## **Outline window**

The Outline window is a nice tool to edit attachments indirectly. When brought up, all objects in the scene will be listed in it. Shapes belonging to bodies can be kept from being listed, this can be toggled with the "Hide connected shapes" input.

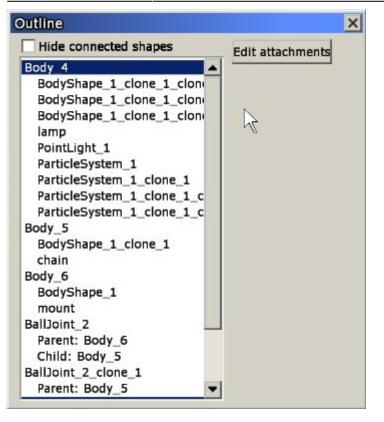
.

Hide connected shapes	
Body_4	
BodyShape_1_clone_1_clone	
BodyShape_1_clone_1_clone	
BodyShape_1_clone_1_clone	
lamp	
PointLight_1	
ParticleSystem_1	
ParticleSystem_1_clone_1	
ParticleSystem_1_clone_1_c	
ParticleSystem_1_clone_1_c	
Body_5	
BodyShape_1_clone_1	
chain	
Body_6	
BodyShape_1	
mount	
BallJoint_2	
Parent: Body_6	
Child: Body_5	
BallJoint_2_clone_1	

Depending on the type of object selected, additional commands will be displayed on it.

## **Bodies and bones**

For bodies and bones, the "Edit Attachments" command will appear.



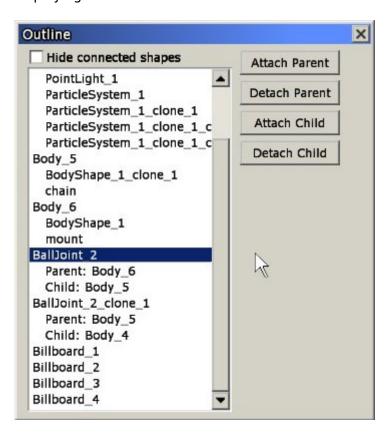
When clicked, a helper attachments window will pop up, where you can select the objects that you wish to be attached to this body or bone.

Outline	>	×	Attach	×
Hide connected shapes	Edit attachments		chain	
Body_4 BodyShape_1_clone_1_clone BodyShape_1_clone_1_clone BodyShape_1_clone_1_clone lamp PointLight_1 ParticleSystem_1_clone_1 ParticleSystem_1_clone_1_c ParticleSystem_1_clone_1_c Body_5 BodyShape_1_clone_1 chain Body_6 BodyShape_1 mount BallJoint_2 Parent: Body_6 Child: Body_5	Edit attachments		mount lamp PointLight 1 ParticleSystem 1 ParticleSystem 1 ParticleSystem 1 Billboard_1 Billboard_2 Billboard_3 Billboard_4	clone 1 clone
BallJoint_2_clone_1 Parent: Body_5			OK Cancel	•

## Joints

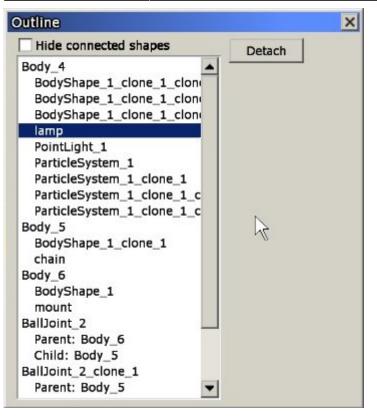
Joint objects will show four commands, which are "Attach Parent", "Detach Parent", "Attach Child"

and "Detach Child", with "Parent" and "Child" meaning parent body and child body respectively. The "Attach" ones will pop up a helper window just like with bodies and bones, only difference is these displaying bodies.



## **Rest of objects**

Any object other than the above will show a Detach command, which will detach it from its parent body or bone if attached at all.



From: https://wiki.frictionalgames.com/ - **Frictional Game Wiki** 

Permanent link: https://wiki.frictionalgames.com/hpl2/tools/editors/model\_editor/outline



Last update: 2010/11/04 15:19