

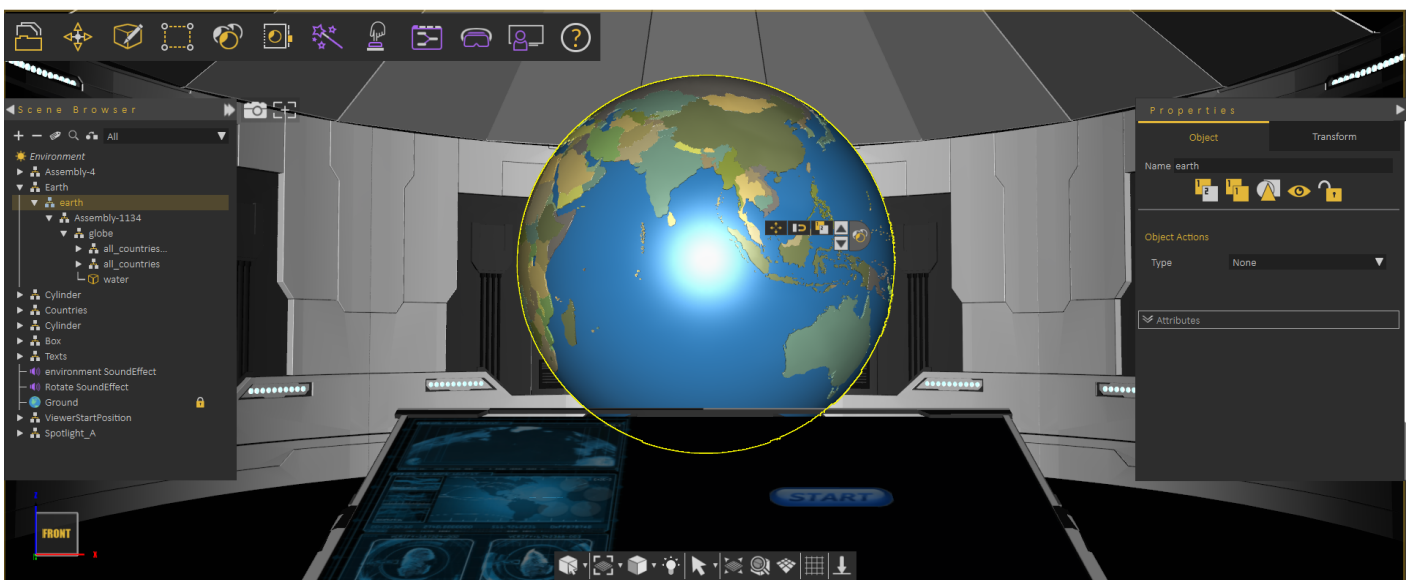
Properties Panel

When selecting an object or entity in the scene the **Properties Panel** appears on the right side of the application showing its properties.

Objects are shown in the Scene Browser, they are part of the model tree in the **Scene Browser**. An object can be selected by clicking on it in the **3D Area** or by selecting it from the **Scene Browser**.

The properties Panel may have two tabs or more depending on the object type.

When selecting a part of an assembly object (not the end leaf in the tree) Properties Panel usually shows two tabs as shown in the following image



