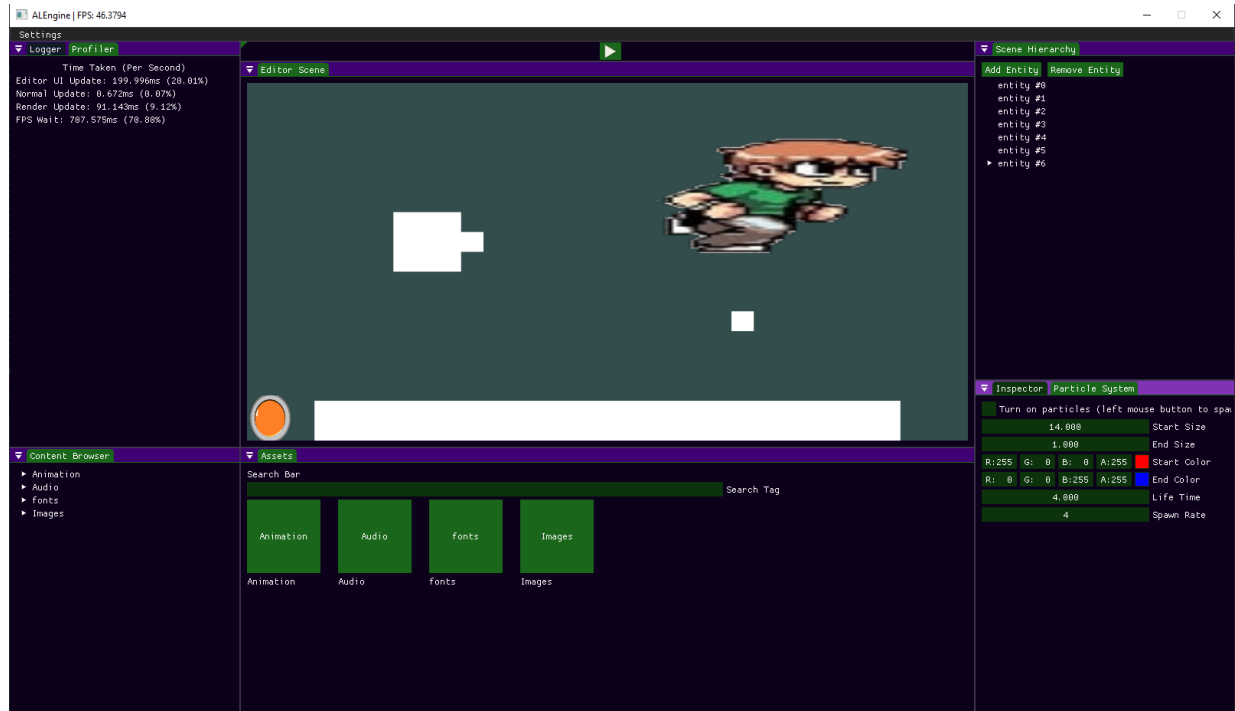


Editor Guide



Above is an overview of what the editor looks like. The following will show how to use the editor.

