

# Compound Objects

Compound objects are actually groups of simple objects that are put together and transformed as a single one.

Parameter:

- **Name:** Name for the compound.
- **Position:** 3D Vector storing the position of the center of the compound.
- **Rotation:** 3D Vector storing the compound rotation. There can be restrictions on this, if a non rotatable object is included in the compound.
- **Scale:** 3D Vector storing the compound scale. There can be restrictions on this, if a non scalable object is included in the compound.

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