

DCL-Edit V2 Guide

This guide will help you to get started with using dcl-edit V2 effectively, so that you can create amazing virtual scenes with ease. We'll be covering everything from the basic layout of the software to advanced features. So let's get started!



This Guide requires basic knowledge of the Decentraland SDK. Please refer to the [official documentation](#) for more info.

dcl-edit V2 is currently only available on Windows. Mac and Linux versions will follow shortly.

Installation

dcl-edit can be installed using npm, the package manager for Node.js.

- Make sure you have Node.js and npm installed on your computer. If you don't have it installed, you can download it from the official website (<https://nodejs.org/>).
- Install the Decentraland SDK with the command

```
npm install -g decentraland
```

- Open a terminal or command prompt and run the following command:

```
npm install -g dcl-edit
```

Starting dcl-edit

Before starting dcl-edit, make sure you're in the root directory of a Decentraland project. If you haven't created a project yet, you can do so by running the following command in a terminal or command prompt:

```
dcl init
```

Once you're in a Decentraland project, you can start dcl-edit by running the following command:

```
dcl-edit
```

This will launch the dcl-edit interface, where you can start creating and editing your virtual world.

Setup the scene

To use the scene you've created in dcl-edit, you'll need to add some code to the

`src/game.ts`:

1. Save a scene in dcl-edit.
2. Import the SceneFactory with the following line of code: `import { SceneFactory } from "dcl-edit/build/scripts/scenes"`. This will give you access to the create functions for all your scenes.
3. Call the SceneFactory with the name of your scene, for example: `const scene = SceneFactory.createMyNewScene()`.

Basic Usage

dcl-edit allows you to create and edit multiple scenes for your Decentraland project. You can switch between scenes by using the 'File' menu, and selecting 'Open Scene' or 'Save Scene'. You can also create a new scene by selecting 'New Scene'.

Place assets into the scene by dragging and dropping them from the Asset Browser. Using the below controls, you can arrange your scene to your liking.

Controls

- Left-Click: Select an entity in the scene
- Mouse-Wheel: Zoom in/out
- ALT + Right-Click + Mouse Move Up/Down: Continuously zoom in/out
- ALT + Left-Click + Mouse Move: Have the camera rotate around the point in the scene that's under the mouse cursor
- Middle-Mouse-Button + Mouse Move: Pan camera
- Right-Mouse-Button + Mouse Move: Look around
 - while in look-around mode: press W,A,S,D,Q,E for flying around
- F: Focus on the currently selected entity
- E: Translate Mode
- R: Rotate Mode
- T: Scale Mode
- CTRL-S: Save Scene

Panels

dcl-edit features a customizable layout, allowing you to arrange the panels to your liking. The panels in dcl-edit include:

- Scene: The main panel where you view and edit your Decentraland scene.
- Inspector: The panel where you can view and adjust the properties of entities in your scene, such as position, rotation, and scale.
- Hierarchy: The panel where you can view and manage the entities in your scene.

- Asset Manager: The panel where you can access and add assets to your scene.
- Settings: The panel where you can adjust the settings and preferences for dcl-edit.

You can rearrange the panels by clicking and dragging the panel title bars. You can also change the size of the panels by clicking and dragging the dividing lines between the panels. This allows you to have a layout that works best for you, and helps you focus on creating your virtual world.

Asset Manager

The Asset Manager is a panel in dcl-edit where you can access and add assets to your scene. There are two sources of assets in the Asset Manager:

1. Local Files: You can add assets to your scene by using glb or gltf files stored in a folder called “assets” in the root of your Decentraland project. It is important to note that assets located outside the “assets” folder will not show up in the Asset Manager and cannot be added to your scene.
2. Builder Assets: This is a collection of all the assets that are available in the legacy builder from Decentraland. However, note that smart items do not work.

You can add assets to your scene by clicking on them, or dragging and dropping them from the Asset Manager to the Scene panel.

Note: Currently, thumbnail loading may become slow when opening multiple folders at once.

Script

To make use of the scenes you've created in dcl-edit, you can access entities and components in the script:

1. In order to access entities within the scene, make sure the "Is Exposed" checkbox is checked in the inspector on the entity.
2. Then you can access this entity in the code with `scene.exposed.[entityName].entity`, or access a specific component with `scene.exposed.[entityName].[componentName]`.
3. As an example, here's how you can move the entity "My Entity" up by five units:

```
scene.exposed.myEntity.transform.position.y += 5.
```

Note that `scene` is typed, so you can take advantage of your IDE's autocompletion and exploration features to make your work easier.

Scenes in Scenes

It is possible to have scenes within scenes, though this feature is considered experimental and should be used with caution. If you'd like to give it a try, here's how:

1. Add or select an entity in dcl-edit.
2. Press the "Add Component" button and select "Built-in → Scene".
3. In the resulting text field, you'll need to provide the ID of the scene you'd like to include.
4. To get this ID, navigate to the scene you want to include using a file explorer and open the "scene.json" file.
5. Copy the ID (which is a GUID in the format: XXXXXXXX-XXXX-XXXX-XXXX-XXXXXXXXXXXX).
6. Go back to dcl-edit and paste the ID into the text field in the Scene component.

It's important to note that there can't be any circular dependencies between the scenes. Make sure to structure your scenes in a way that avoids any loops.

Feedback

Thank you for taking the time to try dcl-edit V2 out. Your feedback is extremely important to us, not only for dcl-edit, but also for this guide itself. We would love to hear your thoughts and suggestions to make sure everything is clear, concise, and easily understood.

You can provide feedback in two ways:

1. Via our Discord channel at <https://discord.gg/PtVgkjhVzz> (which is the preferred and fastest option).
2. By writing an Email to dcledit@thedac.info

Your feedback is crucial for us to improve and make sure everything is clear and understandable. Let us know, and we'll do our best to address them. Thank you!