TODO:

       Now:
           work   fix small zoom generation for multi tile objects (i.e. car)

       Later:

           ez   make importer check for importing into same file
           fun   make generic template objects, like rug, picture,
convex box, concave box
           ez   flesh out fancy object editor bit fields
           fun   drawgroup view magnifier, z-buffer x-ray (xyz-ray?)
           fun   run batch mode from command line
           +   export, import and edit catalog text
           +   import draw groups
           +   import object definitions

       Bugs:

           +   When generating Z-Buffers for smaller scales,
                    the z values may have to be scaled around some z value.
                    Run a test case through the 3dsmax exporter to find out,
                    or measure some content that it created.

           +   Need to handle draw group item floating point x y and z
offsets.

DONE:

           +   document

           +   puff up and shrink wrap sprites

           +   shrink smaller zooms from largest zoom

           +   palette management

           +   edit object name and properties

           +   export and import catalog pictures and icons

           +   write out subdirectories for sprites and p/z/a

           +   clean up exporter options (hide unnecessary options,
streamline)
                    "exporter whizzer" radio buttons to select common scenarios

           +   view multi tile objects
                    Don't draw dynamic sprites. Call IsSpriteVisible().

           +   splash screen, disclaimer

           +   filter uninteresting objects:
                        pedportal, visitorgenerator, helpsystem, npc
controller, phone line,
                        comeandseeme, etc
                        users, houses, options (done)

           +   Figuring out invisible pixel.
                    Complains if it can't find an unused transparent pixel,
when generating z buffer.

           +   Use a reasonable z buffer value for far and near z buffers.
                    Make a garbage can with a far z buffer.
                    It can't be easily picked up or highlighted with the move

    tool,
                        because the z buffer is off the edge of the tile.

                +   Need to remap guids in code we clone?
                        Clone a moose head. View tree crashes in an infinite loop,
                        because it's checking for an object of type "moose head
    left", by the guid,

                        which was changed.