**Autobeam ScriptAI Line Editor**

**Core required functionality**

* Reading the scriptai json files and automatically determining if they are time or velocity based through their format
* Display the lines as a series of points in a GUI
* Allow the user to zoom in/out and drag the view of the line around without affecting the points themselves
* Save the edited line to a new json file

**Must haves/Immediate Needs**

* Line looping/duplication
  + Select start and end points, enter how many loops to create
* Full line speed scaling
  + Scale entire line’s speed by some %
* Area speed scaling
  + Select start and end points, scale that area by some %

**Non-urgent but still features we should have**

* Point position editing
  + Native in beam, nice to have in the editor
* Accurate track map display
  + Display the lines over an image of the beam map
* Line loop/duplication randomness
  + Apply some random jitter to the line every iteration it loops so each lap is slightly different

**Long term not necessary but cool to have things**

* Automatic line generation
  + Enter some parameters for the maximum speed/characteristics of the car and it generates a line for you