those tabs are **Object Tab** and **Transform Tab**

Object Tab

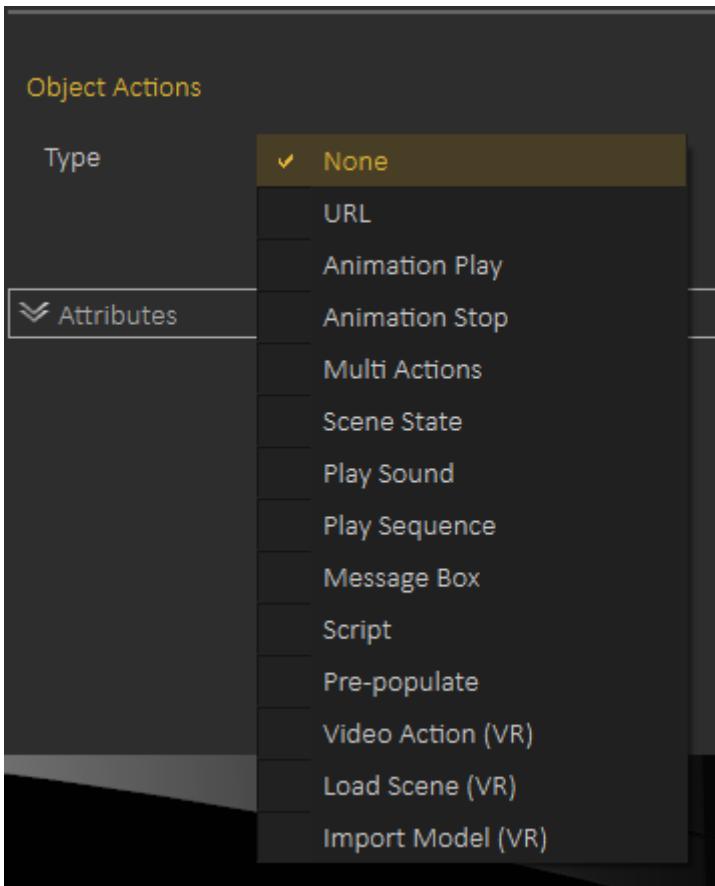
Object Tab includes functionality that can be applied to any object in the scene. This includes: **Copy Object**, **Create Instance**, **Isolate**, **Hide/Show**, **Freeze/Unfreeze**, in addition to changing the name of an object.

The described functionality is available in the top of the Object Tab



Object Actions

Object Tab also includes **Object Actions**, which is a simple way of defining what to do if the user clicks on the object in the VR experience.

