Primitive EditMode

Primitives are basic geometrical objects that can be used to shape up map geometry along with Static Objects.

The creation window looks like this:

- **Primitive Type**: what type of primitive will be created. At the moment, this EditMode can only create planes.
- **Material**: material file that the object will use.
- **Tile Amount**: the number of repetitions in the texture for a plane sized 1×1
- **Tile Offset**: a vector that will indicate how much the texture should be displaced over the object.
- **Texture Angle**: rotation that will be applied to the 2D texture.
- **Align to World Coords**: if the texture coordinates should align to world. This is useful to avoid seams on planes that are next to each other.

More on primitives here.