KOS ENGINE EDITOR GUIDE

K-OS USER MANUAL

2024-2025
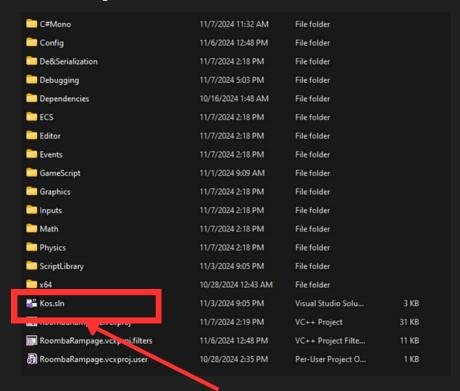
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• LAUNCHING THE ENGINE

Kos Engine uses Visual Studio 2022 Platform Tool Set

C#Mono	11/7/2024 11:32 AM	File folder	
Config	11/6/2024 12:48 PM	File folder	
De&Serialization	11/7/2024 2:18 PM	File folder	
Debugging	11/7/2024 5:03 PM	File folder	
Dependencies	10/16/2024 1:48 AM	File folder	
ECS	11/7/2024 2:18 PM	File folder	
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Events	11/7/2024 2:18 PM	File folder	
GameScript	11/1/2024 9:09 AM	File folder	
Graphics	11/7/2024 2:18 PM	File folder	
Inputs	11/7/2024 2:18 PM	File folder	
Math	11/7/2024 2:18 PM	File folder	
Physics	11/7/2024 2:18 PM	File folder	
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x64	10/28/2024 12:43 AM	File folder	
Kos.sln	11/3/2024 9:05 PM	Visual Studio Solu...	3 KB
RoombaRampage.vcxproj	11/7/2024 2:19 PM	VC++ Project	31 KB
RoombaRampage.vcxproj.filters	11/6/2024 12:48 PM	VC++ Project Filte...	11 KB
RoombaRampage.vcxproj.user	10/28/2024 2:35 PM	Per-User Project O...	1 KB

Open Kos.sln

Remember to Build GameScript Inside File Solution Explorer

Inside Kos.sln

Set Preferred Mode Using Visual Studio 2022's Mode Interface

Run Engine Using Local Windows Debugger

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- ## NAVIGATING THE EDITOR

ENGINE WINDOW

- MENU BAR
- HIERARCHY WINDOW
- EDITOR WINDOW/ LAYER PANEL
- GAME WINDOW
- COMPONENT/ TEST WINDOW
- CONTENT BROWSER
- PERFORMANCE / INPUT

CONSOLE LOG

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• **HIERARCHY WINDOW**

Number of Initialised Entities

Scene Name

Prefab Object

Parent Entity w/ Child Entity

```
▼  Hierachy Window
Oject Count: 13
+ Add GameObject
▼   Default (Active)
    Camera
    Button
    Sprite
  ▶ Player
  ▼ Parent
       Child
  ▼    Scene 2
    Audiowav
```

Add Game Object Button

Current Entity Being Edited

Scene List w/ Their Entities

After Clicking on "Add GameObject" Type in Object Name and Press Enter to Create New Entity

```
+ Add GameObject
Insert Object Name Here|
▼   Default (Active)
    Camera
    Button
```

Right Click Entity To Delete/ Duplicate or Save as a Prefab

```
▼   Default (Active)
Camera
Butt  Delete Entity
Spri  Duplicate Entity
▶ Play Save Prefab
▼ Parent
```
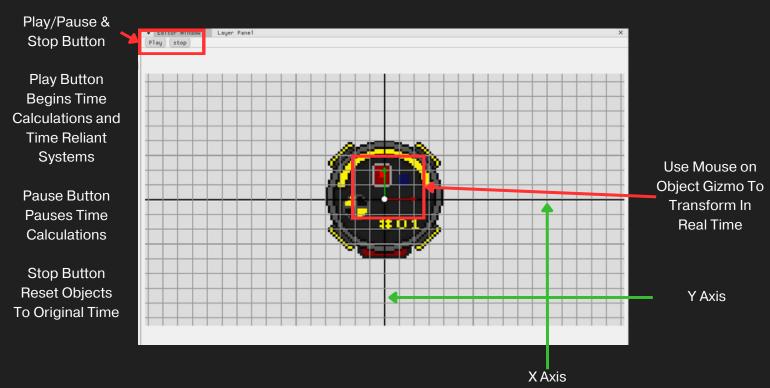
Right Click Scene For Various Actions

```
▶  Scene 2
       Remove Scene
       Unload Scene
       Save Scene
       Set Active
```

Drag entities into other entities to transform into a child of the entity

```
▼  Default (Active)
Camera
Button        Button
Sprite
```

Drag Prefabs/Scenes from the Content Browser into the Hiearchy Window to Load Prefab/Scene

```
          gunright_02
          gunleft_02
▼ Parent
     Child
    Insert Object Name Here
▶ Player
▼  Scene 2
    Audiowav

    Assets\Prefabs\blackTile_test.prefab
```

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• EDITOR WINDOW

Play/Pause & Stop Button

Play Button Begins Time Calculations and Time Reliant Systems

Pause Button Pauses Time Calculations

Stop Button Reset Objects To Original Time

Use Mouse on Object Gizmo To Transform In Real Time

Y Axis

X Axis

- Hold Right Click in the Editor Window to Drag Editor Camera Around
- Zoom In and Out Using Mouse Scroll Wheel
- Press "Ctrl + R" to Reset Camera Back to Center
- Press "R" to enable scale gizmo.
- Press "T" to enable translation gizmo.
- Press "E" to enable rotation gizmo.