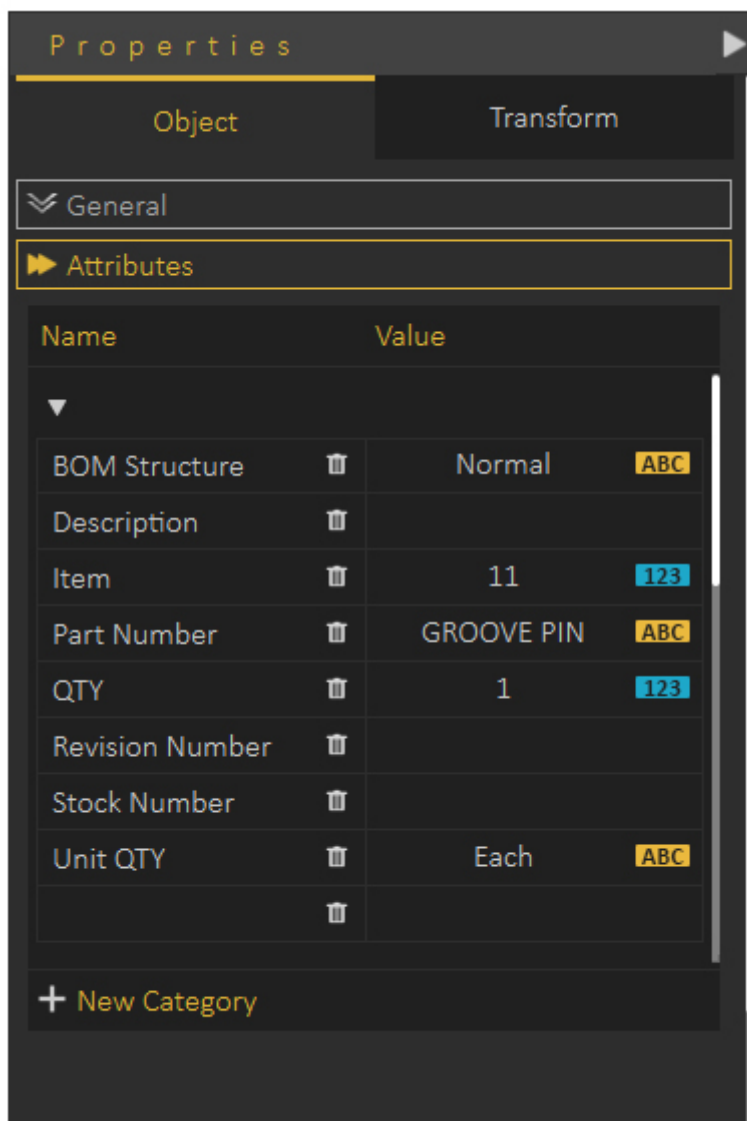


Object Actions can be one of the following

- 1- Open URL
- 2- Play/Stop Animation
- 3- Multi-Action (you can ask multiple actions to be executed when an object is clicked)
- 4- Apply Scene State
- 5- Play Sound (thought it is better to use SimLab Composer object)
- 6- Play Sequence
- 7- Show Message Box
- 8- Video Action
- 9- Load Scene

Attributes Panel

Attributes Panel shows attributes applied to the object. Attributes can be imported when importing the 3D model, or created using **Attribute Panel** or the [Attribute Manager](#) (which is accessible in the Scene Browser)

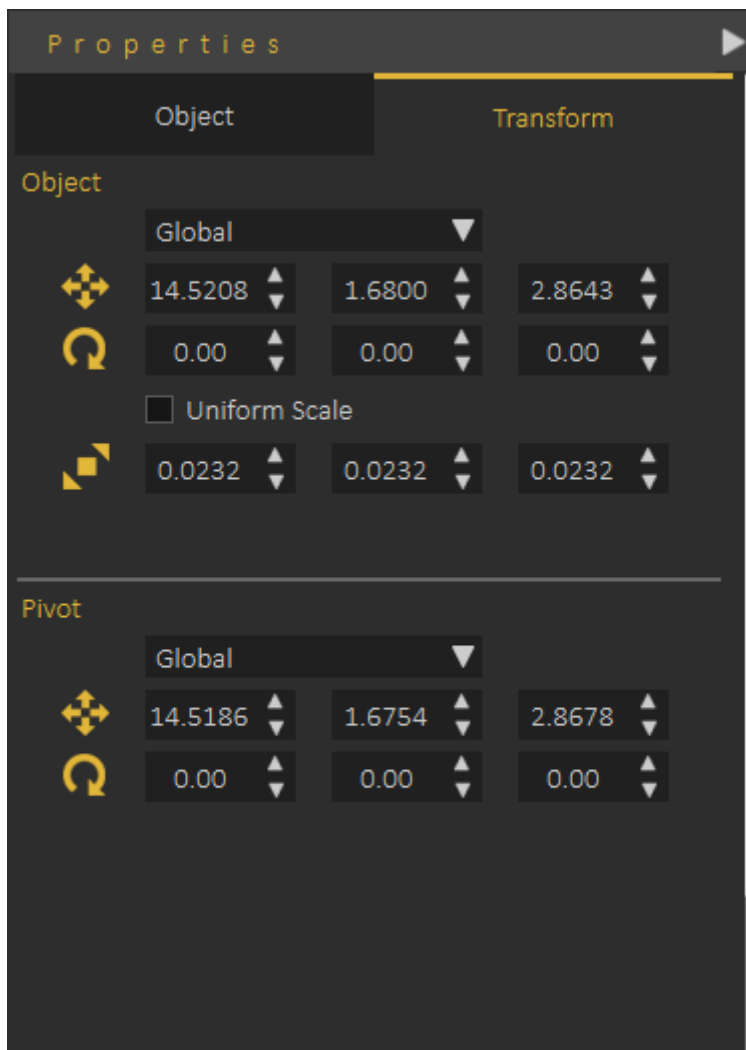


The following tutorial shows how the user can utilize attributes in VR experiences

