

Level-Editor Controls

1. Camera

1.1. Camera Usage

Press the 'C' Button to gain camera control.

- Hold the left mouse button to pan (move up/down/sideward)
- Hold the middle mouse button to zoom
- Hold the right mouse button to rotate

STRG + 1 will move the camera to a Top-Down view.

STRG + 2 will move the camera to a side view, parallel to the Z-Axis

STRG + 3 will move the camera to a side view, parallel to the X-Axis

2. Editor Tools

A Model must be picked to use these tools.

The Editor Tools are deactivated while in camera mode.

2.1. Translation

Press the 'T' button to activate the translate tool

- Dragging one of the appeared arrows will result in a translation of the model in the according direction
- If your mouse is between two arrows, a yellow grid will appear. By dragging this grid, the model can be translated in both directions.
- For faster translation you can also use the keys: W, A, S, D, Q and E.

2.2. Rotation

Press the 'R' button to activate the rotate tool

- Dragging one of the appeared arrows will result in a rotation around the axis the arrow is describing.

2.3. Resize

Press the 'Z' button to activate the resize tool

- Dragging one of the appeared arrows will resize the model in the according direction.
- If your mouse is between two arrows, a yellow grid will appear. By dragging this grid, the model gets resized in both directions.
- By holding 'Left Shift' the model gets resized in all directions by the same amount.

3. Model Creation

3.1. Create a model

To create a model you have to open the 'Toolbox' (Options->Toolbox).

Click on the 'Create Objects' label to expand/collapse.

Now you can choose an object type from the dropdown menu.

All available model of the chosen type will appear in the list below the dropdown.

If you select a model from the list, a name will be generated using the models name a number which hasn't been used before with this model.

Of course you can also choose a name by yourself.

Pressing the button 'Create Object' will create the object at the given point (see chapter 4) and clear the textbox with the objects name.

3.2. Random model creation

Click on the 'Random Creation' label to expand/collapse.

The Random Creation will create the object you picked above as often as you want in a given area.

As you fill in values to the 'Min' and 'Max' fields which define the area the objects will be created, a yellow box will appear, showing you the area you have chosen.

(If a field is left blank, it will be counted as zero)

HINT: If you leave both Y-Value fields empty, the objects will be create on top of the terrain.

By default the created objects will not overlap with others. You can change that by clicking the 'Allow Overlapping' checkbox.

4. Model Creation Options

These options will affect all objects that will be created.

As soon as the panel opens, a colored box will appear at the position given in the options. If you change the position or the scale, the box will automatically change according to that, to give you a preview of your changes.

By selecting 'Use Shadows' checkbox, all following created objects will be affected by light sources.

The "Use Mouse Position" Button allows you to set the position to the point of your next mouse click on the terrain.

If you press 'Save' the current values will be saved and applied to every object that is created from now on.

5. Menu 'Object'

5.1. Rotation

Rotate an object by 90, 180 or 270 degrees can be done by using the Rotation button (Object → Rotation).

5.2. Transparency

To add transparency to an object, click on the menu Object → Transparency → Set and enter the percental transparency where 100% means completely invisible and 0% no transparency at all. Use the Remove button to remove this effect completely.

6. Serialization

As the created level should be used in a game, the whole level can be stored in a text file using XML.

- Scene → Save serializes the level to the last used text file.
- Scene → Save As will open a window where you can choose where to save the scene.
- Scene → Load will open a window where you can choose a scene to load.

7. Miscellaneous

Pressing the Spacebar will deselect the currently selected model and deactivate all 'Editor Tools'.