

# 3MR Manual: 3D World

This manual contains a short description of all the functionality in the 3D World editor. When the 3D World editor starts it should look like this:

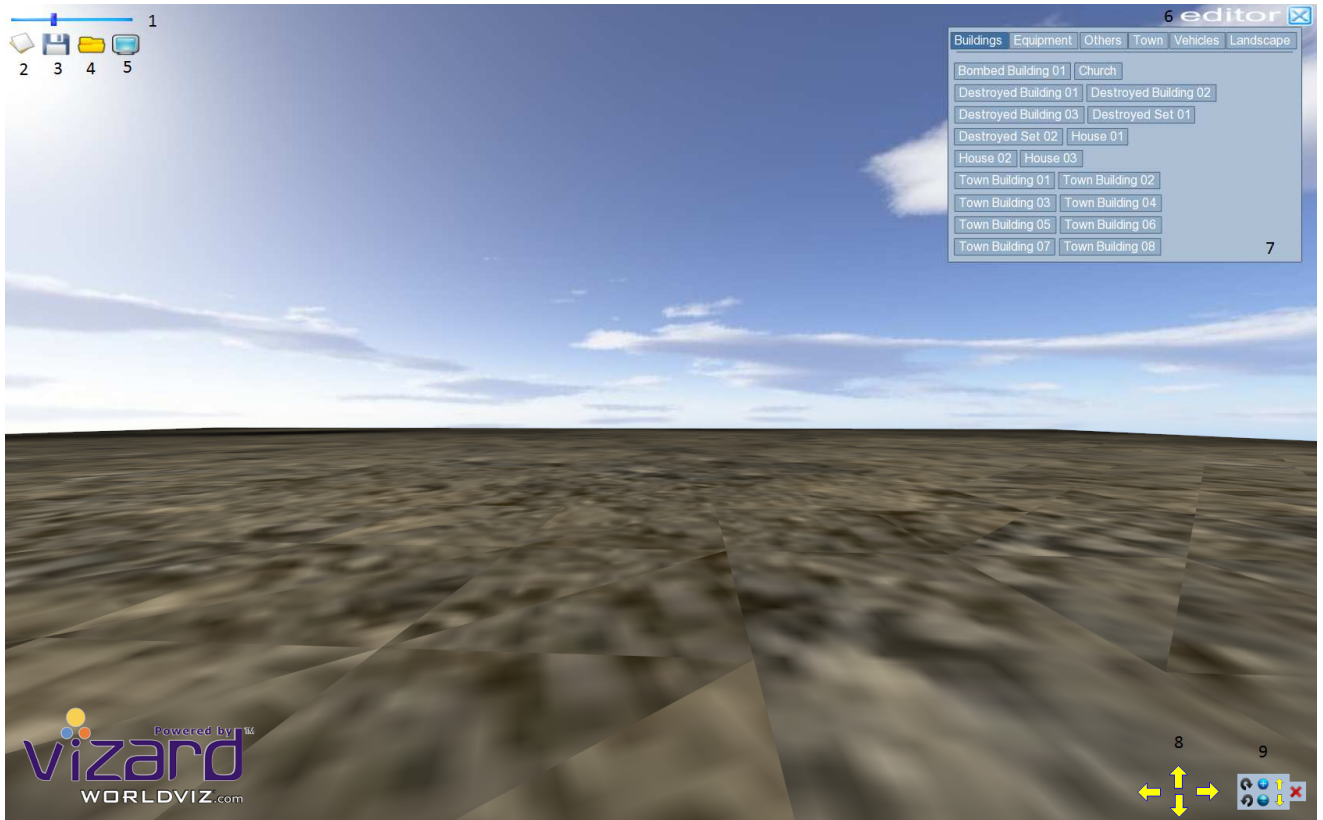


Figure 1 - Startup

## Overview

1. Lights slider
2. New world
3. Save world
4. Open world
5. Screenshot
6. Editor/View mode
7. Model menu
8. Model navigation
9. Model appearance

## Navigation

Navigation through the 3D world is done by the 'W', 'A', 'S' and 'D' keys on your keyboard. 'W' moves the view in to the world, 'S' moves it back, 'A' moves it left and 'D' moves the view to the right. Rotation of the view is done by the 'Q' and the 'E' key. 'Q' rotates the view left and 'E' moves the view right.