<https://www.youtube.com/embed/h7VMgtIAOxU>

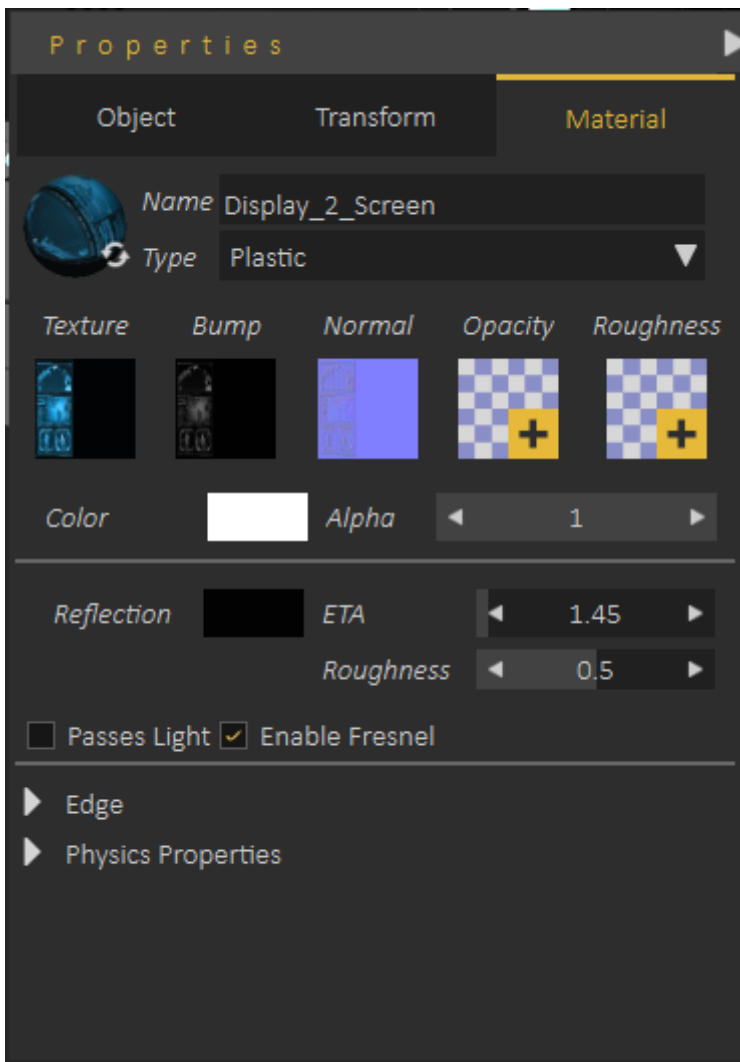
Transform Tab

Allows the user to view/modify the local and global location, orientation, and scale of the object and its pivot.



