

Edited and extended by NiceKati

Manual english

3DXChat 2.5 Beta Build >= 374

3DXChat World Editor

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1 Introduction

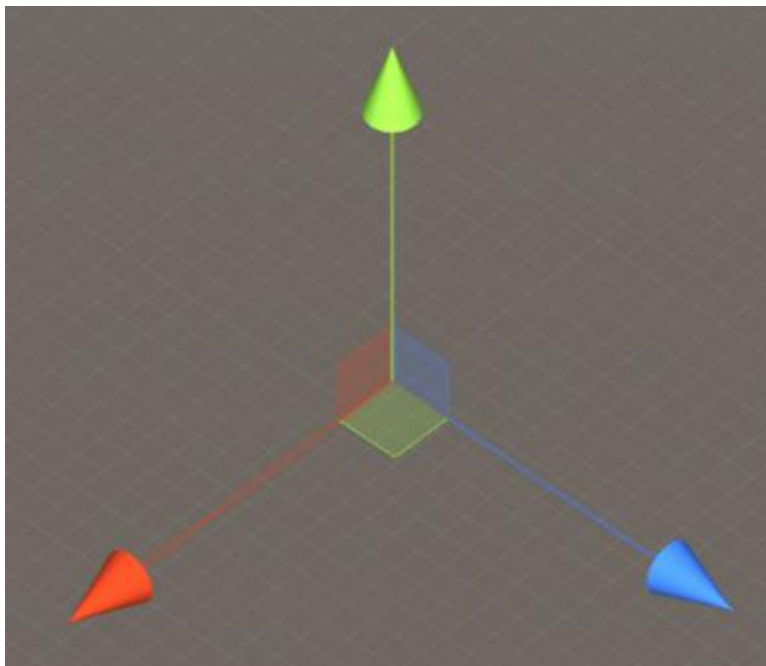
This document explains how you can use the World Editor. It provides information about all the gizmo properties and system settings.

2 The Gizmos

The term "gizmo" refers to the manipulators used to manipulate the objects in order to move, rotate and scale them in space; they are the "tools" of the World Editor. In this chapter we will take a look at how the gizmos work and all the properties which can be modified for each gizmo. We will also talk about transform spaces and transform pivot points.

2.1 The Translation Gizmo

The translation gizmo allows you to move objects around in the scene. The following image shows a screen-shot of the translation gizmo:



2.1.1 Using The Translation Gizmo

If you click and drag one of the **gizmo axis** (the selected arrow changes the color) you will perform a translation along the corresponding gizmo axis. The gizmo also has a set of squares at the intersection of the axes. Clicking and dragging one of the squares will allow you to perform a translation along 2 axes at once. If you hold down the **SHIFT key**, a **square** will be shown centered **around the gizmo position**. Clicking and dragging the mouse while the square is selected will perform a translation along the camera right and up axes. This is a little bit like performing a translation in screen plane.

*Note: The translation gizmo can be used to perform certain special operations, like the camera axes translation discussed above or vertex snapping etc. When a special operation is being performed, **a square will appear in the center of the gizmo**. I will be referring to this as the "**special operation square**" or "**special op square**" for short.*

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2.1.1.1 Mesh Surface Placement

The translation gizmo can be used to greatly speed up mesh surface placement. With it you can place an object (or collection of objects) on the surface of a mesh and also align the object's axes to the surface normal.

Here are the shortcut keys that allow you to do this:

- **SPACE** – the special op square will appear and if you click the left mouse button inside the square and then drag while hovering a terrain/mesh, the object(s) and the gizmo will move along the terrain/mesh surface and the object's Y axis will be aligned with the surface normal.
- **SPACE + X** – same, but this time the X axis will be aligned with the surface normal.
- **SPACE + Z** – same, but this time the Z axis will be aligned with the surface normal.
- **SPACE + LCTRL** – with this combination the object(s)' positions will be snapped to the surface, but no axis alignment will be performed. *Note:* In this case, because no axis alignment is done for the objects, the objects will most likely become embedded inside the surface because the system no longer knows how to offset the object accordingly since no reference axis is specified.

2.1.1.2 Grid Surface Placement

The translation gizmo can also be used to place and align objects on the grid surface using the same combination of keys discussed previously. *Note:* Grid placement will only be performed if the hotkeys are active and if no terrain or mesh object is hovered by the mouse cursor.

2.1.1.3 Snapping

The translation gizmo supports 3 types of snapping: **Step**, **Vertex** Snapping and **Box** Snapping.

2.1.1.3.1 Step Snapping

Step snapping allows you to perform translations in increments of a specified step value. For example, if the step value is set to 1, this means that a translation is only performed when the accumulated translation amount is ≥ 1 . In order to use step snapping, you have to keep the **CTRL** button pressed and then manipulate the gizmo as you would normally do (using the axes or the squares or pressing the **SHIFT** key to translate along the camera right and up axes).



As an alternative to temporarily switching on with the CTRL key, it can also be **permanently switched on** (recommended) with the button shown on the toolbar at the top of the screen (see section 6.9). The step size must first be set to a suitable value (see section 9).

2.1.1.3.2 Vertex to Vertex Snapping

Press the **V** key on the keyboard and then move the mouse around to select one of the vertices of the selected game objects. This is the vertex that will be snapped to the destination position. Once you found the vertex that you are interested in, press the left mouse button and move the mouse around to snap the selected objects. The objects will be snapped to the vertex which is closest to the mouse cursor.

2.1.1.3.3 Vertex to Grid Snapping

This works in the same way as vertex-to-vertex snapping, but this time the source vertex will be snapped to one of the grid's cell corner points.

