Find Objects window

This is one of the most useful tools in the Level Editor. With it, you can find any created object in the map without needing to look for it. When opened, it will look like this:

In an empty map:

Find Objects

In a non empty map:

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Search	Text	In Name		
ID	Name		Туре	
2	wallcorner_concave_round_2		Static Object	1
4	walldefault_3		Static Object	
в	walldefault_4		Static Object	
9	walldefault_5	N	Static Object	
18	walldefault_4		Static Object	
19	walldefault_5		Static Object	
20	wallcorner_concave_round_2		Static Object	
21	walldefault_2		Static Object	
22	walldefault_3		Static Object	
25	Plane		Primitive	
26	PointLight_1		Light	
33	torch_static01_2		Entity	
34	torch_static01_3		Entity	
36	torch_static01_5		Entity	
37	torch_static01_6		Entity	
38	wallcorner_concave_round_3		Static Object	
39	wallcorner_concave_round_4		Static Object	
41	walldefault_extension_3		Static Object	
44	walldefault_extension_6		Static Object	
45	walldefault_extension_7		Static Object	
47	walldefault_extension_4		Static Object	
49	walldefault_extension_6		Static Object	-

It consists of the following inputs:

- A 'Search Text' input: type the string you want to search for here. Any matches will be listed in the ListBox below. If the input is empty, every object in the map will be listed.
- An 'In' ComboBox: will determine where the text input will be searched in. Options are 'Name' and 'Type', meaning name or type of the objects in list.
- A ListBox displaying all entities found: objects can be selected here by clicking on the row they appear in.
- Focus button: clicking on this will center the view on the selected objects.
- **Delete button**: clicking on this will delete selected objects.

Usage examples

Searching for a string in name:

Search 7	Text	wallcorner	In	Name	-	N	
				S		5	
D	Nan				Ту		
2		lcorner_concave_round_2				tic Object	
20		lcorner_concave_round_2				tic Object	
8		lcorner_concave_round_3				tic Object	
19		lcorner_concave_round_4				tic Object	
i4		lcorner_concave_round_extension_2				tic Object	
55		lcorner_concave_round_extension_3			Sta	tic Object	
56		lcorner_concave_round_extension_4			Sta	tic Object	
57	wal	lcorner_concave_round_extension_5			Sta	tic Object	
							_

Searching for a string in type:

Search Text	Ent	In	Туре	•	R	
ID N	ame			Туре	. 0	1
33 to	orch_static01_2			Entity		-
34 to	orch_static01_3			Entity		
	orch_static01_5			Entity		
37 to	orch_static01_6			Entity		
31 Fi	reCannonLever			Entity		
36 el	evator_machine_2			Entity		
92 w	ood_box01_2			Entity		
93 W	ood_box01_3			Entity		
94 w	ood_box01_4			Entity		
LO1 Ы	ullet			Entity		
L04 D	oorToBreak			Entity		
167 di	iary_paper01_2			Entity		
L69 D	oorToOpen			Entity		
L71 D	oorOpenLever			Entity		
L72 D	oorOpenCrank			Entity		
						_
						-

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