



Escape Room Editor - User Manual

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How to start

A quick tutorial of how to create your first room.

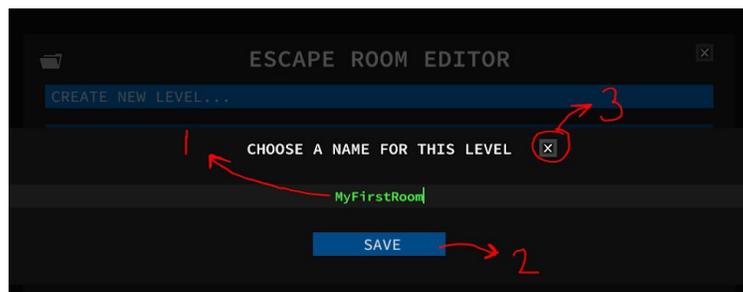
The first screen after opening the program is the startup screen. This screen is very intuitive and simple, it contains straight forward buttons such as “Create new level”(2), “Open levels folder”(3) and Close(4). The section below “Create new level” is for your saved rooms, if you have any they will be listed down there (1)



Go ahead and click on “Create new level” a new window will appear asking you to type a name for your room. Type a name for your room in the input field(1) and then press Save(2) to complete the creation of your first room.

Keep in mind that typing the name of an existing file will override that file; pay attention to the “Save” button when naming your room, if the file already exist the save button will change to “Override” letting you know that you are about to delete and start over a new file.

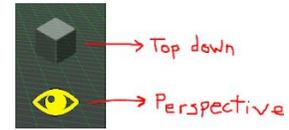
We have now created our first room file and we are ready to jump into the editor.





Controls

How to move in the editor



Welcome to the editor, here is where all the good stuff is, let's start by getting to know our controls, some features change the controls while enabled, if you are starting for the first time then you want to pay attention to the first two control types.

Controls in perspective view

- Zoom using the mouse wheel
- Hold right click and move the mouse for camera rotation
- While holding right click use the standard "WASD" keys to translate over the map

Controls in top down view

- Zoom using the mouse wheel
- Hold right click and move the mouse for camera rotation
- Use the standard "WASD" keys to translate over the map

Controls for experience mode

- Use the standard "WASD" keys to walk
- Move the mouse to rotate the camera
- Click when the cursor indicates to interact with objects
- Press ESC to return to editor mode

Controls for placing walls

- Press and hold left click to draw a wall.
- Hold ALT to ignore the grid
- Hold CTRL and draw over a created wall to delete it



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Controls for the delete tool

- Click over an object to delete it
- Hold SHIFT to delete all objects behind the cursor while holding click

Controls for the ruler tool

- Press and hold left click to start measuring.
- Hold ALT to ignore the grid

Controls when placing a new model

- Click to spawn the object
- Hold ALT to ignore the grid

Controls when a model is selected

- Press 1 to start moving the model
- Press 2 to start rotating the model
- Press 3 to start scaling the model
- Press SPACE to set the model to ground level or if light to ceil level
- Press R to reset the model
- Press DELETE to delete the model
- Hold shift and select another model to multiple selection

Controls when moving a model

- Click to confirm the new position
- Hold ALT to ignore the grid

Controls when rotating a model

- Move the mouse left and right to rotate the object
- Hold ALT to guarantee the rotation is multiple of 5
- Click to confirm the new rotation

Controls when Scaling a model

- Hold click over a green face and move the mouse to scale the selected side
- Hold ALT to snap to the grid
- Click outside the green to confirm the scale or exit scaling
- Press Enter to confirm the scale or exit scaling



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Controls when Rotating a group of models

- Hold shift to rotate each piece around its own axis

Controls when in Room Details

- Use the arrow keys to switch the currently room you are editing

Constant controls In the Editor

- Press ESC to open or close the main menu
 - Press Ctrl + S to save your changes
-

Tools and Buttons

What each tool does and what all of those buttons do



The ruler

While having the ruler tool active, the pointer will snap to the grid or to a wall ending when you move the mouse, holding left click and dragging to another point of the grid will show a highlighted segment and the size of that segment. Use this tool to measure things. This tool is affected by the “Measurement Unit” selected in settings. You can ignore smart snapping by holding “Left ALT” key.



The builder

This tool is used to create the layout or the skeleton of your room (so walls and doors) As you can see this tool is divided in two sections, the Wall section and the Door section.



The wall section works exactly as the ruler tool, drag from one point to another in the grid to create a walls. Walls can't overlap but they can intersect. Holding Ctrl and dragging the mouse from one corner of a wall to another will delete it. Hold Alt to disable grid snapping.