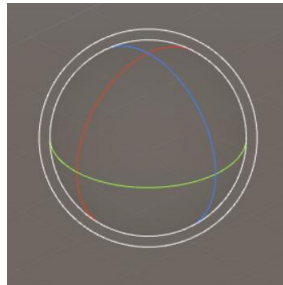
2.1.1.3.4 Box Snapping

Works in the same way as vertex snapping, but it applies to the center and corner points of the objects' bounding box. Press the **B** key on the keyboard and move the mouse to select one of the vertices or the center of the object.

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2.2 The Rotation Gizmo

The rotation gizmo allows you to rotate objects in the scene. The following image shows a screen-shot of the rotation gizmo:



2.2.1 Using The Rotation Gizmo

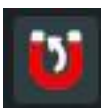
The rotation gizmo has **3 colored circles** that can be used to rotate around a single axis. You can rotate around a single axis by clicking on one of the circles and then start dragging the mouse.

As you can see in the image above, there is also an **outer circle** (the one which encloses the rotation sphere and which is also slightly bigger). Clicking on this circle and then dragging the mouse will allow you to **rotate around the camera view vector**.

If you click on a point on the **imaginary sphere** (not on any of the components that we have discussed so far), you will be able to rotate around the camera right and up axes.

2.2.1.1 Snapping

The rotation gizmo supports Step snapping which allows you to rotate in increments of a specified step value (expressed in units of degrees). For example, if this step value is set to 15, a rotation is performed only when the accumulated rotation amount is ≥ 15 . In order to use Step snapping, you have to keep the **CTRL** button pressed and then manipulate the gizmo as you normally do.



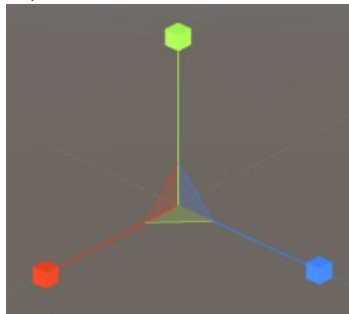
As an alternative to temporarily switching on with the CTRL key, it can also be **permanently switched on** (recommended) with the button shown on the toolbar at the top of the screen (see section 6.9).

The step size must first be set to a suitable value (see section 9).

Note: Step snapping works only when you are using one of the 3 colored circles.

2.3 The Scale Gizmo

Using the scale gizmo you can resize objects, so scale them:



2.3.1 Using The Scale Gizmo

The scale gizmo has **3 colored axes**. Clicking on one of these axes and dragging the mouse, will perform a scale operation along the specified axis.

As you can see in the image above, there are also 3 multi-axis triangles. Clicking on one of these triangles and then dragging the mouse, will perform a scale operation along 2 axes at once. If you want to perform a scale operation along all axes at once, you have to keep the **SHIFT** key pressed and then drag the mouse around.

2.3.1.1 Snapping

The scale gizmo supports Step snapping which allows you to scale in increments of a specified world unit amount. For example, if the step value is set to 1, a scale operation will be performed only when the accumulated scale is ≥ 1 . In order to use Step snapping, you have to keep the **CTRL** key pressed and then use the scale gizmo as you normally do (drag the axes or the multi-axis triangles or press SHIFT to scale along all axes at once).

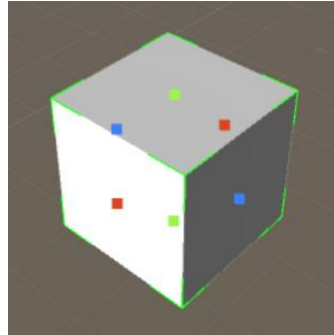


As an alternative to temporarily switching on with the CTRL key, it can also be **permanently switched on** (recommended) with the button shown on the toolbar at the top of the screen (see section 6.9). The step size must first be set to a suitable value (see section 9).

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2.4 The Volume Scale Gizmo

The volume scale gizmo is another type of gizmo which allows you to perform object scaling, but it works a bit differently than the standard scale gizmo. Instead of using axes that can be dragged, you can use handles to resize an object. This in combination with the step snapping functionality can provide a much more intuitive scaling interface in some scenarios.



2.4.1 Using the Volume Scale Gizmo

The gizmo is composed of 6 drag handles which can be dragged to scale the object. There are 2 drag handles for each axis. Dragging one of them will scale along the corresponding object local axis. When you drag, the **size and position** of the object will be affected.

Holding down **SHIFT** before dragging will cause the scale to happen from the center of the object, so its position will *not* be affected. This key can be modified from the gizmo's inspector.

Note: The volume scale gizmo only works when a single object is selected and that object has to have a mesh attached to it. When more than one object is selected, the gizmo will be hidden.

2.4.1.1 Snapping

If you hold down **LCTRL** while dragging the handles, the gizmo will scale the object in increments of a previously specified step size.



As an alternative to temporarily switching on with the CTRL key, it can also be **permanently switched on** (recommended) with the button shown on the toolbar at the top of the screen (see section 6.9). The step size must first be set to a suitable value (see section 9).

2.5 The Hand Gizmo

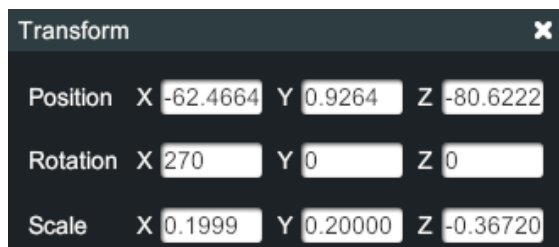


In fact, this is the Translation Gizmo, but it works as if the **Space** button is constantly pressed (Mesh Surface Placement mode).

