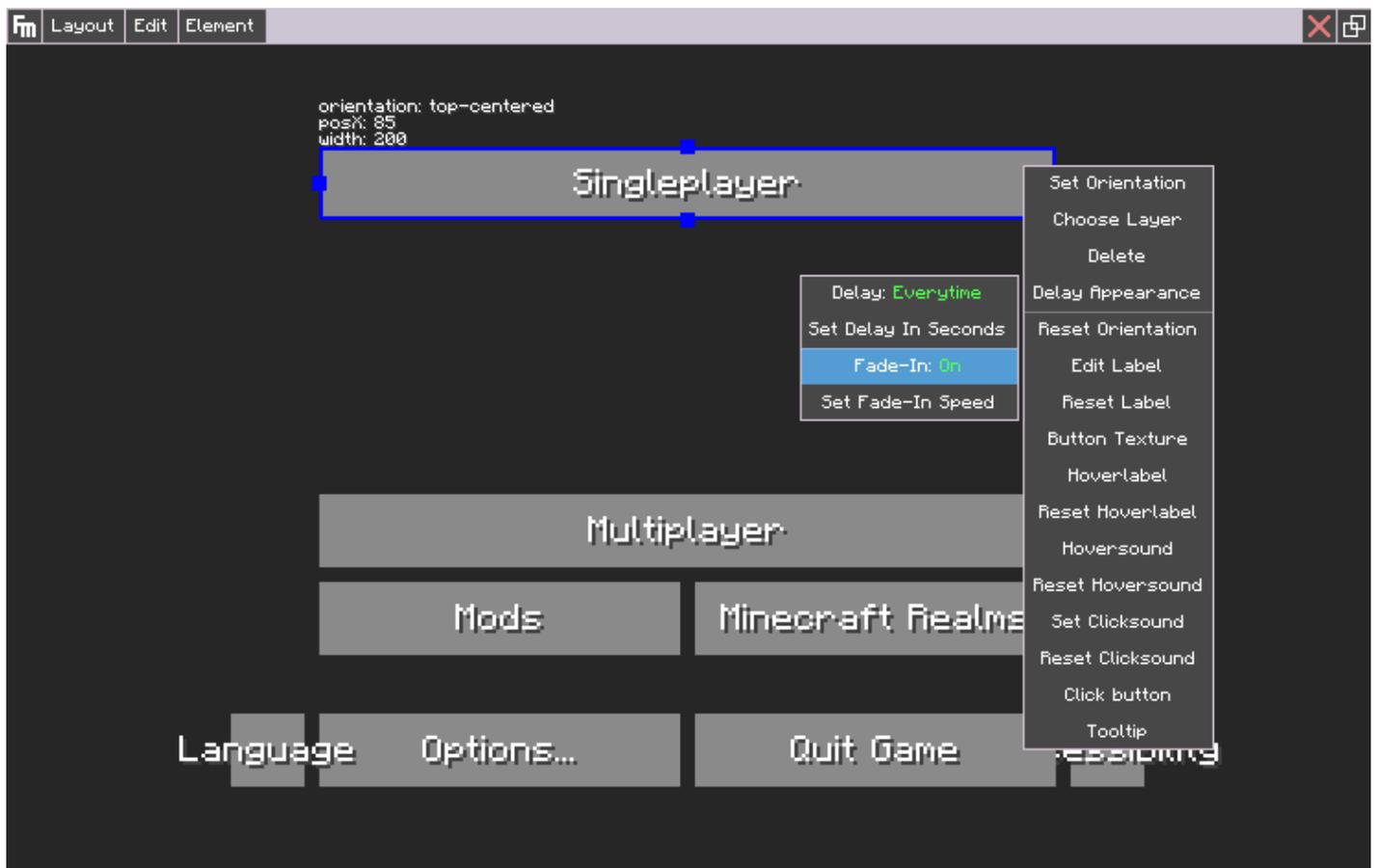


2.0.X | Layout Editor

About

The Layout Editor is a fully functional GUI editor, modded into Minecraft, allowing you to edit menu screens like you would edit an image in the image editor of your choice.

It imitates its big editor siblings in many ways like shortcuts and menu design.



Where to find the Editor

You can find the Layout Editor in the [Customization Helper](#) menu bar.

