SimTransmogrifier Design

- Browse all the objects in the game.
- Clone an object, so it can be edited.
- Export the graphics and other info about an object into an XML file and images.
- Import the edited XML file and images back into the object from which it was exported.
- Object browser lets you look at all the object definitions.
- Resource browser lets you look at all the raw resources in the object definitions and other resource files.
- Resource editors let you edit certain types of resources.