## Options menu

Item 1 to 6 are options for the 3D world. Item 1 is the light slider, move the slider to the left to darken the scene. Move it to the right to brighten the scene. Item 2,3 and 4 are used to create a new world, save the world and reopen the old world. To create a screenshot click on item 5, the screenshot is saved in the same map as the world with a 'bmp' extension.

## Models

To place a new model, choose a category from the model menu and click the model you desire. The model will be placed in the scene on coordinates [0,0,0] as in this image:

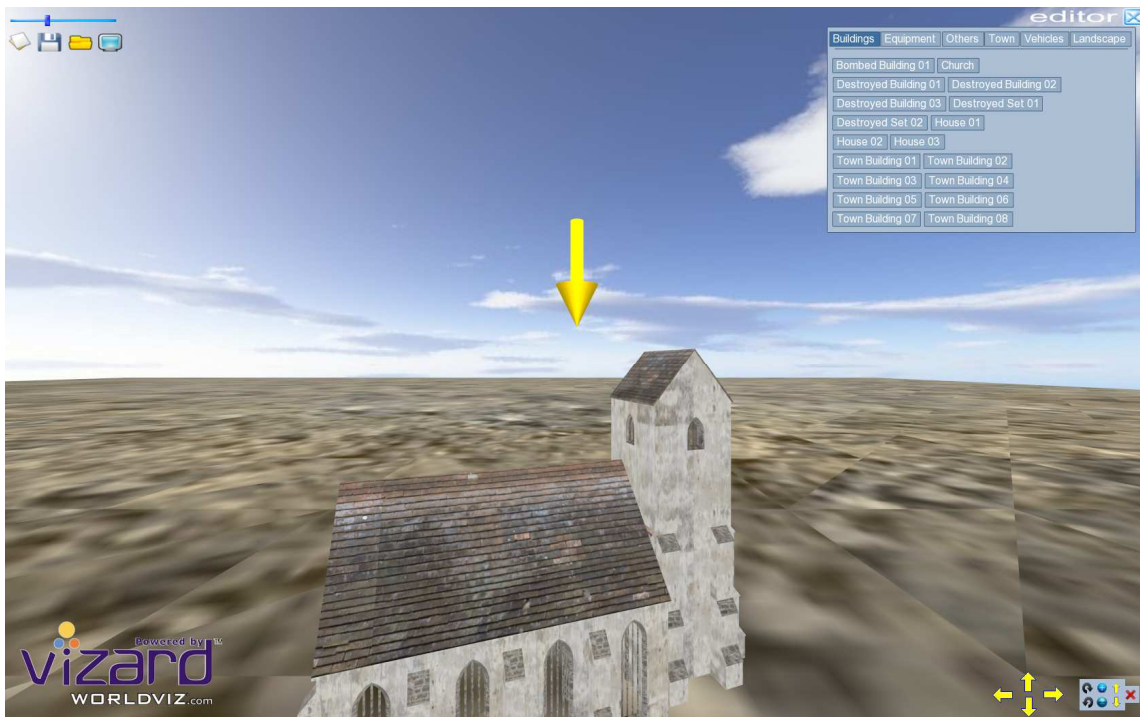


Figure 2 - Model placement

The yellow arrow indicates the current model. To move the model use the menu in the bottom right corner.

## Model placement



Figure 3 - Model movement 1

The selected model can be moved and edited through the world with the following buttons.

1. Move model through the world
2. Rotate model
3. Increase/decrease model size
4. Change height of the model
5. Remove model