Important Key Binds: Up Arrow – Move Editor Camera Up

Down Arrow – Move Editor Camera Down

Left Arrow – Move Editor Camera Left

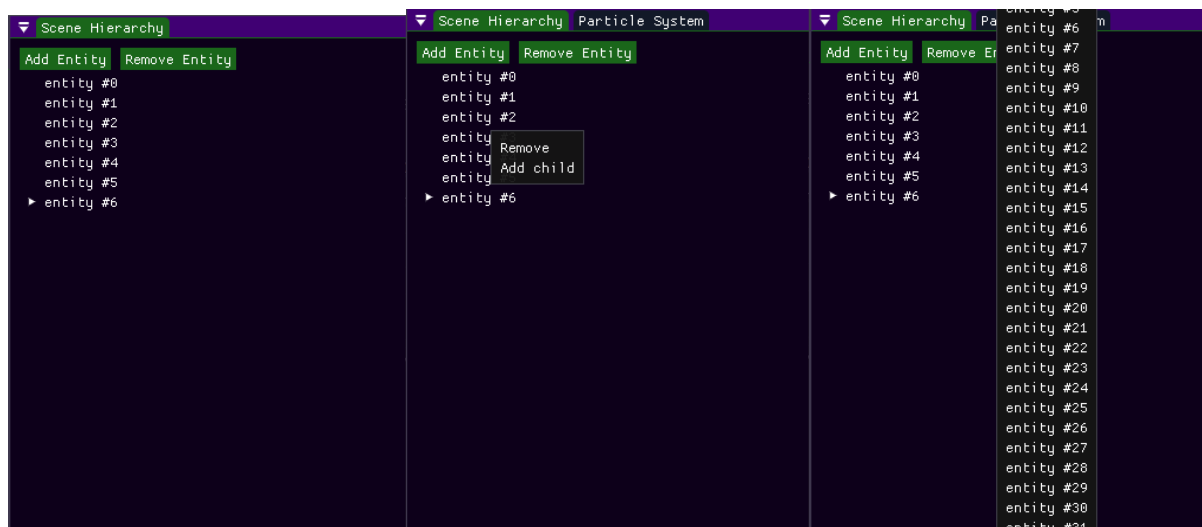
Right Arrow – Move Editor Camera Right

W – Gizmo Translate

E – Gizmo Rotate

R – Gizmo Scale

Scene Hierarchy Panel



When you select an Entity here, it will also be selected in the Inspector Panel as seen below in the Inspector Panel section.

There are 2 ways to add an Entity:

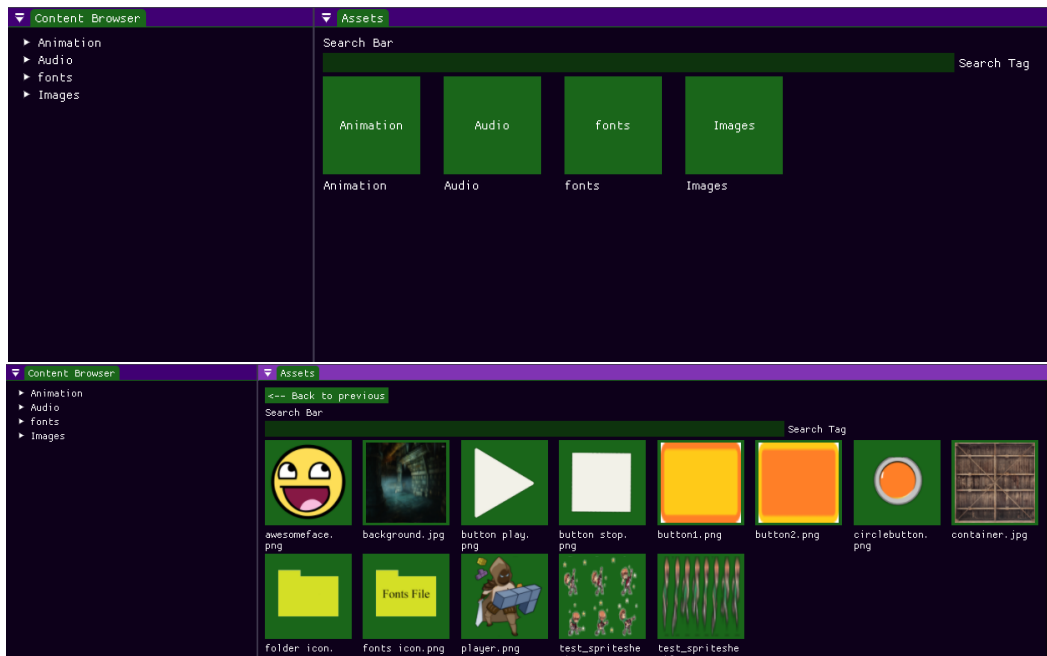
1. Click on the “Add Entity” button, which will spawn an Entity at a random position.
2. Right click on an Entity and select “Add Child”, which will add a Child to the selected Entity.