2.6 The Manual Transformation Window



The transformation window allows a single object to be precisely defined in its position and orientation in space as well as its scaling by numeric values. This can be done with new objects as well as with existing objects, but only for a single object, not for object groups. For the selection of an existing object it is therefore expedient to use the volume scaling gizmo.



The transformation window displays in the first line the absolute position in the "world", relative to the origin of the global coordinate system; the second line shows the orientation of the object, ie the rotation around the global spatial axes.

The bottom line shows the scaling of the object along the global space axes, based on the case that the object was not rotated around any of the three axes (middle row X, Y, Z = 0).

The values displayed in the window can now be changed according to your own requirements, the result is immediately visible on the object.

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3 Camera control

To move the camera you have to **hold down the right mouse button** and use the following buttons:

W - Move forward

S - Move back

A - Strafe left

D - Strafe right

E - Move up

Q - Move down

LALT - Camera orbit (Use **F** key to focus on selected object first)

Camera **look around** - Hold down **RIGHT** mouse button and move mouse

Camera **pan** - Hold down **MIDDLE** mouse button and move mouse

4 Hotkeys

W - activate the translation gizmo

E - activate the rotation gizmo

R - activate the scale gizmo

U - activate volume scale gizmo

Q - turn off gizmos, allows you to perform object selections without having a gizmo active in the scene

G - activates the global transform space *(Hotkey is currently not working)*

L - activates the local transform space *(Hotkey is currently not working)*

P - toggles the transform pivot point between Center and MeshPivot.

F - focus the camera on the object selection (only works when there is at least one selected object)

LCTRL + D Object duplication

Gizmo specific keys:

Translation gizmo:

V - while held down, allows to perform vertex snapping, when released, vertex snapping is disabled

B - while held down, allows you to perform box snapping. When released, box snapping is disabled

LCTRL - while held down, allows you to perform step snapping

SHIFT - while held down, allows you to translate along the camera right and up axes

SPACE - surface placement with Y axis alignment

SPACE + X - surface placement with X axis alignment

SPACE + Z - surface placement with Z axis alignment

LCTRL + SPACE - surface placement with no axis alignment

LALT - activate move scale

Rotation gizmo:

LCTRL - while held down, allows you to perform step snapping

Scale gizmo:

LCTRL - while held down, allows you to perform step snapping

LSHIFT - while held down, allows you to perform a scale operation along all axes at once

Volume scale gizmo:

LCTRL - while held down, allows you to perform step snapping

LSHIFT - holding this down before a drag starts will cause the gizmo to scale from the center of the object

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Object selection specific keys:

- LCTRL** - while held down, allows you to add objects to the current selection. For example, you can hold down this key and click on individual game objects to add them to the selection or drag the mouse while the left mouse button is pressed in order to add objects to the selection using the object selection shape. If this key is not held down, when you select new objects, the previous selection is cleared.
Note: If you click on a game object while this key is pressed and the game object is already selected, it will be removed from the selection.
- LSHIFT** - while held down, allows you to deselect multiple objects using the object selection shape.

Undo/Redo specific keys:

- CTRL + Z** - Undo
CTRL + Y - Redo;

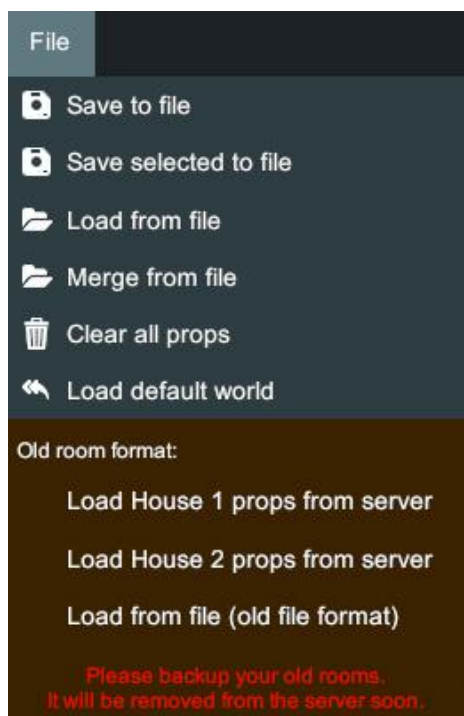
Switch Camera mode:

- F5** - Builder camera
F6 - Character camera
F7 - First person camera

Character teleportation (in the Editor mode for quick movement):

Hold **Left Shift** and **click left mouse button** at the desired location (does **not** work in the default setting **F5**, builder camera!)

5 File menu



5.1 Save to File

Saves your current world layout to file (.world)

5.2 Save selected to file

Saves only selected objects to file. This option is useful when you want to save and share only a part of your world or a group of objects. Example being if you created your own structure and just want to share the structure only, rather than the entire layout of your world.

5.3 Load from File

Loads world layout from file. Your current layout will be lost.

5.4 Merge from File

Appends objects from file to your current layout meaning you can add specific created designs with objects to your layout without replacing the entire layout. This is related to 5.2.

5.5 Clear all Props

Deletes all objects from your layout. You cannot undo this action.

5.6 Load Default World

Loads default layout from the server. Your current layout will be lost (save it to file before!).

5.7 Old Room Format

This is only a temporary option that provides backwards compatibility with the old room format (.dat files). You can open the old layout format in the World Editor and use or save it in the new format so you don't lose it. This older format will be removed in a later patch, due to no longer being used.

