

Group window

This window can be used to group objects in a way that you can further control them, as in for example building a room and grouping all the room components in a group called “room”.

An object can belong to only one group at a time. Initially, all objects belong to the “None” group, which is a default dummy one.



The window has a menu bar and several inputs:

- **Menu:**
 - **New:** creates a new group, adding the current selection to it if not empty.
 - **Delete:** deletes a selected group.
 - **Add Selected Objects:** will add the current selection to the selected group.
 - **Remove Selected Objects:** will remove the currently selected objects from the selected group.
 - **Select Objects in Group:** will select all the objects in the selected group.
 - **Deselect Objects in Group:** will deselect all the objects in the selected group.
- **A Group list:** this ListBox will display the names of every created group. Note that the “None” group is a default one and will always be shown.
- **An object list:** will show all objects belonging to a group selected in the list mentioned above.
- **Name input:** its use is to rename groups. Note that the “None” group is a default one and cannot be renamed.
- **Visible:** this will set objects in a group as visible or not.

From:
<https://oldwiki.frictionalgames.com/> - **Frictional Game Wiki**

Permanent link:
https://oldwiki.frictionalgames.com/hpl3/tools/maineditors/level_editor/group_window?rev=1341392991

Last update: **2012/07/04 10:09**