Able to Drag Textures, Fonts and Prefabs from the Content Browser into The Editor Window

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• **COMPONENT WINDOW**

Add Component
Panel

Entity's Active
Layer

Entity's
component list
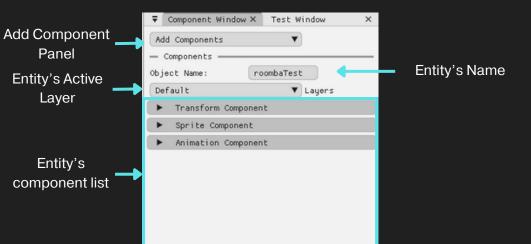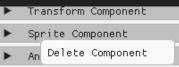
Entity's Name
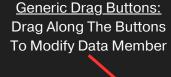
Right Click Component
To Show Delete Option
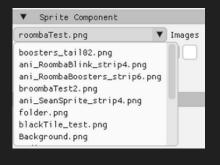
Note: You Cannote Delete
Transform Component

WIDGETS

Generic Drag Buttons:
Drag Along The Buttons
To Modify Data Member

Color Picker:
Pick Custom Color

Image/Font Layer Interface:
Drag The Layer Objects to
Adjust Image Layers

Drop Down Menu:
Pick Data Within the List
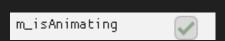
Script Window:
Active Scripts are Displayed

Checkbox:
Tick If True, Else False

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CONTENT BROSWER

Click Headers to Access Contents of Folder
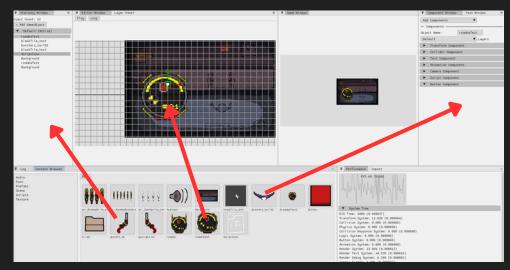
Double Click Folders to Access Contents of Folder

Drag Scenes/Prefabs To Hiearchy To Create Scene/ Prefab

Drag Textures/Font /Audio To Component Window To Create Component or Change Asset

Drag Textures/Font /Prefabs To Editor Window To Place Them In The Scene
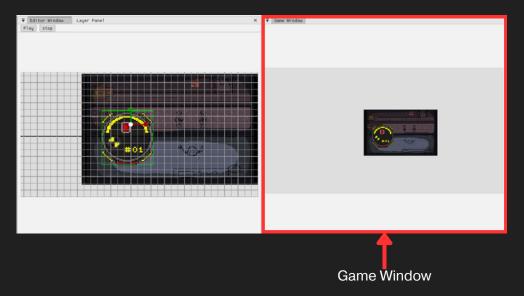
Right Click Asset To Rename/Delete

Assets are automatically loaded when engine is launched

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GAME WINDOW

Game Window

- Game Window shows the preview of the Game Scene from the perspective of the Active Camera
- Game Window does not display any debug drawings
- Active Camera will be defaulted to the Editor Camera if there are no camera components present.

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CONSOLE WINDOW

- Console Window outputs flavor text depending on the event that has occured.

LOG PANEL

- Log Panel outputs various information regarding editor actions.

• **PERFORMANCE / INPUT PANEL**   HOW TO USE

Graph plotter shows FPS Performance
of Engine at Runtime

Breakdown of System Performance
in relation to Engine Time

Shows Current User Inputs
in Engine at runtime

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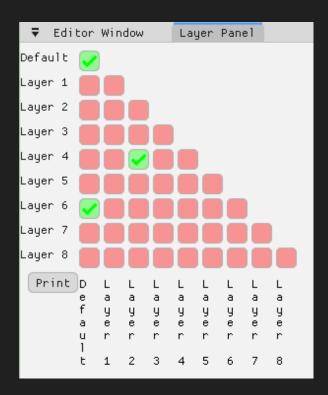
LAYER PANEL

- This layering system is meant for objects of different layers to toggle its collision logic with each other.
- Click onto the boxes to activate the layers.
- In this example, the default layer and layer 6 will interact with each other. Layer 4 and Layer 2 will interact with each other.
- Press print to display the layer matrix.

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• **SPECIAL INSTRUCTIONS**

- Press F11 to enter fullscreen for the game window.
- Press "CTRL + Q" to enable gizmo snapping.

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