5.7.1/2 Load House 1/2 Props from server

Loads House 1/2 objects. Your current layout will be lost.

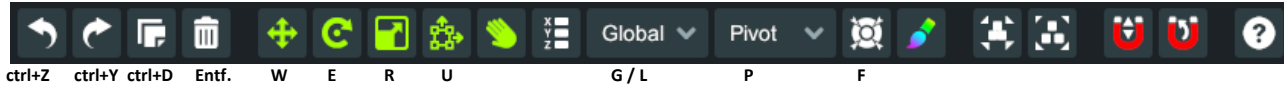
5.7.3 Load from file (old file format)

Loads room layout from the .dat file. Your current layout will be lost. (Do note, .dat file support will be removed in a later patch)

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6 Tools

Tools and functions can be called up not only with the hotkeys, but also via the tool bar at the top of the screen:



6.1 Undo / Redo



Allows you to undo or redo some changes and actions (**CTRL+Z**), (**CTRL+Y**).

6.2 Copy and Delete



Copy (**LCTRL+D**) or delete (**DEL**) selected objects.

6.3 The Gizmos



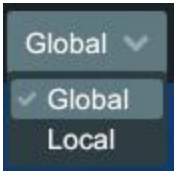
Choose 'Gizmo' to work with objects: Translation (**W**), Rotate (**E**), Scale (**R**), Volume Scale (**U**), Hand (**./.**); deactivate all Gizmos for selection (**Q**).

6.4 The Manual Transformation Window



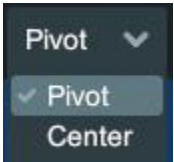
Enables the numeric transformation of an object in position, alignment, and scale.

6.5 Transform space



Switches between the Global (**G**) and the Local (**L**) transform space.
(Hotkeys do not work at the moment)

6.6 Transform pivot



Toggles the transform pivot point between Center and Mesh Pivot (**P**).
Attention: If object groups are to be rotated, this only works with "Center"; "Pivot" rotates every single object around itself. (Hotkey does not work at the moment)

6.7 Camera Focus



Moves the camera to focus on selected objects (**F**).

6.8 Color palette



Applies colors to block objects (primitives).

6.9 Group and Ungroup



Group and ungroup objects. If the objects are grouped, you can easily select the whole group by clicking on one object from the group. When the group of objects is selected, you can select one object with the second click. This allows you to work with an object within the group without ungrouping.

6.10 Snapping



Enable or Disable step and angle snapping (**LCTRL**).

6.11 Help



Calls up the English-language help in the browser.

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7 Objects

This section explains the difference between object types.

7.1 Categories (types) of Objects

All objects are divided into categories so that they are easier to find. You can switch categories using the category icons.



- 1 Beds (*)
 - 2 Blocks (primitives)
 - 3 Sofas (*)
 - 4 Shelves, room divider
 - 5 Ornaments
 - 6 Lamps, illumination
 - 7 Sunbeds, sunchairs (*)
 - 8 Chairs (*)
 - 9 Vehicles
 - 10 Particles / Effects
 - 11 Tables
 - 12 Animation Triggers (*)
 - 13 Trees and plants
 - 14 Drinks, cooler (*)
 - 15 Music, electronics, computers (*)
 - 16 Toilet, dance pole, barrel storage (*)
- (*) -> (also) interaktive objects

7.2 Object Types

Objects are divided into types depending on their use.

7.2.1 Blocks (Primitives)

Blocks (or primitives) are the basic type of object shapes. They are designed to build your worlds foundations. You can move, rotate, and scale these objects and also apply color and materials to these how you wish.



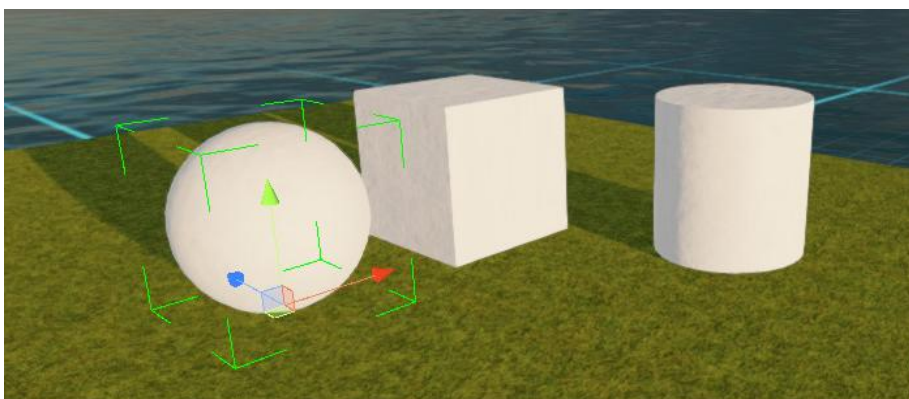
In advance, the size of a newly created object can be defined via the input field "New Obj Scale"; it then appears in this size at the height of the camera over ground.

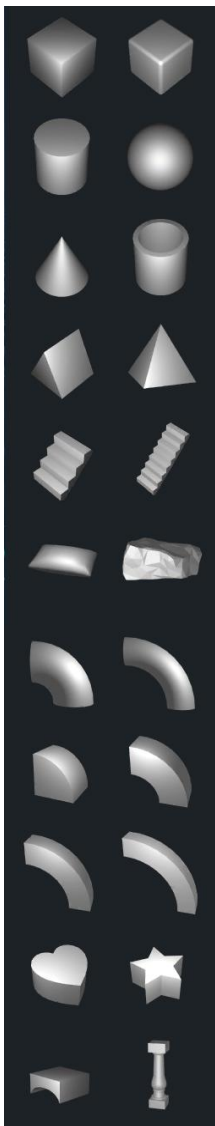
There is no way to bend the blocks (pipes, cylinders).

