

# Entities

## General Parameters:

- **Name:** Name for the entity.
- **Active:** If the entity should start as active. When set to inactive, the entity will be drawn dissolved according to the “Disabled mesh coverage” setting in options.
- **Position:** 3D Vector storing the position in world.
- **Rotation:** 3D Vector storing the rotation.
- **Scale:** 3D Vector storing the scale of the placed object.
- **Entity File:** file name (.ent) for the entity.
- **Notes:** pressing this button will show any notes defined for the currently selected entity. If the button is disabled, that means there are no defined notes.
- **Pose:** if the button is enabled, it means the currently selected entity has a poseable skeleton. Pressing the button will start the entity poser mode. More on this mode [here](#).
- **Body names:** this list will display the body names in the entity.
  - **Copy name:** pressing this button will copy the body name selected in the list.

Specific Parameters: This tab will show inputs instance variables specific to the current entity. Moving the mouse pointer over them will pop up a tip text describing them in detail.

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