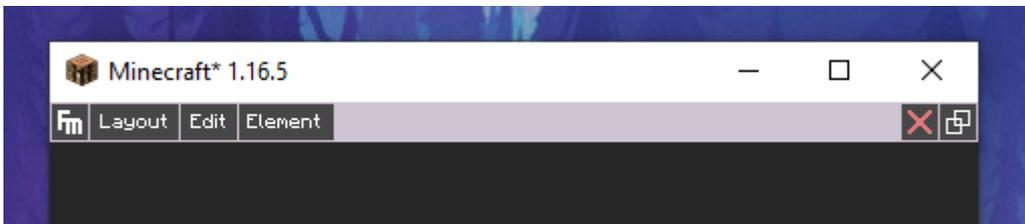
Using the Editor

Using the Layout Editor is just as simple as using Paint!

When you open the editor, you will see a menu containing (mostly) all buttons from the menu you want to edit, but don't worry, they're not real buttons, you can't accidentally click them and open another menu or something.

The Menu Bar

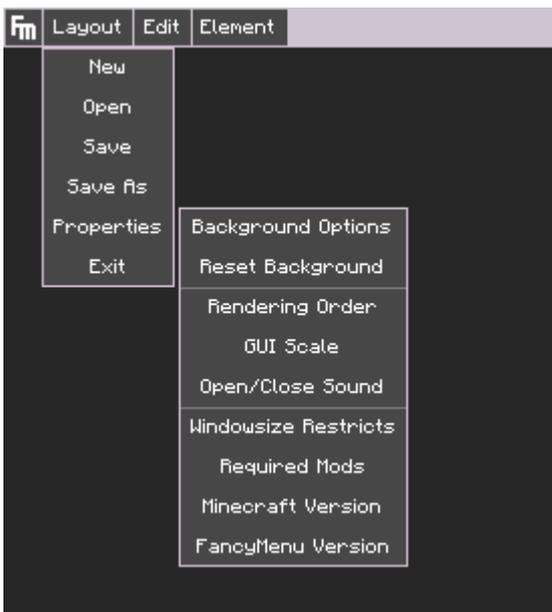
One of the most important menus in the Layout Editor is the menu bar at the top.



Layout

The **Layout** tab contains everything related to the current layout.

You can edit its properties, like changing the menu background or the GUI scale, and **save** it. It can also be used to quickly switch between layouts without going back to the parent menu.



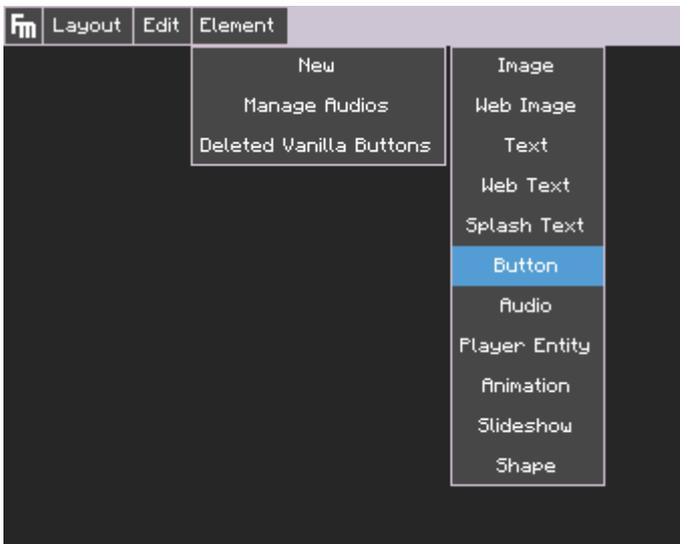
Edit

The **Edit** tab contains basic actions to manage your layout, like **copy/paste elements** or **undo/redo actions!**



Element

The **Element** tab contains everything related to what your layout contains - the layout elements. You can add new elements to your layout here and manage **audio elements** and **deleted vanilla buttons**.

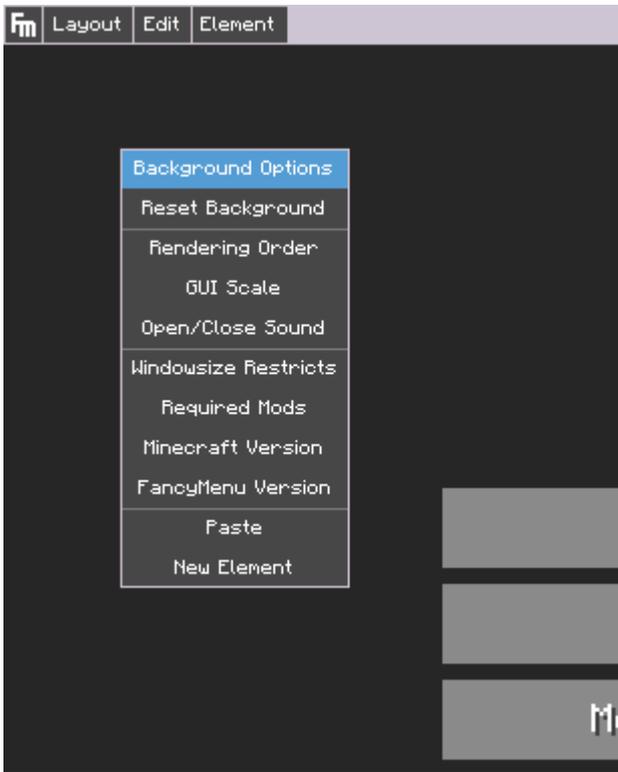


Layout Properties

You can find the layout properties by clicking on **Layout -> Properties** in the menu bar or by rightclicking the **blank** editor background.

