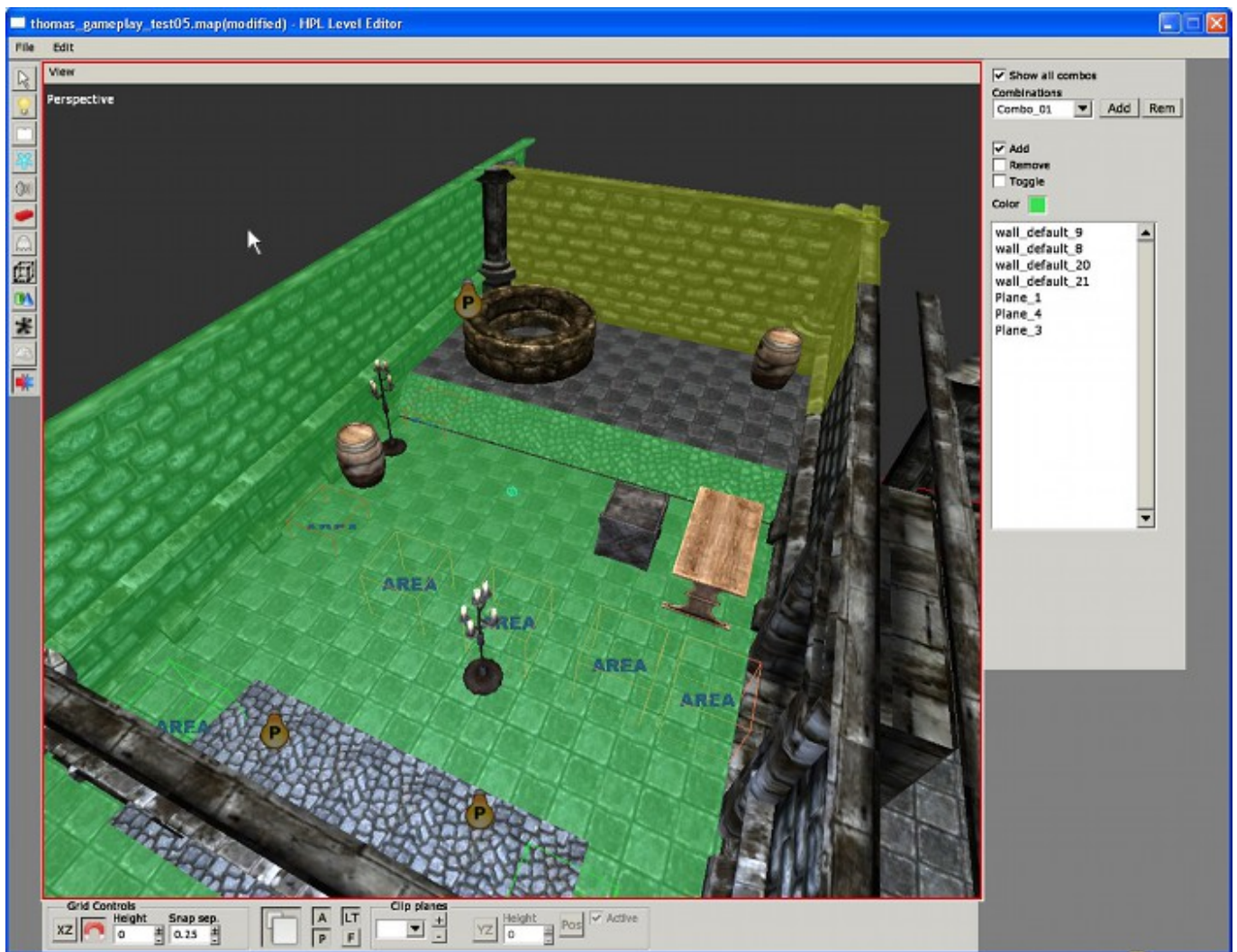# Combine EditMode

This mode is used to create combinations of static geometry (combos).

- **Show all combos**: when enabled, all created combos will be displayed.
- **Combinations**: this ComboBox is used to pick the currently edited combo.
- **Add**/**Rem** buttons: used to add a new combo / remove the currently edited combo.
- **Add**/**Remove**/**Toggle** checkboxes: this selects the way the current combo will be edited. Moving the mouse on the viewport will highlight geometry objects.
    - **Add**: will add geometry objects to the combo when clicking on them.
    - **Remove**: will remove geometry objects from the combo when clicking on them (and they were part of the combo).
    - **Toggle**: will switch clicked objects between added or not added.
- **Color**: this determines the tint that the objects in a combo will display.
- **Geometry objects list**: will display a list of all the object names added to the currently edited combo.

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