

Introduction

The application provides the general tools common to all projects while storing the last saved user preferences for each project.

Main Group



- play : toggles simulation to **start/stop**
- edit : toggles display of the **chalk board** to edit workflows
 - see **Chalk Board** for more details
- home : toggles the **tool-bar** on/off

Tool Bar

tools display on the left side while their control menus appear at the bottom

Quit



exit without save

World



time, camera, selection tools effecting the world



- toggle display refresh time : (default 1 sec) or at 1/framerate
- plus/minus : slow time 1/60, 1/45, 1/30, 1/15 sec
- ancor : selects newly added object
- eye : show cursor on selected object
- cam : set cam to follow selected object
- bright : chk
- wrench : display debug info

Cards



displays content related output : charts, images, graphs

object properties display is default for objects when selected



- caddy : left side display
- cue : bottom display
- lock : cards can be locked to selected objects
- tilt : cards toggle forward for better display view, or back for better world view

Navigation



nav tools are adjusted using the slider tool



- location, rotation : select a world object to navigate
- energy : a delta used to apply environmental energy to world objects

Store



list of designed tools for subject material, math functions, and equipment

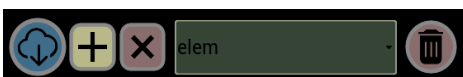
- world

Project



manage multiple projects

projects do not auto save, use save button on the Chalk Board



- load : open selected project
- add : new project name to list
- - save current world from chalk board save button

- delete : remove saved project from list, does not effect current world objects
- list : project selector, click to select
- trash : clear current world objects, does not effect saved projects

Host Tools



- gate : provides a list of common constants and UI adjusted variables
 - used to drap/drop on class icons inputs
- lab : display grids, location offset
- status : display debug logs and current selection ID
- functions : running health state
- caddy : adjust position, X-forward/back, Y-left/right, Z-up/down
- card : adjust position, X-forward/back, Y-left/right, Z-up/down
- stage : adjust offset,set properties
- patio : stage sub objects for allowing direct calls

Object Manager

terms

Class : visible icons dropped onto the chalk board

- will create one world object and it's reference instance

Object : manage list of world objects created for each class

tools



save project



pulse run loop



transparent : show/hide chalk-board background



zoom : full display / collapsed with minimal display



class: remove world objects and displays



object : add/sub more instances from selected class icon

Variable Controls

modify variables

- by typing direct to properties
- or select property then touch/click gain button
 - gain set by the amount of change in steps

step

 amount of change on clicking gain

- show active XYZ axis when changing float values on vectors, rotators
- display variable step increments
- decrease step
- increase step

gain

 click to change selected variable by step

- display current object name
- decrease variable by step
- increase variable by step

properties

a list of editable object properties are visible from selected objects