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:

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	gpu
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