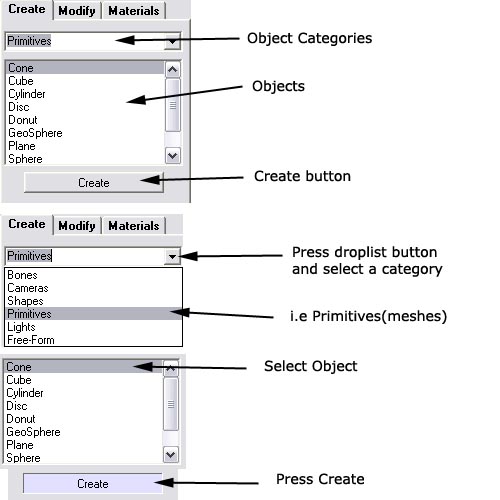
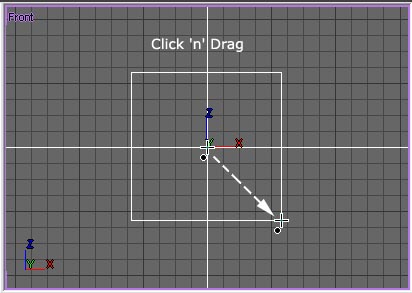
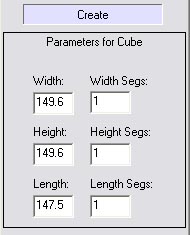
**Create Object Dialog**

Creating Objects   
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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: Dont 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   


Prometheus