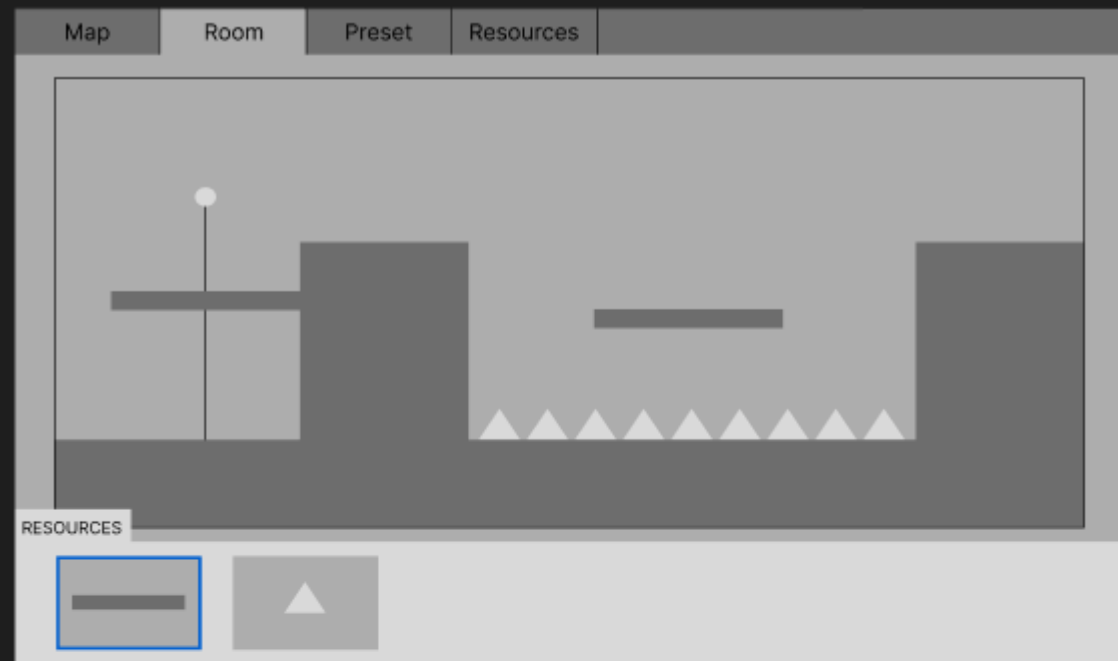
ROOM NAME

ROOMS

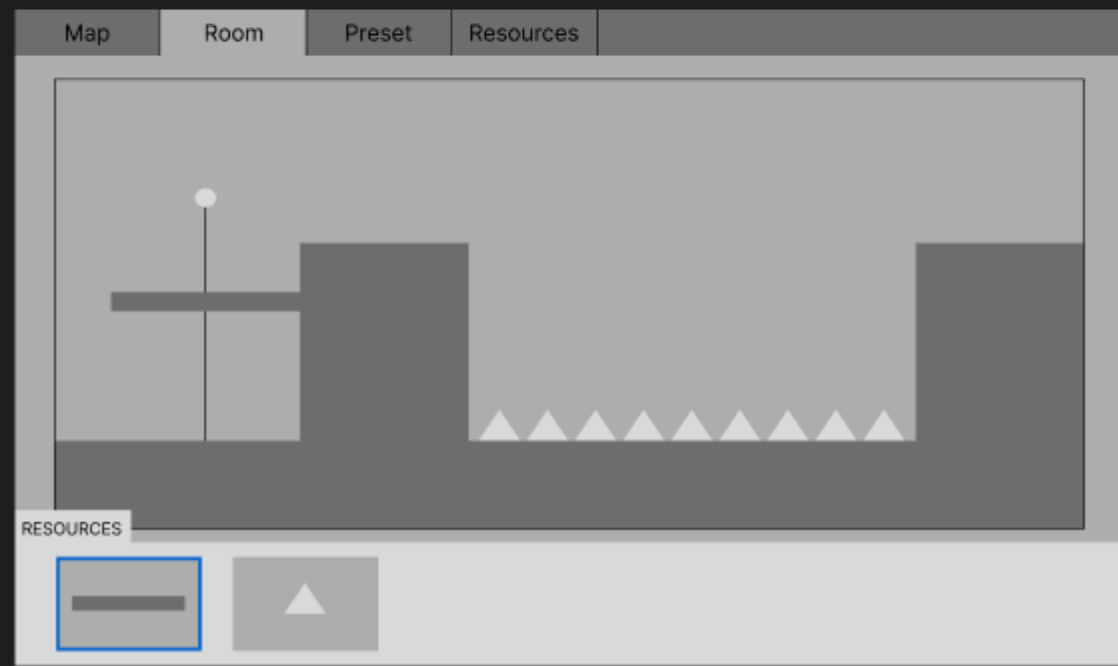
ADD ROOM



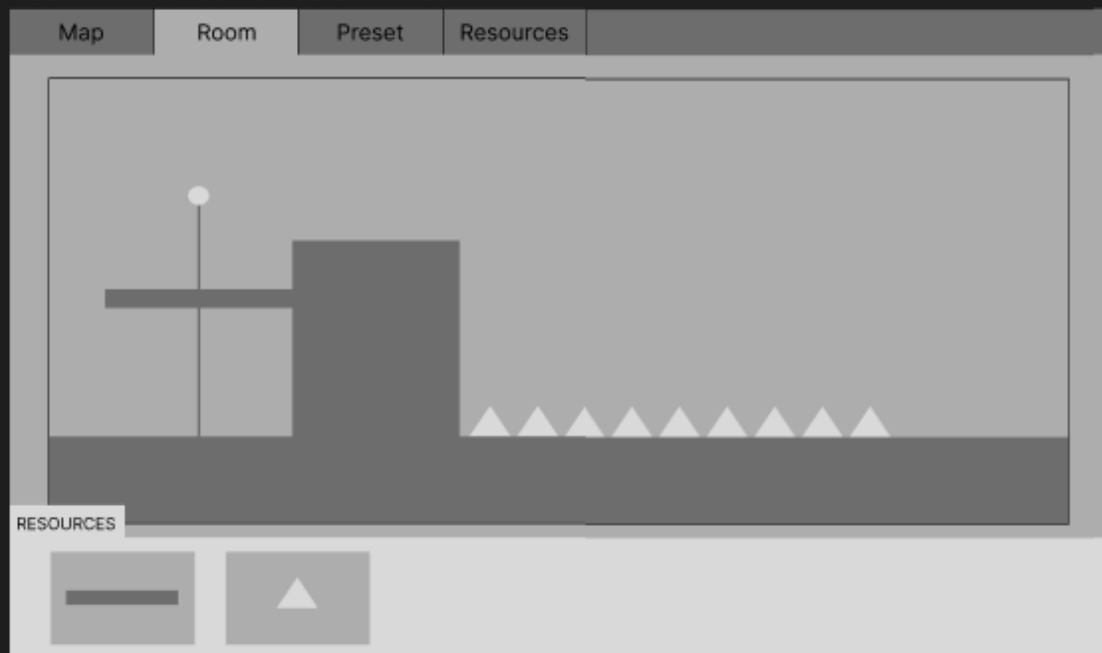
FE5 - Añadir contenido a las Rooms



