

## Detailed Features

### AUDIO SYSTEM

- 3D sound support
- supported audio formats: wave, mp3, wma loaded/streaming
- audio FX: pitch, volume, fade, transition
- audio compression using implemented codecs
- SFX on static or moving objects
- audio streaming support
- Playlist: build, create, manage, play store files or audio files on CD
- functions to manage audio files
- audio integration: use audio files in menus, in-game, intro, outro, mini-games, cutscenes
- cutscenes music and tracks synchronization

### EDITOR

- X file format support
- 3DSmax export/import plugin
- possibility to load 3D models created using third parties 3D Graphic Editing Tools (using X-file format)
- self-generator and placement of landscape using parametrical values
- supported: Tree Skeleton and Model generation; Ground Model and Map Generation; Grass generation; Rocks generation; Flower generation; Water generation; Parametric Wind; Plane and Soft Shadows; Parametric Waves; Linear Fog; Ambient and Light Colors
- landscape editing: World size, World Surface Bumpiness, Wind Strength, Tree Types, Trees Age, Tree Complexity, Nature Density
- no additional landscape/map editor is needed, since you can use your third party 3D editors to import models
- designed animations are automatically attached to models (information and association are configurable using X-files)
- X file format also used to configure objects position and behaviour
- menu: navigation workflow, placement of background pictures and layer objects (buttons), link between objects/actions; test screen safe area
- 2D cutscenes: sequence editing; music association and synch; subtitles upload and synchronization; transitions FX and duration
- Internationalization, multi-language support

### MISSION AND CAMPAIGN EDITOR/GENERATOR

- easy placement of objects, triggers, doors, shops, info points, mini-game locators
- import 3D models and assign them to X-file to provide quick and easy mechanics (preset or custom behaviour, editing X-file)
- 8 mission types included (i.e. go to point A and take object B, then bring it to C)
- provided a list of names, locations, objects, the game can automatically generate a new mission
- the missions are linked to a diary-log (events manager) than can be used to create campaigns or complex missions or sub-missions

