

Gizmo



The **Gizmo** editor contains six tools.

- **Move** -The **Move** tool allows an easier alternative to moving an objects X,Y,Z rather than through it's properties.
- **Rotate** -The **Rotate** tool lets you rotate an object rather than using the rotation X,Y,Z in the properties. .
- **Scale** -The **Scale** tool lets you scale an object's scale X,Y,Z.
- **Vertex** -The **Vertex** tool allows you to edit a Mesh's polygon.
- **Copy** -The **Copy** tool allows you to duplicate a objects an alternate to the copy option below the properties area.
- **Smart Copy** -The **Smart Copy** tool allows you to not only just copy but copy a certain amount of objects you want by clicking on one of the arrows and the **Shift** key, a menu should appear and you can enter the amount of copies you want.

MORE INFORMATION



- [Control bar](#)
- [Editor-Menu](#)
- [Game Area](#)
- [Welcome Screen](#)
- [Workflow](#)

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