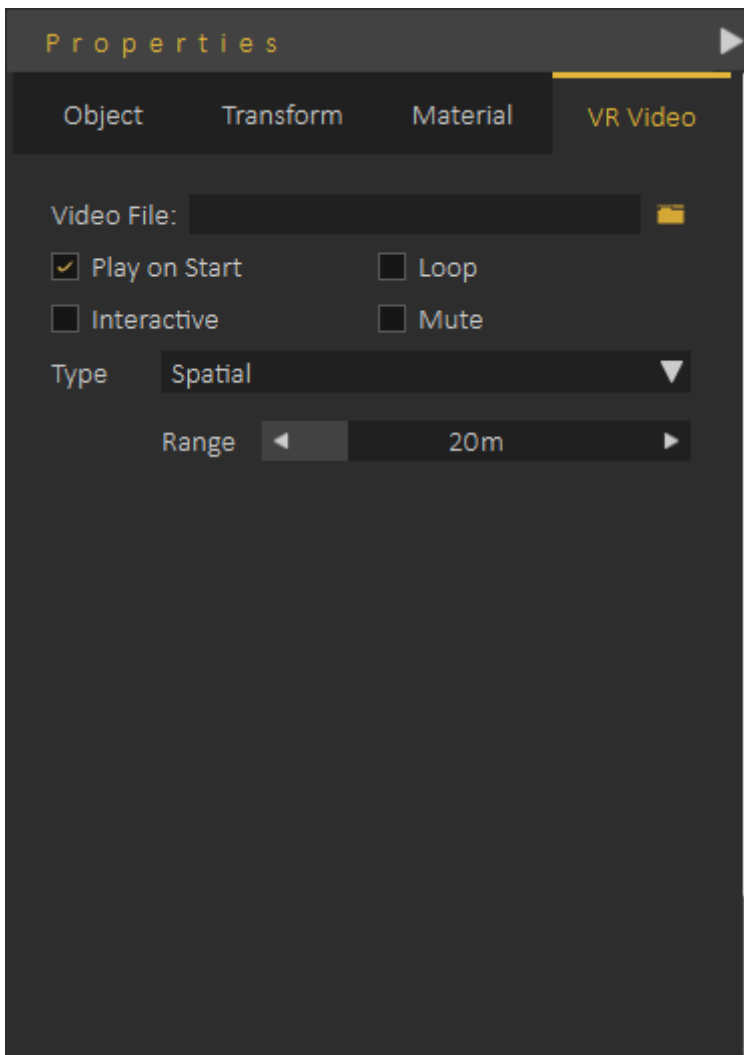
Extra Tabs

Based on the object type, an additional tab may be added to the **Properties Panel**, for example, if user selected a leaf object (3D object) the **Material Tab** is added, as shown in the following image



The following tutorial borrowed from SimLab Composer shows how to use the Material Properties

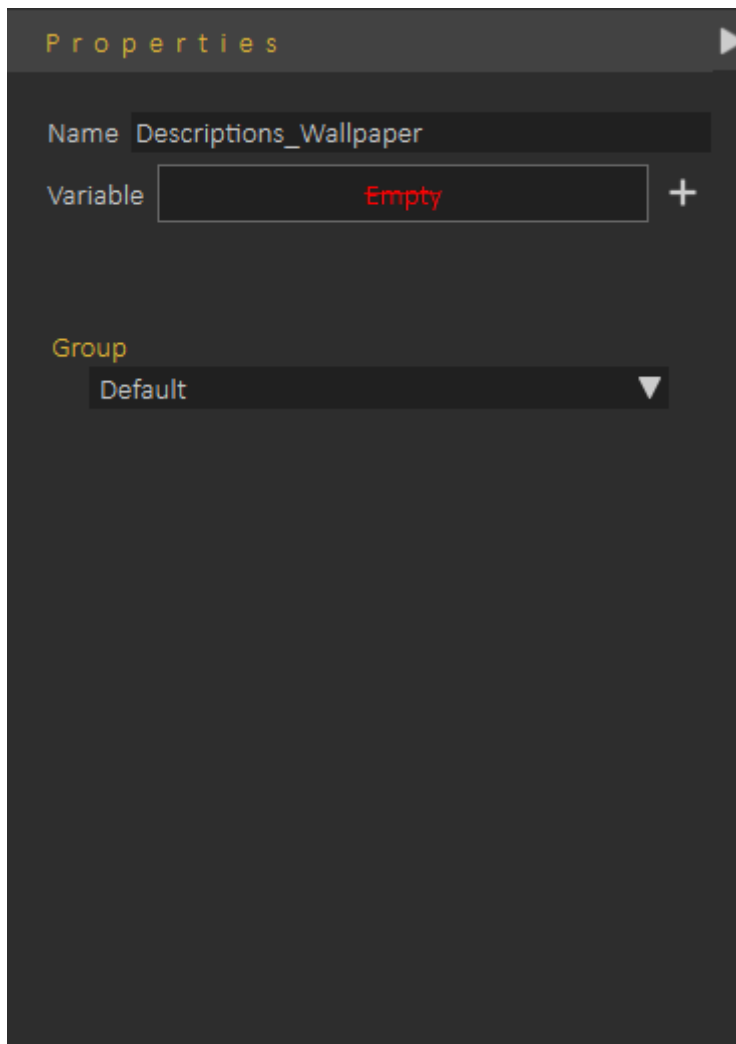
Effects like VR Fire, VR Smoke, VR Shows, VR Video, VR Sound, and others will add an additional **VR or VR properties Tab**, allowing the user to set specific properties of the selected object, the following image shows the new **VR Video** property tab added when selecting a VR Video



