

# Combine EditMode

This mode is used to create combinations of static geometry (StaticObjectCombos).



- **Show all combos:** when enabled, all created combos will be displayed.
- **Combinations:** this ComboBox is used to pick the currently edited combo.
- **Add/Rem** buttons: used to add a new combo / remove the currently edited combo.
- **Add/Remove/Toggle** checkboxes: this selects the way the current combo will be edited.  
Moving the mouse on the viewport will highlight geometry objects.
  - **Add:** will add geometry objects to the combo when clicking on them.
  - **Remove:** will remove geometry objects from the combo when clicking on them (and they were part of the combo).
  - **Toggle:** will switch clicked objects between added or not added.
- **Color:** this determines the tint that the objects in a combo will display.
- **Geometry objects list:** will display a list of all the object names added to the currently edited combo.

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