


UDM Editor

The UDM editor can be used to make changes to UDM-based data, which includes most of Pragma's asset formats and the PFM project file format.

To use it, select `Windows > UDM Editor` from the menu bar, then click the -icon and choose `Open`. Now select the file you wish to edit (e.g. the model or material). If the file is a valid UDM file, the UI should get populated with the UDM data, which you can now edit.

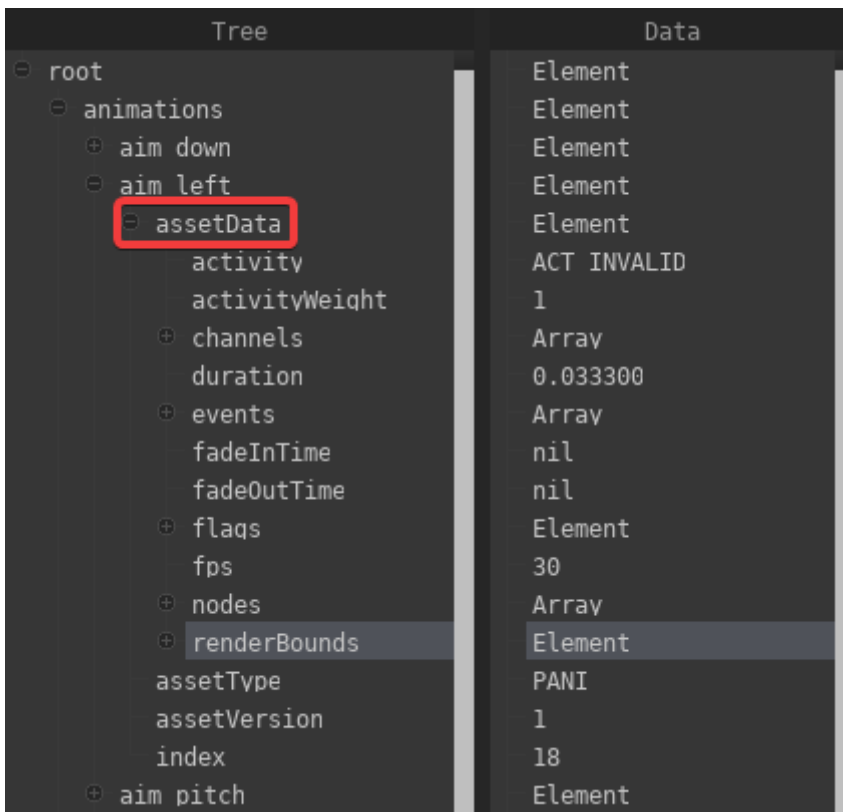
Make sure to press `Save` when you're done, to ensure your changes aren't lost!

UDM data is represented as a simple tree-structure with key-value pairs. The key is always a name (`string`) and is displayed in the `Tree` column. Every key has a corresponding value, which can be an `element`, `array` or concrete data `value` and is displayed in the `Data` column:

Tree	Data
[-] root	Element
+ animations	Element
+ attachments	Element
+ baseMeshGroups	Element
+ blendControllers	Element
+ collisionMeshes	Element
eyeOffset	0.000000 64.000000 0.000000
+ hitboxes	Element
+ includeModels	Element
+ joints	Element
mass	1.000000
+ materialPaths	Element
+ materials	Element


In the example above the key `mass` has the value `1.0` (float) assigned to it. You can double-click a `value` to change it.

An `element` represents a node in the tree and can have children, which also can have children, etc. You can expand or collapse the children of an `element` by clicking the +/- icon next to it:



An `array` is simply a list of concrete `values` (e.g. an array of `vec3`) or `elements`.

You can remove properties by right-clicking them and choosing `Remove`. To add a new property, right-click an element and choose `Add Property`, then select the type of the value. You can also select `element` to create a child-element, or `Add Array` to create an `array` of values/elements. After making your selection, you will have to enter a key-name and press enter.

If the tree is too large to work with effectively, you can right-click an `element` and choose `Make Root`, which will re-arrange the tree view to only display that `element` and its children. You can press the -icon to get back to the original root.

If you are editing an asset file (like a model), the changes may not actually apply until Pragma has been reloaded. For editing materials, it is usually better to use the [material editor](#).

You can also use the UDM editor to edit properties of a PFM project which may not be accessible otherwise (handle with care!):

Tree	Data
root	Element
session	Element
activeClip	61c07062-4f86-4501-bb98-0e2199d4a76f
clips	Array
1	Element
name	
settings	Element
mapName	empty
playheadOffset	0.000000
renderSettings	Element
cameraFrustumCullingEnabled	1
cameraType	0
colorTransform	filmic-blender
colorTransformLook	Medium Contrast
denoiseMode	detailed
deviceType	qpu
emissionStrength	0.000000
exposure	50.000000
frameRate	24
height	1080
lightIntensityFactor	1.000000
maxTransparencyBounces	32
mode	combined
numberOfFrames	1
outputFormat	png
panoramaRange	180.000000
panoramaType	equirectangular
preCalculateLight	0
preset	standard
previewQuality	low
progressive	1
progressiveRefinementEnabled	0
pvsCullingEnabled	1
renderEngine	cycles
renderGameObjects	1
renderPlayer	0
renderWorld	1
samples	40
stereoscopic	1
supersamplingFactor	2
transparentSky	0
viewportMode	360 left eye
width	1920
uniqueId	22f96895-cc9c-4d61-a28e-eab571c6fd79

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