

ICARUS WORLD EDITOR™ TOOL

CREATE THE VIRTUAL WORLD



The Icarus World Editor™ allows the user to modify the physical layout of the virtual world through an easy to use interface. Not only can it be used to adjust terrain, but it can also place buildings, NPC (non-player character) generators, patrol paths, and other objects in the world. The Icarus World Editor™ requires no programming experience, allowing anyone to easily make adjustments to the virtual world with ease. This saves countless hours in the world design process since entire towns and regions can be laid out in short order. Additionally NPCs can be spawned with pinpoint precision with only a few minutes work. The Icarus World Editor™ allows your virtual world to be easily modified to suit your needs.

Select Icarus World Editor™ Features:

- Easy drag and drop placement of objects into the virtual world
- Terrain adjustment allows easy modification of the virtual world topography
- Creature generators can be quickly placed and adjusted
- Patrol paths can be defined so NPCs move on a predetermined course
- Areas can be created to designate where system events will occur, such as music cues or environmental threats
- Exclusion areas can be created to keep out procedurally placed objects, such as trees, debris and plants
- Zoneless server boundaries can be set using areas
- Roads can be dynamically laid with a point and click interface
- Levels can be dynamically placed in the world
- Objects can be grouped and moved as a collection
- Collections of objects can be saved as a brush
- Objects such as fences can be snapped together