This will open a context menu with settings to:

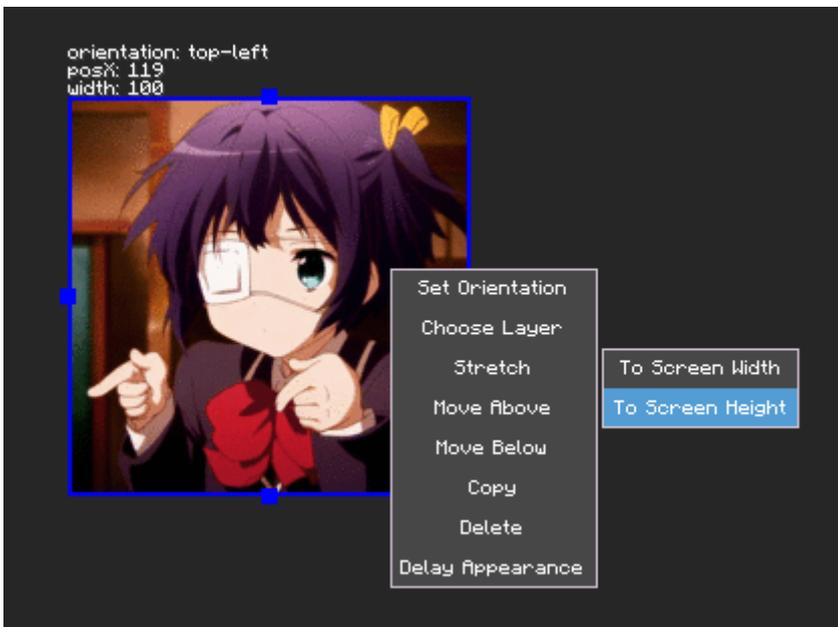
- Change the menu background (Background Options)
- Define if your layout should be rendered under vanilla menu elements or above them (Rendering Order)
- Set the GUI scale to force the menu to load with a specific scale (GUI Scale)
- Set the minimum and maximum needed screen size to load the layout (WindowSize Restricts)
- And much more!



Element Properties

Every element in your layout has its own properties. You can access these properties by **rightclicking** the element.

Not all types of elements have the same properties.



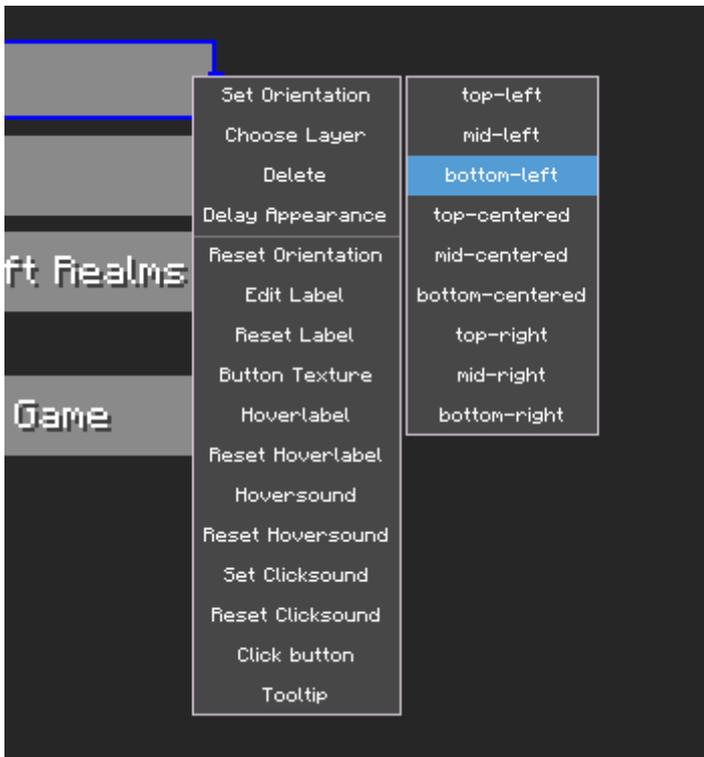
Understanding Element

Orientations

Every element in your layout has an orientation.