There are 2 ways to remove an Entity:

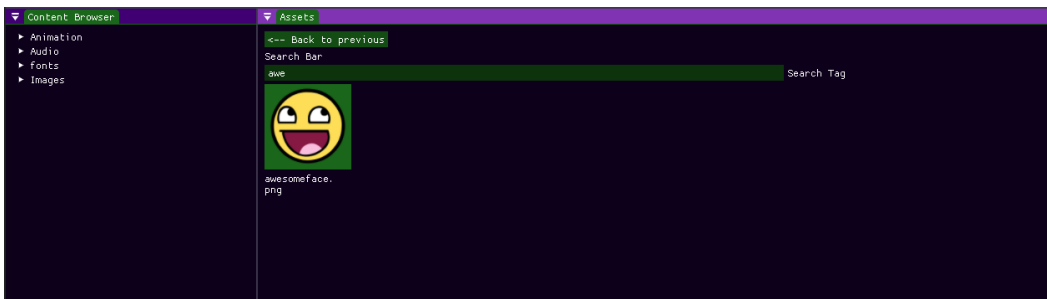
1. Click on the “Remove Entity” button, which will display a popup showing all Entities. The user can then select one of the Entities in the popup to remove it.
2. Right click on an Entity and select “Remove”.

Entities can be dragged and dropped into one another as well, however there is a known bug where if an Entity is a parent, all the children of that Entity will be destroyed. We are working on a fix for this ASAP.

Content Browser Panel and Asset Panel



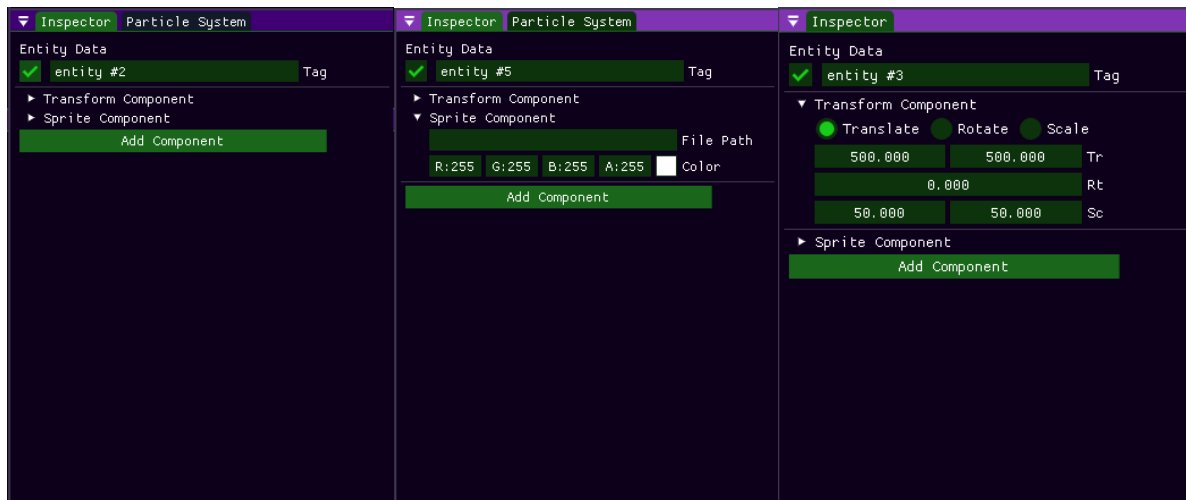
The Content Browser Panel works together with the Assets Panel to help display the files within the Assets folder. Clicking on the folder in the Assets Panel will display the contents of the folder.



There is also a Search feature as well to find a particular file within a folder.

An Image (.png or .jpg) can be dragged from the Assets Panel and into the Inspector Panel under the Sprite Component if the Entity selected contains a Sprite Component.