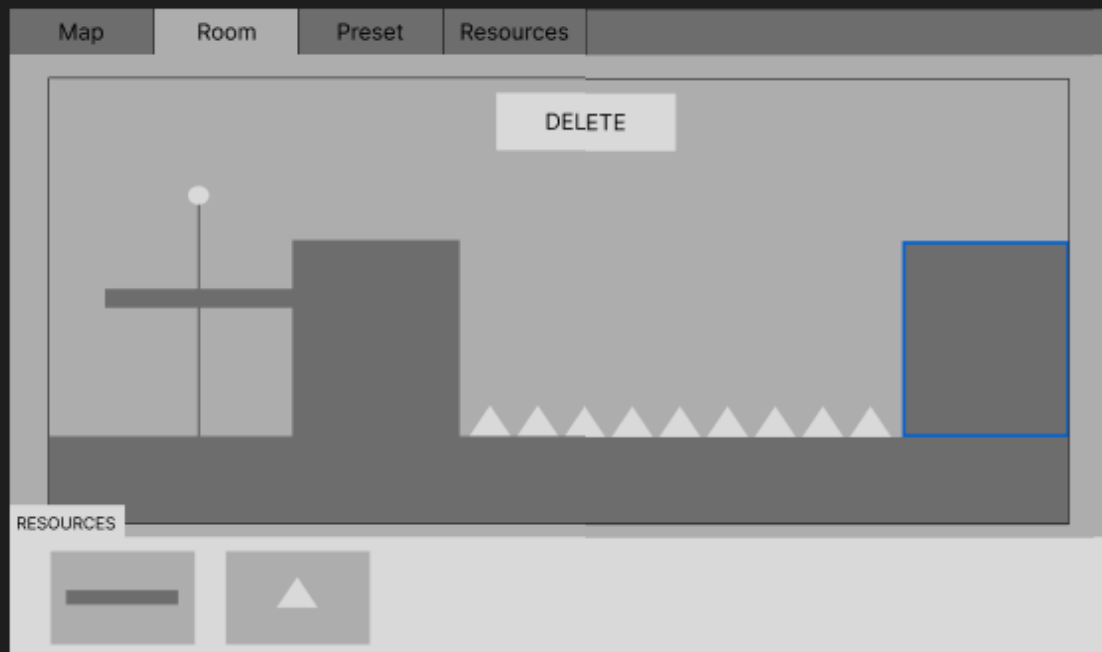
FE5 - Añadir contenido a las Rooms



FE6 - Eliminar contenido a las Rooms



FE6 - Eliminar contenido a las Rooms



Room

Resources

ADD ROOM



