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.

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.