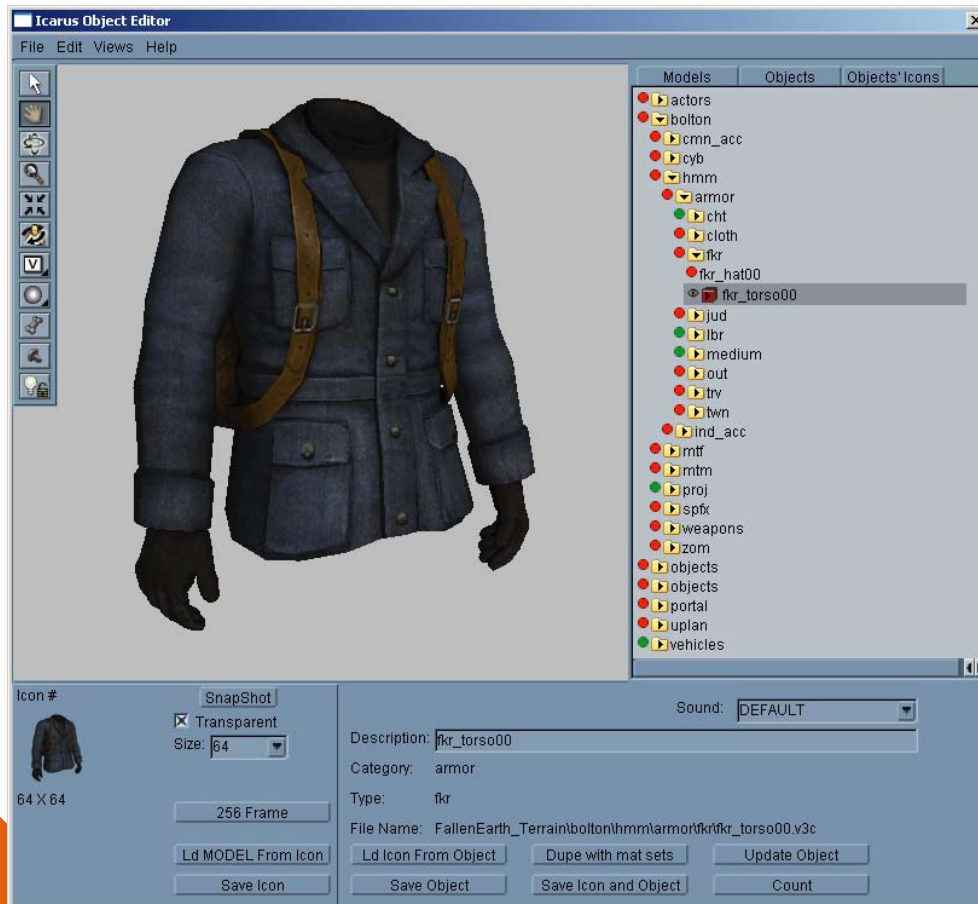


ICARUS OBJECT EDITOR™ TOOL

DATABASE MANAGEMENT



Select Icarus Object Editor™ Features:

- Simplifies formatting of all art for designer use
- Creates linkable 2-D icons for every object in the game world
- One-Click link of icon to object
- One-Click edits of any existing icons
- Creates game formatted names and automated ID numbering system for all objects
- Interface SFX can be associated with all objects via dropdown menus
- Objects are published to the database in game usable format
- Designates objects for internal or public use to minimizing unnecessary files going to users
- Object mode and Actor mode to minimize size of exported databases

The Icarus Object Editor™ allows art objects to be easily translated into a database-friendly form that can be quickly searched. Icarus Object Editor™ creates a 2-D icon of any 3-D object it translates, creating a unique database entry with a ID numbering system that identifies all objects in the database. By using Icarus Object Editor™ all the art objects in the game can be quickly ordered and searched, cutting down on time spent trying to find a specific model or object. All of this can be done through the use of drop down menus allowing the entire process to be carried out without any need of programming.