

INTRODUCTION

In the world of indie games development, it is highly likely that the development team members are geographically dispersed all across the world. The Torque Collaborative World Design Tool (TCWDT) is a unique tool that extends and improves Garagegames's Torque Game Engine (TGE) World Editor. TCWDT is easy to setup and easy to use. This tool enhances and streamlines communication and the development process. It allows for level designers to share the same virtual space and time, and collaborate in the level design process.

TCWDT allows for real-time level editing between 2 or more PCs in a fully secured virtual environment. TCWDT implemented TGE password protected hosting and joining to ensure assets of the games development team involved are secured.

The workings of TCWDT are simple; a PC acting as a server hosts a world (need not to be a dedicated PC server), 1 or more clients can then connect to the host. Once all parties are connected, real-time level editing can take place. Finally, when everyone is satisfied with the changes, the host PC will then save the revised game level.

REQUIREMENTS

- License to Torque Game Engine (TGE) or Torque Game Engine Advanced (TGEA)
- For real-time collaborative games level editing, all PCs must have Internet access or connected to a Local Area Network (LAN)
- TGE 1.5.2* or TGEA 1.x

**Future support may be provided for other variations of the Torque Engine.*



QUICK START GUIDE

Host

- 1) On the main login screen, in the “Enter Username” box type in a username.
- 2) Click on the “Host Session” button.
- 3) The game selection window will pop-up. Next to the “Player Name” box, key in a password in the “Password” box. Other team members wishing to join in editing the level must know this password.
- 4) Select the game level you want to host. Make sure the “Host Multiplayer” box is checked so that other team members can see the level you are hosting.
- 5) Then click on the “Launch Mission” button.
- 6) Once the level is loaded, wait for other PC clients to join in. While waiting, you can start editing level by pressing the F11 key.
- 7) Refer to the “Shortcut Keys” section for more detail*.

**TCWDT shares many common shortcut keys and command as the TGE's/TGEA's World Editor*

Client

- 1) On the main login screen, in the “Enter Username” box type in a username.
- 2) Click on the “Join Session” button.
- 3) The join a game window will pop up. Below the “Player Name” box, key in the password assigned to you in the “Password” box. The password must be correct or otherwise you will not be able to join in.



- 4) If you are in a closed-LAN, click on the “Query LAN” button. If you are not, click on the “Query Master” button.
- 5) TCWDT will try to find any hosted games available. Once you found your game level, click on it.
- 6) Then click on the “Join Server!” button.
- 7) Once you are in the world, press the F11 key to start editing.
- 8) Refer to the “Shortcut Keys” section for more detail*.

**TCWDT shares many common shortcut keys and command as the TGE's/TGEA's World Editor*

TRANSFER OF ASSETS

TCWDT is a standalone product. To be able to collaboratively edit on your game level, you need to transfer the respective level itself with all the corresponding assets into the TCWDT “**CollaborativeDesign**” folder. Make sure that you have the same data and folder structure as your game.

Once hosted, and when a client is verified and given access, should any of the clients do not have related assets, TCWDT will send a copy of the assets to the respective client.



SHORTCUT KEYS

Keys	Runtime Mode	World Editor Mode
F2		World Editor
F3	Start Demo Recording	World Editor Inspector
F4	Stop Demo Recording	World Editor Creator
F5		Mission Area Editor*
F6		Terrain Editor*
F7	Drop Player at Camera	Terrain Terraform Editor*
F8	Drop Camera at Player	Terrain Texture Editor*
F10	Toggle Gui Editor	Toggle Gui Editor
F11	Toggle World Editor	Toggle World Editor
Delete		Delete Selection
Tilde		
Tab	Change Camera Mode	Change Camera Mode
Escape	Escape from Game	Escape from Game
Alt + Enter	Toggle Fullscreen	Toggle Fullscreen
Alt + C	Toggle Camera	Toggle Camera
Space	Jump	Jump
T	Toggle Chat Hud	Toggle Chat Hud
pageUp	Page up through Chat	Page up through Chat
pageDown	Page down through Chat	Page down through Chat
p	Resize Chat Hud	
Ctrl + O		Open Project*
Ctrl + S		Save Project*
Ctrl + Z		Undo



Ctrl + R		Redo
Ctrl + X		Cut*
Ctrl + C		Copy
Ctrl + V		Paste
Ctrl + L		Lock Selection
Ctrl + Shift + L		Unlock Selection
Ctrl + H		Hide Selection
Ctrl + Shift + H		Show All Objects
Ctrl + D		Drop Selection
Alt + L	Relight Scene	Relight Scene
Alt + Q	Drop Camera at Player	Drop Camera at Player
Alt + W	Drop Player at Camera	Drop Player at Camera
Ctrl + 1		Move Mode
Ctrl + 2		Rotate Mode
Ctrl + 3		Scale Mode



CAMERA MODES

First Person Camera Mode

W	Move Forward
S	Move Backward
A	Move Left
D	Move Right
Mouse X-axis	Yaw
Mouse Y-axis	Pitch

Third Person Camera Mode

W	Move Forward
S	Move Backward
A	Move Left
D	Move Right
Mouse X-axis	Yaw

Orbit Camera Mode

W	Move Forward
S	Move Backward
A	Turn Left
D	Turn Right
Mouse X-axis	Rotate Camera Hor.
Mouse Y-axis	Rotate Camera Vert.
Mouse Z-axis	Zoom in/out

God Camera Mode

W	Move Forward
S	Move Backward
A	Turn Left
D	Turn Right