Note: All objects interpenetrate each other so that it is not possible to create sections in or sections of an object.

Multicolor color schemes and decorations (ornamental stripes, etc.) can only be created by embedding differently colored objects (such as marquetry), as well as captions: They must be created as objects and then be embedded.

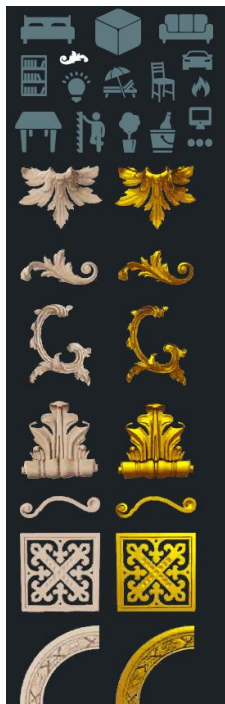
Note: Materials, as well as colors, always apply to the entire object, for all pages. If an object (eg a wall) on the one side has a different material or a different color, then the object is to be duplicated and, if necessary, reduced in thickness, so that the original and the duplicate are arranged directly opposite one another again to the original thickness. The two "halves" of the overall object can then be provided with different materials and / or colors.





<u>Provided Blocks</u>	<u>used for / can be converted to:</u>
Cube	cuboid, plate, wall, beams, bar
Rounded cube	cuboid, plate, upholstery, illuminated surfaces, dance floor element
Cylinder	rods, masts, railings, discs, pedestals
Sphere	ellipsoid, round or oval cushion <i>(Beware of big balls or derivatives thereof (bug): They may affect the interactivity in the environment)</i>
Cone	elliptical cone
Pipe	rings with square cross section
Prism	triangular ornaments and fillings, roofs
Pyramid	roof, mural ornament
Stairs	can be scaled to a large extent, but do not increase the step height, so the avatars can run it up!
Pillow	head rest for self-made beds, segments of air mattresses etc.
Rocks	with any materials in a wide range scalable as a base for islands and mountains
Arcs of round material	the quarter bows can be put together to rings with round cross-section, but also to half- and 3/4 bows
Quadrant segment, Quarter circle arches	in different sizes
Heart, star	for ornaments, but also usable as bed, seat or table
Cuboid, semicircular cut out	suitable e.g. round, oval or oblong cutouts (doors, windows) in walls or to build around round objects angularly.
Column	as a pillar on buildings, as well as table legs or railing supports

7.2.1a Ornaments



These ornaments are similar to the blocks, they can be scaled in height and width, but always have a depth ("thickness") of 1.

Because of this small thickness, they are only suitable for application to flat surfaces and are barely visible from the side.

The ornaments can be colored but not provided with any other material.

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7.2.2 Props (Furniture)

Most of the objects are "furniture" type. These objects can not be scaled, colored differently or provided with other materials!

Characters can **perform different animations** on the **interactive objects** of this type.



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Among the interactive props, the following category "Music, Electronics, Computers" offers some specials:



While the notebook computer, speakers, and home theater equipment are for decoration only, drums, guitars, and mics each have the appropriate animation to be played by the avatars, so "live concerts" are possible. Even the DJ console has a suitable animation for a live DJ, but can not influence the music stream itself.

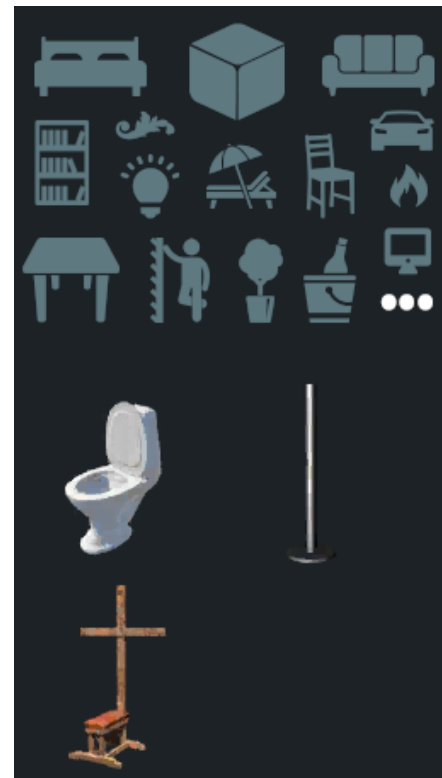
The music station with tablet computer, on the other hand, serves above all to select the music in your own "world". For this purpose, this device has 46 preprogrammed music streams of various music genres as well as the ability to play other (private) streams in your own world, which are then heard by all visitors when they enter the "opened" (shared) room.

Any number of copies of this music station can be distributed anywhere in the room, where you want to select the music without having to walk around in your "world" for a long time; they are then almost all "connected in parallel", so they all affect the one stream that is possible in a "world".