Inspector



There are 2 ways to select an Entity for the Inspector:

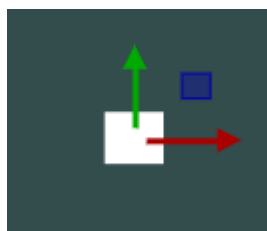
1. Click on an Entity within the Editor Scene Panel during Editor Mode
2. Click on an Entity within the Scene Hierarchy Panel during Editor Mode

Doing this will display the Components within an Entity and allow the User to change the values within. Now it only displays 3 Components; EntityData, Transform and Sprite. Entities selected will also have a gizmo on them to change the transformations of the Entity. The radio buttons within the Transform Component will change the Gizmo's function as well.

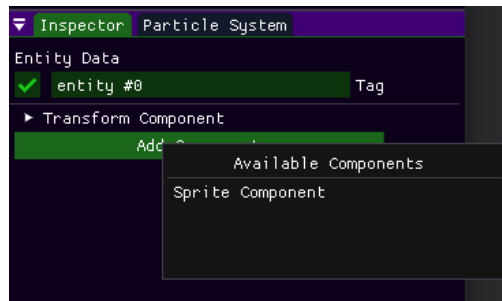
Key binds: W – Translate

E – Rotate

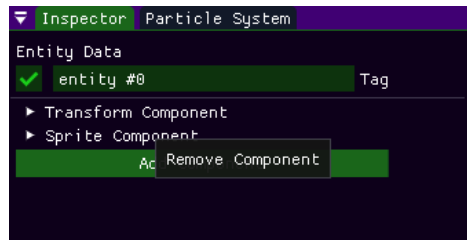
R – Scale



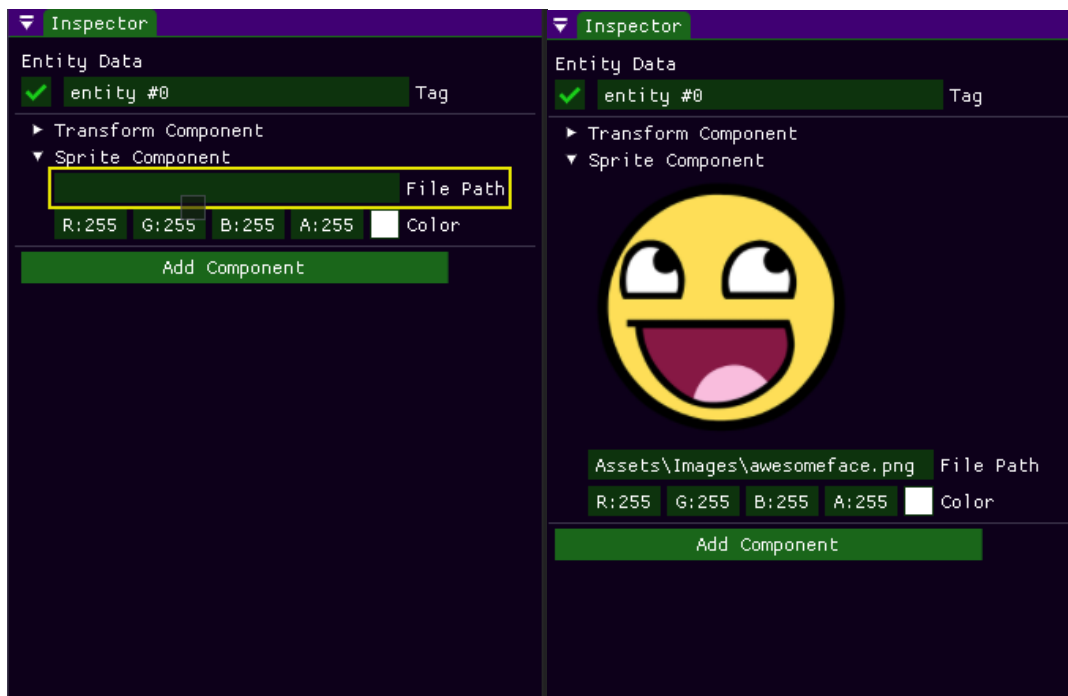
To add Components, click on the “Add Components” button. A popup will show any Components a user can add to the Entity that has yet to be added.



