

Load...

Save...

Revert

Play

Quit

Clear



Snap to grid

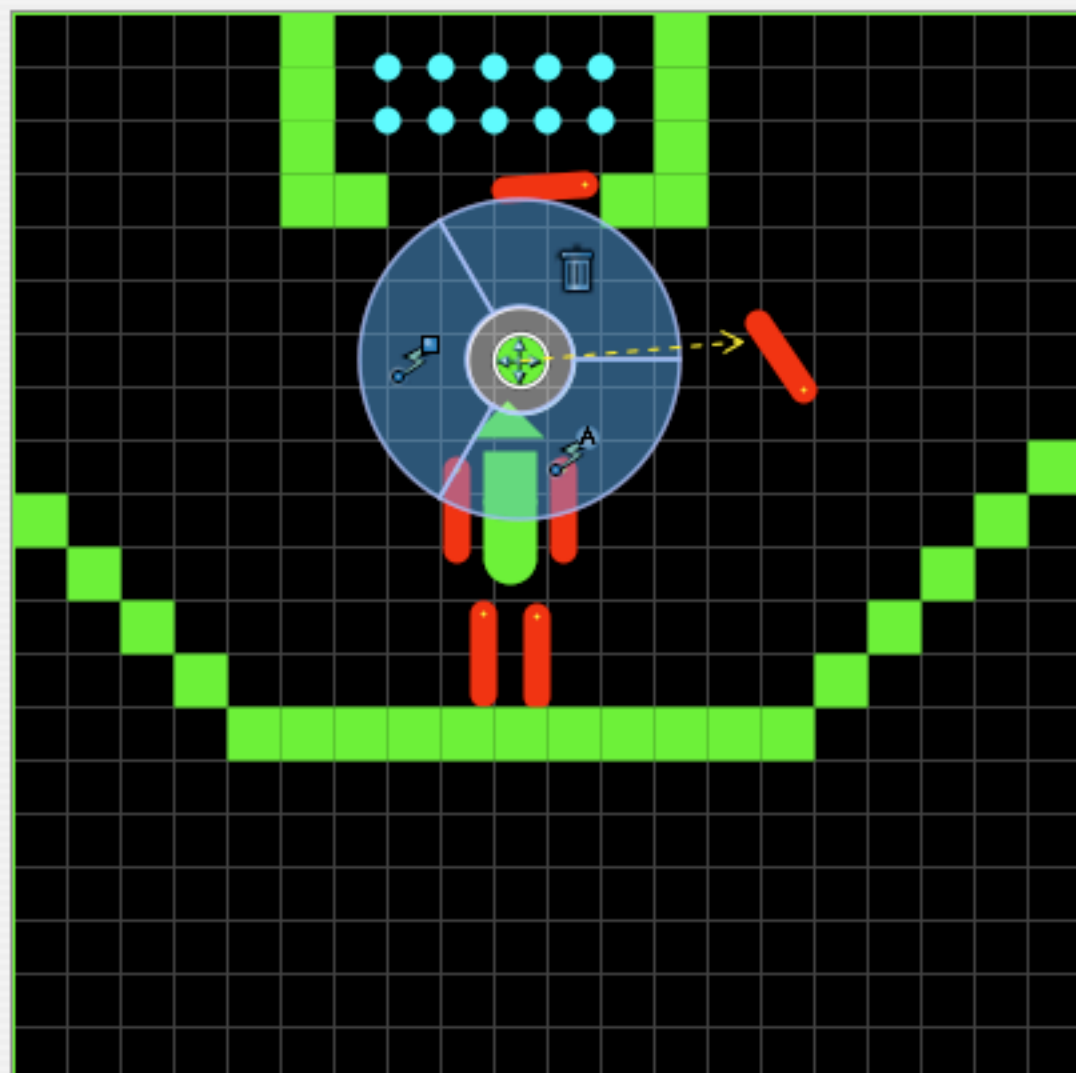
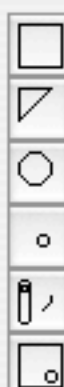
Display connections:



in



out



gizmoman.xml: Incoming clicked: false

Property	Value
Circle Bumper Gizmo 2	
▶ Incoming Triggers	
Name	CircleBumperGizmo2
▼ Outgoing Triggers	
▶ Collision Trigger	
Position	<9.0,6.0>