Right:

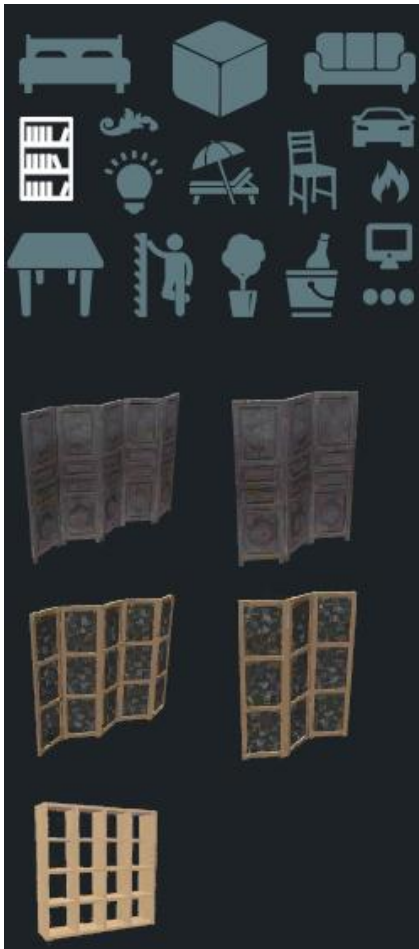
Also, the category of additional objects includes both **interactive** (toilet, dance bar) and **non-interactive** (barrel shelf) props.

With the dance pole note that only with its correct orientation (rotation) the dance animations are carried out in the direction of the audience.



The **non-interactive furniture and props** are for decoration or lighting; they also can not be scaled, colored differently or provided with other materials!

Exception: The plants or trees can be partially scaled.



For the luminaires, the light bulb symbol is a special case among the light sources: There is no visible lamp in the game, so that the **invisible spotlight** can be positioned anywhere in the scene and adjusted via the color palette both in the light color, and in the brightness.



Vehicles, aircraft, ships

Also the objects of this later added category are mainly for decoration, so they are not interactive.

However, the characters can enter the yacht and also perform the ground poses.

If you want to generate more activity, you can attach one or more suitable animation triggers (see 7.2.4), whereby it is only necessary to pay attention that they at least partly protrude so that they can be triggered later in the game by clicking on them.

The cars and the yacht can be provided with a different color by the color palette, the plane and the motorcycle can not be changed in color.



7.2.3 Particles / Effects (fire, smoke, electricity)



The visual effects are created with cube-shaped elements invisible in the game. Sizes and proportions determine the effect, that is, in fire, e.g. higher flames, greater expansion of the fire or narrow flames with higher or lower speed. So the adjustment range from the candle or torch to firestorm and hellfire. The direction can also be specified.

The flashes can be done in any direction and are also adjustable in size.

There are also two types of smoke or mist or vapor:

The left icon creates a dense, pulsating smoke or mist, while the right icon produces a thinner, slower smoke or fog.

Since the direction can also be specified here, it is also possible to drop the fog from top to bottom; adjusted accordingly, it is also suitable as a water replacement for showers.



7.2.4 Animation Triggers



To make a self-created object or a place in your world function like an interactive piece of furniture, the appropriate animation trigger is used. These objects are invisible and indicate which set of animations the character will use.

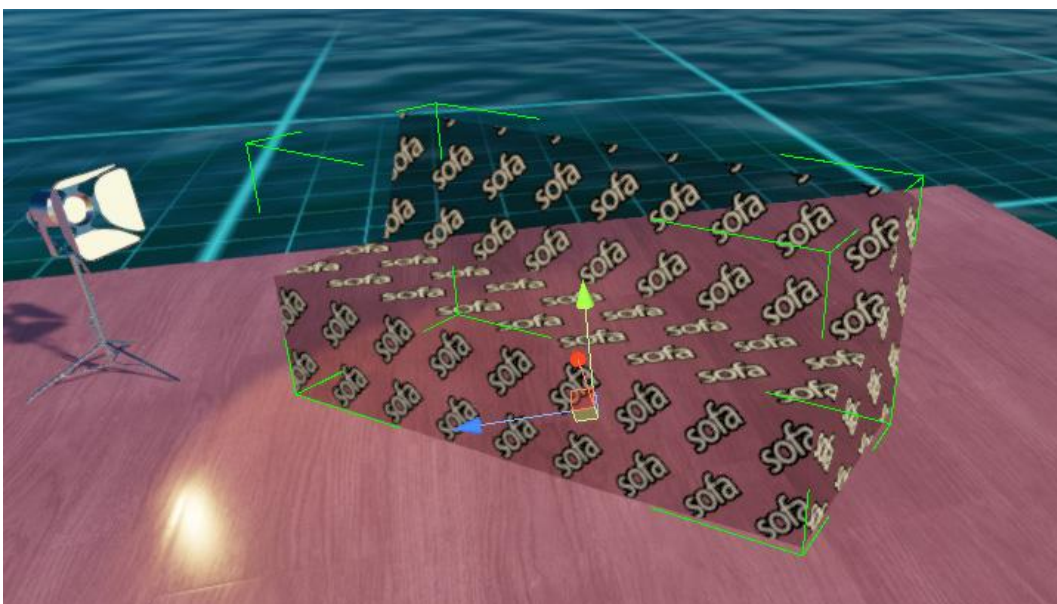
The following animation triggers are available:

1. Bed
2. Sofa
3. Barstool
4. Chair
5. Swimming pool
6. DJ booth
7. Wall
8. Dance pole
9. Toilet

Note that **only** the animation trigger determines the position (s) of the avatar (s); the characters are sitting or lying on the corresponding areas of the trigger. The later exclusively visible pieces of furniture or objects must therefore be arranged just below the trigger surfaces, so that the characters do not later e.g. hover over or sink in bed.

During construction, objects under the trigger can no longer be selected; this must therefore be withdrawn if necessary. With the help of the snap function, it is possible to raise a trigger by, for example, 3m and later set it up again exactly reproduced.

