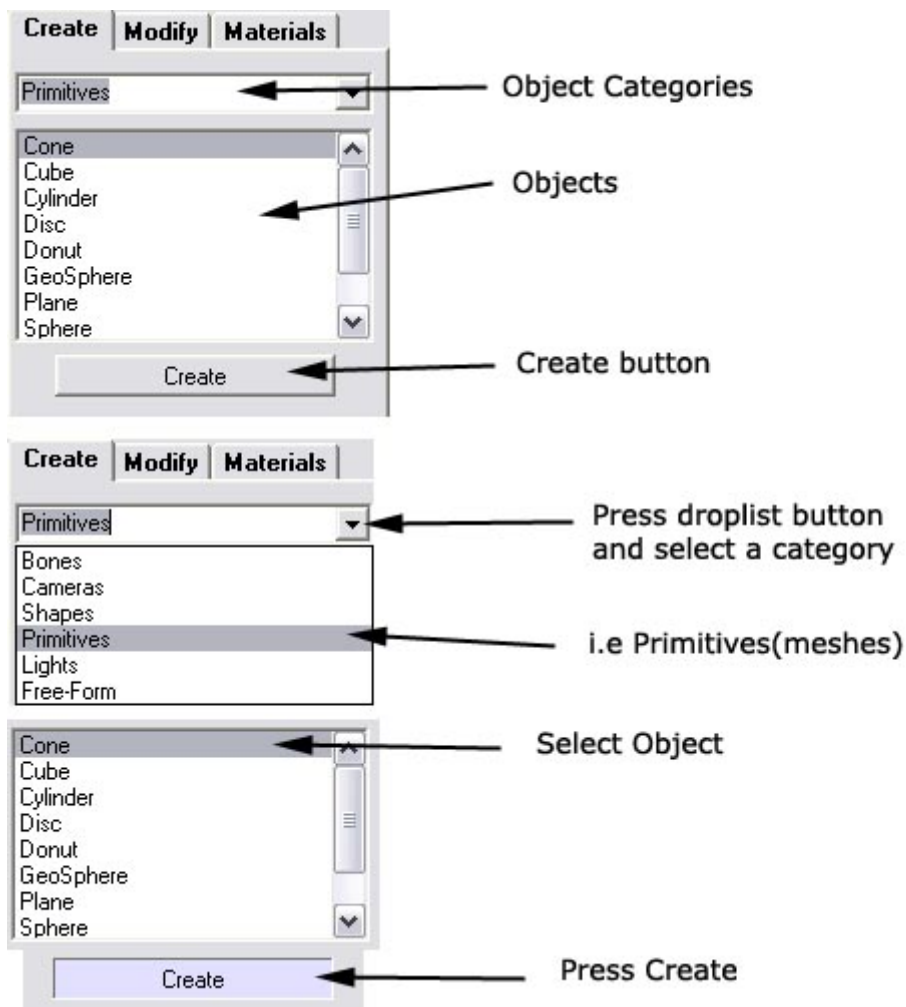


Create Object Dialog

Creating Objects



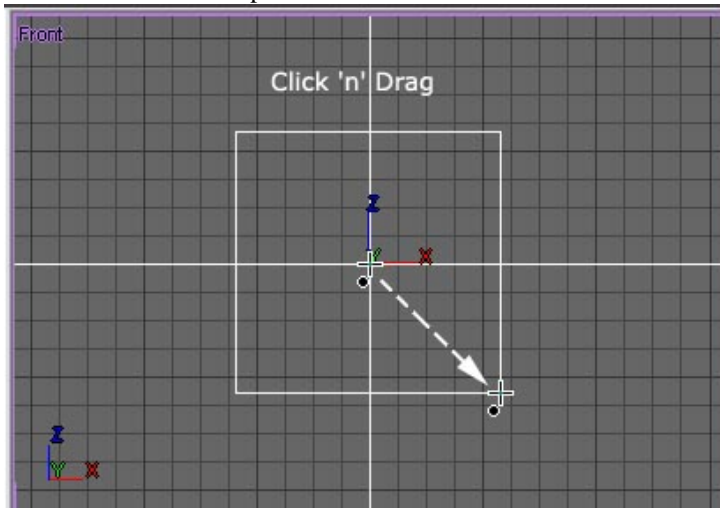
Now click 'n' drag to create object.

NOTE1: Some objects need only clicking (bone, shape, light, camera).

NOTE2: Some objects have a Create(0,0,0) button.

This means you have to press this button in order to have the object created (fractal terrain, heightfield, 3D text).

NOTE3: Don't use Perspective/Camera views.



Continue creating objects OR press Create button again to exit.
NOTE: Before exiting you can set/change object's parameters:
i.e Cube Parameters

Create

Parameters for Cube

Width:	Width Segs:
<input type="text" value="149.6"/>	<input type="text" value="1"/>
Height:	Height Segs:
<input type="text" value="149.6"/>	<input type="text" value="1"/>
Length:	Length Segs:
<input type="text" value="147.5"/>	<input type="text" value="1"/>

Prometheus