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:

Search Text		In Name	V	
ID	Name		Туре	
2	wallcorner_concave_round_2		Static Object	
•	walldefault_3	N	Static Object	
3	walldefault_4	2	Static Object	
9	walldefault_5	.0	Static Object	
.8	walldefault_4		Static Object	
.9	walldefault_5		Static Object	
20	wallcorner_concave_round_2		Static Object	
1	walldefault_2		Static Object	
2	walldefault_3		Static Object	
25	Plane		Primitive	
26	PointLight_1		Light	
3	torch_static01_2		Entity	
4	torch_static01_3		Entity	
6	torch_static01_5		Entity	
17	torch_static01_6		Entity	
8	wallcorner_concave_round_3		Static Object	
9	wallcorner_concave_round_4		Static Object	
1	walldefault_extension_3		Static Object	
4	walldefault_extension_6		Static Object	
5	walldefault_extension_7		Static Object	
7	walldefault_extension_4		Static Object	
9	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:

nd O	bjects						
Search	Text	wallcorner	In	Name		<u>_</u>	
D	Nam	ie			Туре	2	
	wall	corner_concave_round_2			Static Object		
0	wall	corner_concave_round_2			Static Object		_
8	wall	corner_concave_round_3			Static Object		_
9	wall	corner_concave_round_4			Static Object		_
4	wall	corner_concave_round_extension_2			Static Object		_
5	wall	corner_concave_round_extension_3			Static Object		_
6	wall	corner_concave_round_extension_4			Static Object		_
7	wall	corner_concave_round_extension_5			Static Object		_
						Focus	Delete

Searching for a string in type:

Search Te	xt Ent	In	Туре		A.	
D	Name			Туре	0	
33	torch_static01_2			Entity		-
34	torch_static01_3			Entity		
36	torch_static01_5			Entity		
37	torch_static01_6			Entity		
81	FireCannonLever			Entity		
86	elevator_machine_2			Entity		
92	wood_box01_2			Entity		
93	wood_box01_3			Entity		
94	wood_box01_4			Entity		
101	bullet			Entity		
104	DoorToBreak			Entity		
167	diary_paper01_2			Entity		
169	DoorToOpen			Entity		
171	DoorOpenLever			Entity		
172	DoorOpenCrank			Entity		
						1

Last update: 2012/11/23 hpl3:tools:maineditors:level_editor:find_objects_window https://wiki.frictionalgames.com/hpl3/tools/maineditors/level_editor/find_objects_window 12:31

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

Permanent link: https://wiki.frictionalgames.com/hpl3/tools/maineditors/level_editor/find_objects_window



Last update: 2012/11/23 12:31