In the game, triggers can only be selected (star appears), where their surface is not obscured by the object. (Exception: in the water)



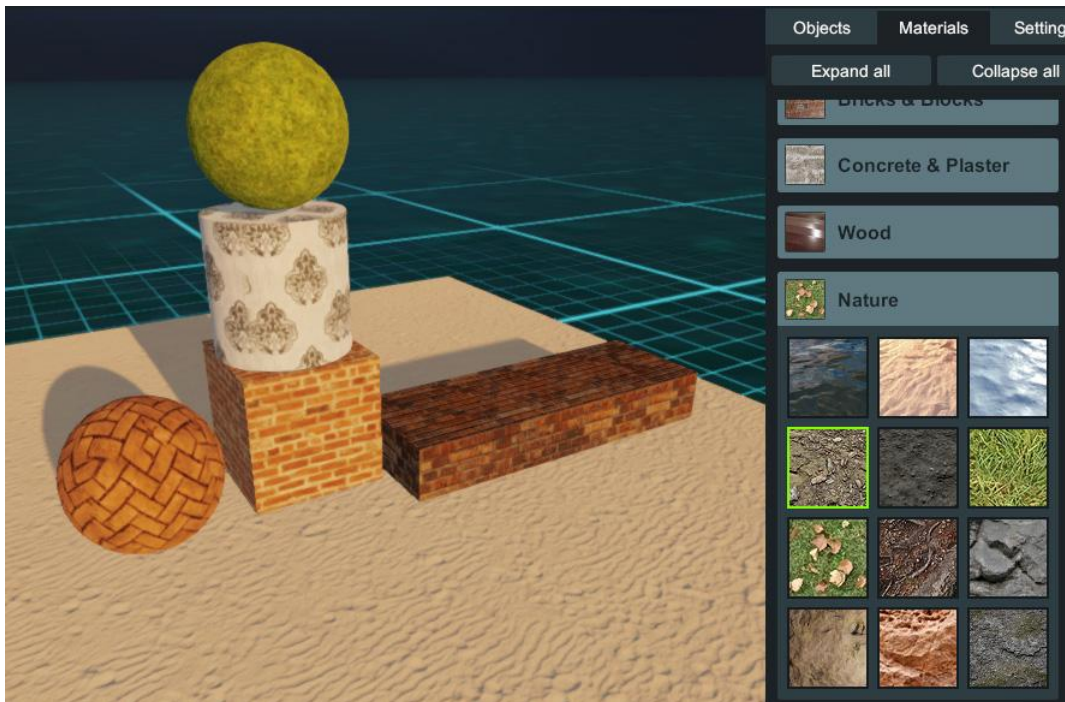
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7.2.5 Start Point Trigger



This object determines the starting position of the characters in your world. This object cannot be deleted or copied, it can only be moved.

8 Materials



You can apply materials only to objects of the block type. To apply a material, first select the objects. Then click on the material icon on the materials tab.

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8.1 Emission



These materials make the object to which they are associated shine. The colors shown on the symbols are only examples; After assigning the material, a color can then be assigned to it via the color palette (see 6.8).

1. Continuously lit (with constant brightness)
2. Flash slowly (*does not work, bug, is like 1.*)
3. Flashing (soft) by changing the brightness
4. Slow color change red-yellow-green (colors unchangeable)
5. Slow flashing (ON - OFF)
6. Fast flashing (On - Off)
7. Running light with a selectable color to OFF

8.2 Patterns



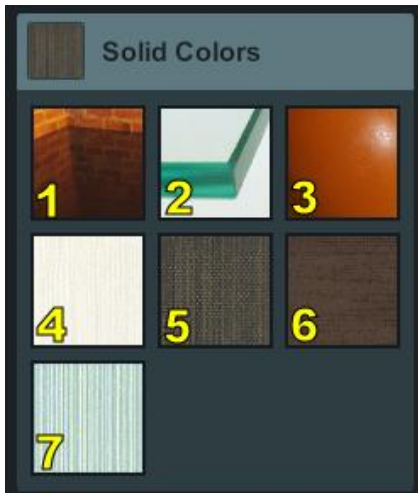
These materials give the objects a corresponding surface. However, please note:

The size and orientation of the textures can not be changed. Even when a textured object is rotated, the texture retains its alignment, so the object rotates beneath its surface.

These materials can also be colored, but the associated color is superimposed with the primary colors of the textures, so that only a corresponding tint is made.

1. Old, slightly soiled tiles
2. Clean, new tiles (pool)
3. Small stone tiles
4. Wood shingles
5. Wicker
6. Bamboo
7. Black bubble wrap
8. Carbon fabric or carbon laminate
9. Printed fabric or wallpaper
10. (as 9.)
11. (as 9.)
12. (as 9.)
13. (as 9.)
14. (as 9.)
15. (as 9.)
16. (as 9.)
17. (as 9.)
18. (as 9.)
19. (as 9.)
20. (as 9.)
21. Awning fabric
22. Awning fabric
23. Wallcovering or wallpaper
24. Wrinkled fabric, sheet
25. Quilt, wall covering
26. (as 25st)
27. (as 25st)

8.3 Solid Colors



These materials produce hard surfaces, e.g. shiny and matt, painted objects, but also transparent (glass) and those with a fine grid or linen structure. These materials can be colored or tinted.

