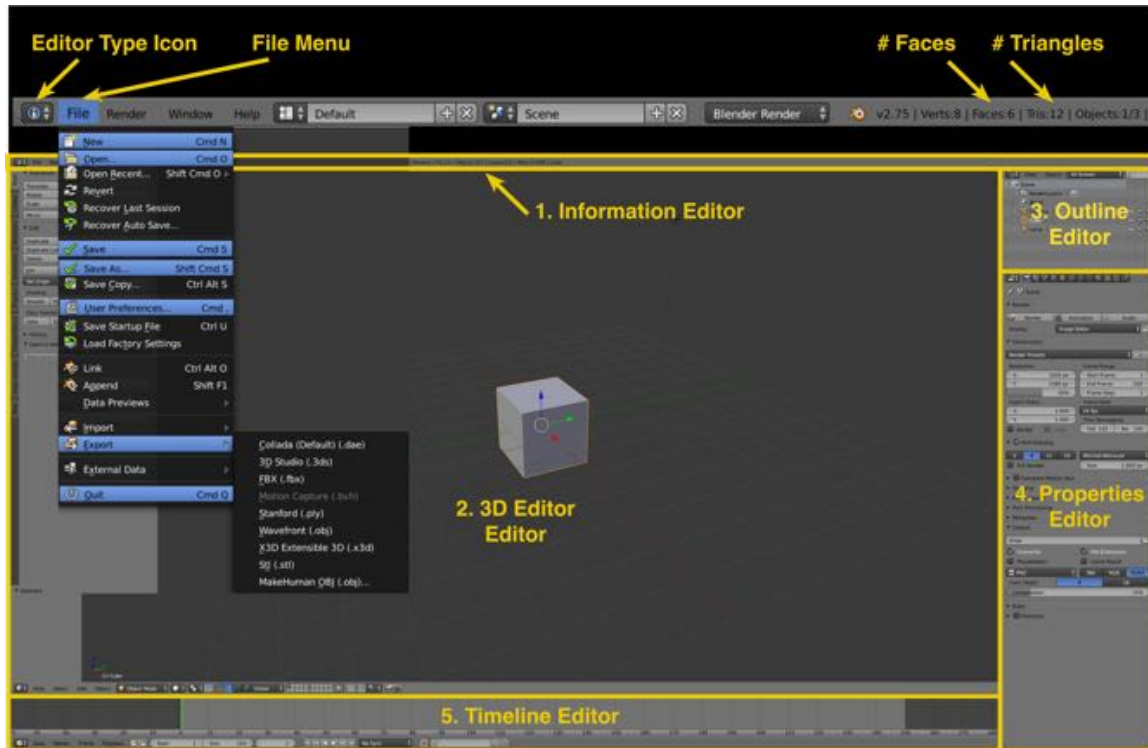


Information Editor

The Information Editor is found at the top of Blender's default interface. Just the header is visible. It acts as the Menu Bar found in most other computer programs.



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On the left end is the **Editor Selection Button** that allows you to change editor types, although I don't know why you would want to. (This button is found on the left end of all editor headers.)

To the right is a series of Menus, which is similar to the File Menu found in most other computer programs. You can:

- Create a **New** file
- **Open** an existing file
- **Save** a file
- Save a file under a new name (**Save as**)
- Access **User Preferences (CMD + PERIOD)**
(a window where you can customize Blender and manage add-ons)
- **Export** your model in a Trainz compatible format (Window only)
- **Quit** Blender

The remainder of the menus and controls you can ignore for now (and for the most part forever when you are using Blender to make Trainz assets).

On the far right of the Information Editor's header is useful information about the model you are creating; number of vertices, faces, triangles (three-sided polygons) and objects. This gives you a good idea of just how large your model is becoming as you work. This is important because the larger your model the slower it will load in Trainz. Ideally one wants to keep the model to less than 500 polygons or apply Level Of Detail (LOD) reductions (more about this later).