When having the door section selected, pass the cursor over a wall, a blue rectangle will cover part of the wall, this rectangle is the preview of the door's size, click to create a door in that wall. You can also hold click and move the mouse forward or backwards to modify the size of the resulting door created when the click is released. Doors can be



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single or double doors and you can select which one you want to use in the sub options of this button



The remover

Passing the mouse over an object when having the remover tool selected will highlight it if it is a destructible object. Click to delete the highlighted object. Holding left shift and holding click will delete everything over the cursor, use this combination to delete fast many things.



The (prop / model) tool



The prop tool is used to place everything that is not wall or door in the game. The prop tool has special controls that we are going to explain later below.



The select button. While having the cursor in select mode, you can pass the mouse over Props and their name will appear over the cursor. Click over a prop to select it. When a prop is selected a window will pop up at the left side of the screen, this screen contains the name of the object, tags and size. You can set the name and tags of this object using this screen. Clicking again over a selected object will activate the “transform mode” (to know if you are in the transform mode, the floor where the selected object is should be shining) new controls are available in the transform mode, check the control section for more information

The light button. A shortcut to select the light model, click on this button to enter in model placement and click wherever you want to place this shiny prop



The database button. Clicking in this button will make a window appears where you can select from a list of models the one you want to instantiate, after selecting a model from this window your cursor will change to “Place mode”, click in the ground to create props of the model selected. Press esc to stop placing and go to selecting, or simply click on the select button (the one explained before this button)



The humanoid Button. This button is a shortcut to select the humanoid model from the database, clicking on it will allow you to place a humanoid on the level, this humanoid has the average size of a human so you can compare how much space a human occupies. The humanoid can also be named, tagged and transformed in any way.



The room viewer



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Clicking on this button will run the room viewer, this feature finds all the corners and follows the walls trying to identify rooms. After doing so (which can take a while if you have a complex system of walls) the scene will turn darker, and, if one or more rooms were identified, then you will be able to see a shiny shape of the borders of the rooms, the blue rooms are not selected, and the yellow one is the current selected room. A window at the left will pop up, this window have some information of the room, such as the name, area and tags. You can modify name and tags. And if you want to select another room, use the arrows in you keyboard.

^! **Known Issues with room viewer:** In specific cases, the feature won't be able to identify a room. If this is the case, a solution can be made if you create a wall that crosses this room and then delete it, this will create an "Invisible corner" at the point of intersection, more corners = more calculations so more chances of room recognition.

^! Breaking a wall or dividing a room in two rooms will destroy the information of that room since it is considered as a new room. So better to start naming and tagging your rooms after you have made the final layout of your level.



The style tool

The style tool is used to set the color of objects or walls or doors. It is easy to use, click on it and then click on an object, a window with colors will appear, select one to set the color of the clicked object.

The paint roller is a subdivision of the style tool, it is used to coloring fast many objects using the same color. To use this subdivision, click on it and the selection color window will pop up, select a color and now by holding click hover over the objects you want to paint with the selected color.



The experience mode

Click on this button and then select a place in the world where to spawn.

After clicking in the world, you will be put into a "experience mode" which is simulating yourself inside the room. You can walk by using WASD and moving the mouse will move the camera. Using the click button will interact with the object that is in front of you, for example, open a door.

Press ESC to go back to editor mode.



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Search by tag tool

Use this tool to search over your scene for objects with the typed tag. When this tool is selected every object in the room becomes dark, then there is a input field where you can type, typing words that matches the tag of an object will make all the matching objects to pop up by highlighting them. You can type many tags at the same time separating them with a coma, this tool is case sensitive.



Grid toggle

Enable or disable the grid.

Sunlight toggle

Enable or disable sunlight.

Roof toggle

Enable or disable the roof.



Perspective camera mode

Change the camera view mode to perspective, new controls are available in this mode, check controls section.



Top down camera mode

Change the camera view mode to top down, new controls are available in this mode, check controls section.



Settings button

Open the settings window, also accessible by pressing ESC



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Settings

What each setting does

The windows Settings can be accessed by pressing ESC in editor mode or by pressing the gear button at the bottom right corner of the screen.





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The Settings Window is divided in two rows, left containing the tabs and right containing the info or details of the selected tab. Currently there are three tabs, General, Layout and Play Mode.

General Settings

- Clear Level to delete every wall, door and props in the level
- Load Level (to load saved rooms files)
- Save to save the current level with the name given at the beginning
- Save Level As.. to save the current level with a given name
- Save and Exit which saves the game with the last name given to it, in case of none the default name is "Level_01", this button will override without asking
- Exit to exit the program without saving.

Layout Settings

- Measurement unit being used in the whole app. You can choose foot, meters or inches.
- Grid size (Build) is the cell size for when building walls and doors
- Grid size (Models) is the cell size for when manipulating models
- Wall height is the height of every wall, changing them change the height instantly.
- Wall Thickness can also be change but it is recommended to leave this very low, thicker the wall is, less precise the area of rooms are (they still are very precise)
- Set roof color button will close settings and open color selection screen.

Play Mode Settings

- If the sunlight will be enabled when play mode build is being played (ignore for now)