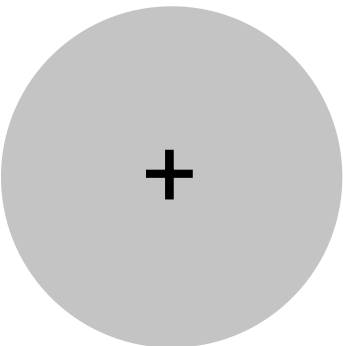




Rooms



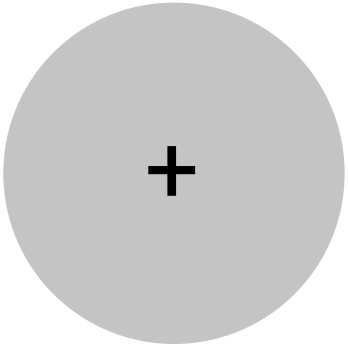
Name:

First Room

RoomWidth:

7680

^
v



Type:

Thing

V

Name:

Background

Rotation:

0.0

^v

PositionX:

960.0

^v

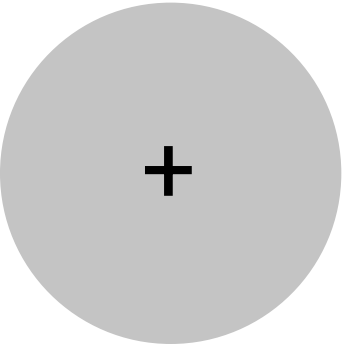
PositionY:

540.0

^v

texturePath:

Backgrounds/debug/ba



Type:

CombinelItem

▼

Name:

Key

Rotation:

0.0

^

v

PositionX:

448.0

^

v

PositionY:

790.0

^

v

texturePath:

Backgrounds/debug/ke

ExamineText:

It's a key

ItemDepend:

ID 3; Oil Bottle

▼

IsInInventory: ☐ UseAble: ☐

PickUpAble: ☒ CombineAble: ☒

GiveAble: ☐ UseWith: ☐

CombinelItem:

ID 4; Oily Key

↗

Thought:

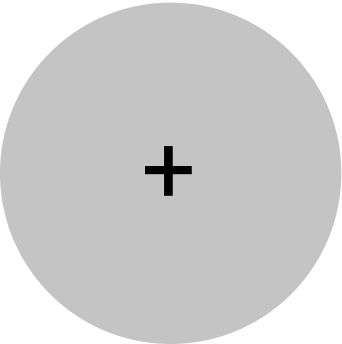
ID 20

💬

★ Create a new item that will be referenced here
(or edit an already referenced item)

★ Create a new thought that will be referenced here
(or edit an already referenced thought)

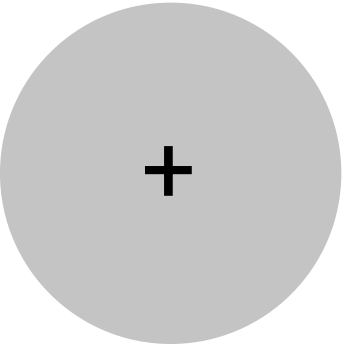
★ Select an existing item



Suche:

Bottle

Name	Type	Parent Item	Room	...
Bottle	Item	/	First Room	
Oil Bottle	CombinelItem	/	First Room	
Water Bottle	Thing	/	First Room	



Type: Key ▼

Name: Oily Key

Rotation: 0.0 ▲▼

PositionX: 448.0 ▲▼

PositionY: 840.0 ▲▼

texturePath: Backgrounds/debug/ke

ExamineText: The key is smooth now

ItemDepend: ID 1; Door ▼

IsInInventory: ☐ UseAble: ☒

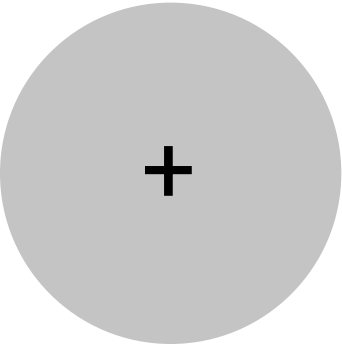
PickUpAble: ☒ CombineAble: ☐

GiveAble: ☐ UseWith: ☒

Thought:

Create a new thought that will be referenced here
(or edit an already referenced thought)

Select an existing item



- Use hoverOn to show information stored in node / edge
- Use Pop up Window to edit information of a clicked node / edge