To remove Components, right click on a Component and select the “Remove” option.



As mentioned in the Assets Panel section, an image (.png or .jpg) can be dragged and dropped into the Inspector Panel if the Entity has a Sprite Component.



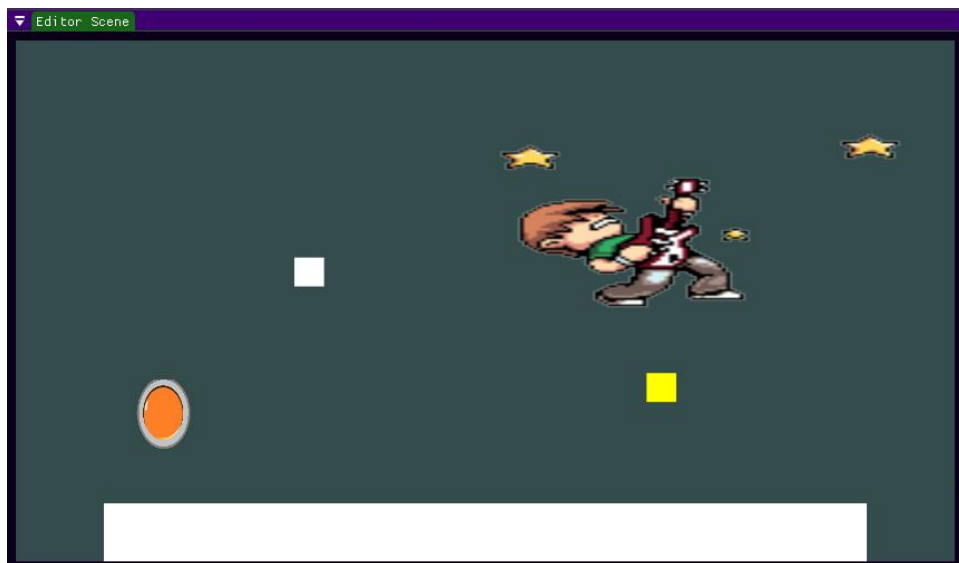
Toolbar



As seen in the image above, there is a green button with the triangle on it. When the user clicks on this, it will change the Editor from Editor Mode to game Mode and render the Game Scene instead of the Editor Scene. Now, it can only act as a "Play/Pause" since there is no functionality for the saving of Editor data yet.

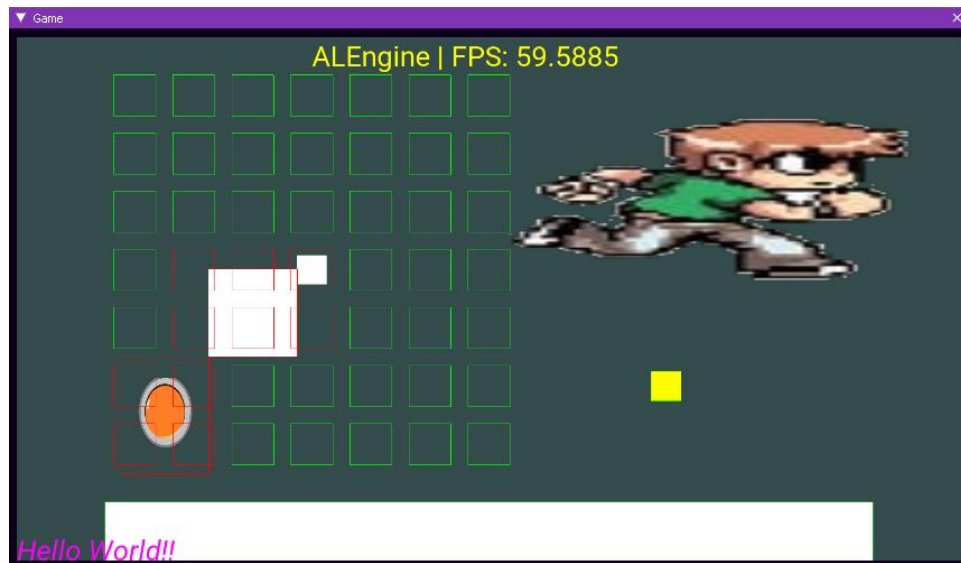
There is also an option to click on "Settings" which will display an option to set the Game Scene to Fullscreen when it is running.

