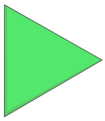
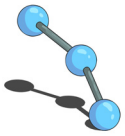
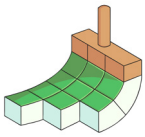
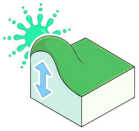
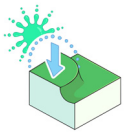
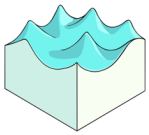
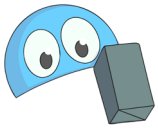
Kodu Tools

	Home: You will need to use the home button to return to the home menu at any time. This is where you can save your world, load a new world or exit to the main menu and start again. You can also press the Home key on your keyboard if you have one.
	**Play Game:** When in edit mode, the play button will allow you to play and test out your game. To return to edit mode when playing, just press the <Esc> key.
	Move Camera: When the Hand icon is selected, you can move the camera that is viewing your world. Left-click (and drag) anywhere in the landscape to drag the world to make it closer, further away or right-click (and drag) to rotate it around; known as orbiting the camera. If your mouse has a scroll wheel, you can use this to zoom in or out.
	Object Tool: You need to select this icon to add new characters or objects to your world. When selected, you can left-click anywhere on the landscape to add an object. A menu will allow you to choose the type of object you want. Right-click on an object after you've added it to get an 'Options' menu, you can also edit the object and add code for it.
	**Path Tool:** A more advanced tool for creating paths that objects will follow. The paths will appear invisible when the world is in play mode.
	**Ground Brush:** Use this tool to extend your world by adding more ground. Once selected, you can also choose from the two extra icons that appear above. These will change the type/size of ground block you add or the shape. Alternatively you can right-click to delete and reduce the amount of ground.
	**Up/Down:** This tool will allow you to edit the landscape of your world by making hills or valleys. When selected, you can left-click anywhere in the world to raise the terrain and right click to lower it. If you have a scroll button on your mouse, you can use it to smooth the terrain.
	**Flatten:** This tool will allw you to flatten the terrain or make it more smooth. When selected, left-click on any hills or raised ground to smooth the area. Right-click to make the area level.
	Roughen: You can use this tool to make hills or spiky ground in your terrain. When selected, left-click for spiky and right-click for hilly.
	**Water:** You can use this tool to add water to your world. Just like in real life however, if you add water, it will flow out in all directions. To keep it in one place, you will need to raise the area around like the sides of a pool or lake.
	**Delete:** This is the Delete tool. Use it to erase mistakes and clear unwanted objects. You can also undo actions if you make a mistake or change your mind about something.
	Change World Settings: Use this advanced tool to change some of the settings in your world such as the camera position, the design of the sky and lighting. You will not need this until you are more familiar with some of the basic tools.