1. Glossy painted surface in the chosen color.
2. Glass, completely transparent or tinted as desired.
3. Matte surface, also imitation leather, will vary depending on the chosen color tone dyed or tinted.
4. Fine linen texture, rough plaster, in the chosen color.
5. Lattice structure for textile wall covering or upholstery, will be tinted in the chosen color.
6. Fine linen texture for upholstery, will be tinted in the chosen color.
7. (similar to 6th, but better for lighter colors)

8.4 Bricks & Blocks



These natural materials already have the corresponding, typical color and are usually used undyed; for special applications, however, a tone with a corresponding color is possible.

1. Large pavement mosaic
2. White marble
3. Light concrete pavement
4. Large concrete blocks for foundations and walls
5. Quarrystone for walls and pavement
6. Masonry of cement bricks with mortar
7. Marble, dark gray, can be tinted
8. Old (dirty) wall and floor tiles
9. Masonry made of small cement bricks with mortar
10. Old brick masonry
11. New brick masonry, clinker
12. Non-decorative brickwork
13. Clean cement brick masonry with even joints
14. Larger cement stone masonry with irregular joints
15. Quarrystone masonry with mortar joints
16. Old quarry stone / clay masonry
17. Quarrystone pavement, also possible for masonry
18. coarse gravel patch
19. stone / clay masonry
20. Cobblestone
21. Sandstone paving, possibly also as a wall
22. Masonry of medium blocks with mortar (basement)
23. Pavement, beige, can be dyed

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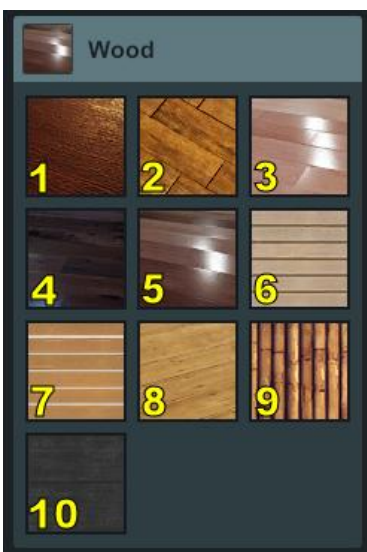
8.5 Concrete & Plaster



Also these materials are normally used undyed, but they can be tinted if necessary.

1. Rough plaster, white, can be dyed
2. Old, brittle prestressed concrete
3. New concrete cast in formwork
4. Coarse plastered masonry
5. Brownish fine plaster, can be tinted
6. Brownish coarse plaster, can be tinted
7. Old, cracked, crumbling plaster

8.6 Wood



The wood materials are suitable for floors (laminare) and ceilings as well as anything else that is made of wood. Here it is particularly noticeable that the orientation of these textures is fixed and can not be changed. This can interfere with narrow planks and beams or piles, if the joints or heavy grain runs transversely or even diagonally.

1. Red brown, strong grain with not too pronounced joints
2. Short, rough planks
3. Polished laminate in short plates
4. Short, smooth pine panels
5. bright, smooth beech panels
6. Light slatted frame
7. Medium brown, white grooved planks
8. Raw wood panels, long, nailed
9. Bamboo, long
10. Dark, long boards or planks

8.7 Nature

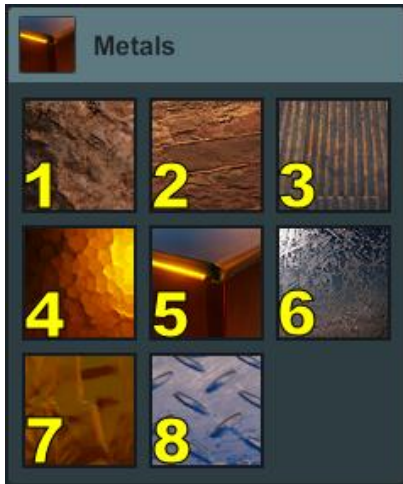


The natural materials are normally used as they are, mainly for grounds:

1. Liquid lava, fast flowing
2. Liquid lava, colder, slowly flowing
3. Cracked ice
4. Water. It is mainly used for water surfaces, like Pools and aquariums, but is also suitable for thin, plate shaped objects as a foil window or even curtains, which for the avatars are permeable.
5. Sand beach
6. Snow or ice
7. Fine scree
8. Loam
9. Forest soil with roots and stones
10. Lawn
11. Lawn with foliage
12. Moss, dense lichens
13. Rocky ground with barren vegetation
14. Solidified lava, fine structure
15. Solidified lava, rough structure
16. Barren, rocky forest floor
17. Sandstone cliffs
18. Coarse sandstone rocks

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8.8 Metals



These materials have different surface structures; they can be tinted appropriately.

1. Strongly corroded steel sheet
2. Welded steel plates
3. Corrugated iron
4. Wrinkle finish, can be dyed
5. Polished copper, with white color: stainless steel or chrome
6. Corroded or unprocessed metal surface
7. Gold foil, wrinkled, transparent in small objects (amber)
8. Checker plate, silver, can be tinted

9 Settings

On this tab, the settings for the World Editor are made. Unfortunately, the values are not saved after the end of the program, but reset to the default values, so that these settings are to be checked or re-entered each time the editor is started. The configuration options in the single:



Ocean Level [- 200 ... 0 ... +0.9939 m]

Ocean level for the scene.

Snap Step [0.1 ... 1 ... >10m]

Step size of step snapping for translation and scaling gizmo.

Snap Angle [1° ... 15° ... <360°]

Step size of step snapping for rotation gizmo.

Grid Transparency [OFF ... non-transparent]

Grid Spacing [m]

Grid Position Y [m]

Gizmo Scale

Reset all Settings to their default values

(done automatically at program end.)