Editor Scene Panel



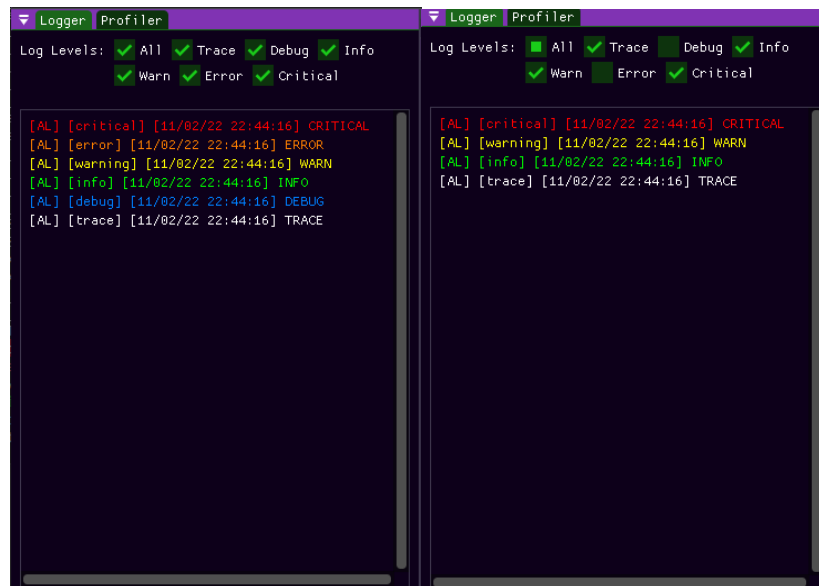
Displays the Editor Scene which is the scene that is displayed during the Editor Mode. The user can move the camera around using the arrow keys (Up, Down, Left, Right).

Game Panel



Displays the Game Scene which uses a different camera from the Editor Scene. Can be set to full screen as mentioned above. The Game Panel does not have camera movement implemented. It is also intentional to have the grids only render on the Game Panel and not the Editor Scene Panel.

Logger Panel



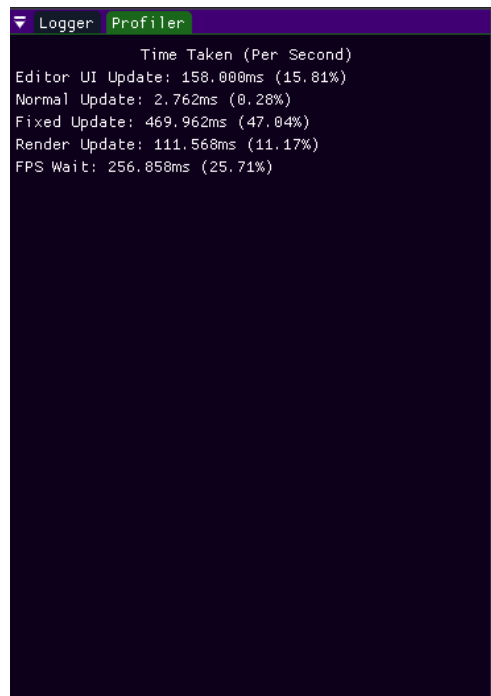
Now, the Logger Panel does not do a lot. But it can filter the different Log Levels as seen in the photo above.

Particle System Panel



Changes the values of the particles for the Particle System. Particles can only be viewed in the Editor Scene Panel.

Profiler Panel



Displays the Profiler Data for the Engine. For now, it is split into 5 different sections:

1. Editor UI Update
2. Normal Update (Update that uses normal delta time)
3. Fixed Update (Update that uses fixed delta time, only seen in Game Mode for now)
4. Render
5. FPS (Wait necessary to cap the FPS at 60)