Simple VRMat file editor

1. Create a C# wrapper around the C type in the DLL

The DLL contains around 20 functions representing an interface to an object that can read, edit and write .vrmat files, without any 3rd party dependencies

Each function usage and parameters are documented with comments in the header file

1. Create a C# GUI application on any UI framework and .NET version, that exposes a simple UI for creating, opening, editing and writing a .vrmat files

The application shall not have more than 10 parameters per plugin type, picked at random. It shall have suitable controls for editing booleans, integers, floats, strings, referenced plugins and structured float types like colors, acolors, transforms, etc.

1. Relations between plugins could be presented in a simple tree widget or in any other way you find suitable.
2. If the .vrmat contains a preview it could be additionally shown statically in the UI.
3. Use the provided set of .vrmat files to test your application

Notes:

API does not provide means to generate а preview

Custom/UserData parameters can be completely ignored.

The provided .vrmat files may contain old/obsolete data. Saving a just loaded .vrmat file may produce a slightly different result from the original