By default, this is always the `top-left` orientation for all elements you've added to a layout and always the `original` orientation for vanilla (and mod) buttons that were already part of the menu.

You can change the orientation of an element by rightclicking it and clicking on **Set Orientation**.



Your element will then be moved to the origin point of your chosen orientation, which shows you from where the element's position will be calculated.

It depends on its orientation how an element will act when resizing the window. You can easily **test this by resizing the editor window**.

If your element should always be near the bottom-right area of the menu, you should choose the `bottom-right` orientation for it.

If it should be centered in the middle of the screen, try the `mid-centered` orientation.

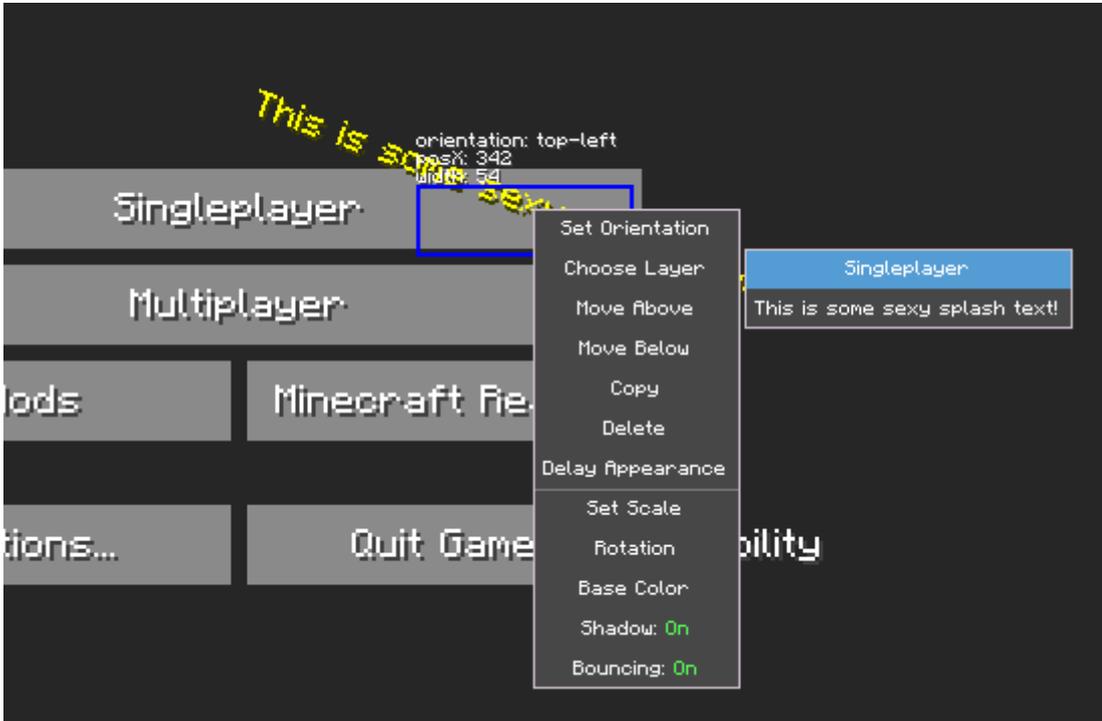
The best way to understand the real behavior of orientations is by trying out different orientations for elements and resize the window.

Handling Stacked Elements

Sometimes, multiple elements will be on the same position, making it impossible to reach the one at the bottom.

Every element in the editor has its own "height level", let's call it "layer". You will not really recognize this until you need it.

By rightclicking an element stack and clicking on the **Choose Layer** button, you will be able to choose between every element at the position of your mouse.



Shortcuts

The Layout Editor has some very useful and well known shortcuts to quickly navigate through it.

CTRL + Z

This shortcut will **undo** the last thing you've changed in the layout.

CTRL + Y

This shortcut will **redo** the last step if you've previously used the **CTRL + ALT + Z** shortcut.

CTRL + S

This one will save your layout.

CTRL + C

Pressing this shortcut will copy the selected elements.

CTRL + V

This shortcut will paste copied elements to the layout. This can also be used to copy elements to a new layout.

DEL

When an object is focused, you can press **DEL** to quickly delete the object.

Arrow Keys

You can move focused objects by using the arrow keys.

SHIFT-Click

When pressing **SHIFT** while resizing an object, it will be resized by its aspect ratio.

CTRL-Click on Elements

Pressing **CTRL** while clicking on elements will allow you to select multiple elements at once (group select), to move them all together by using the **arrow keys** or changing their properties by rightclicking them.

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