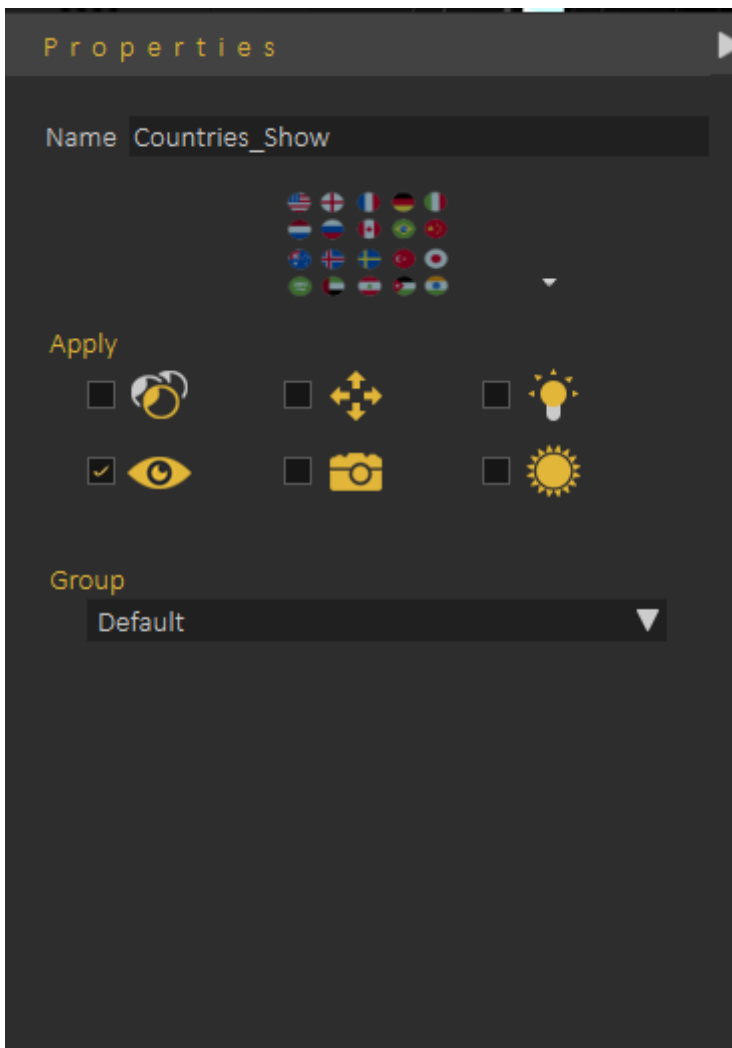
Entity Panel

When the user clicks ESC (to make sure no object is selected) the user can go to the library and click on a Sequence, a Scene Start, or a Key in the animation timeline to view its properties in the **Properties Panel**

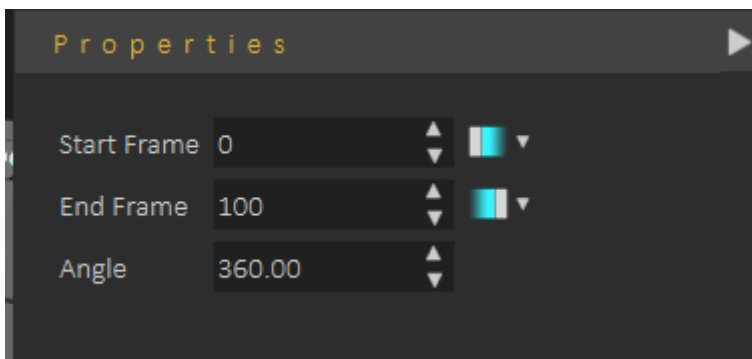
Sequence Properties



Scene State Properties



Key Frame Properties

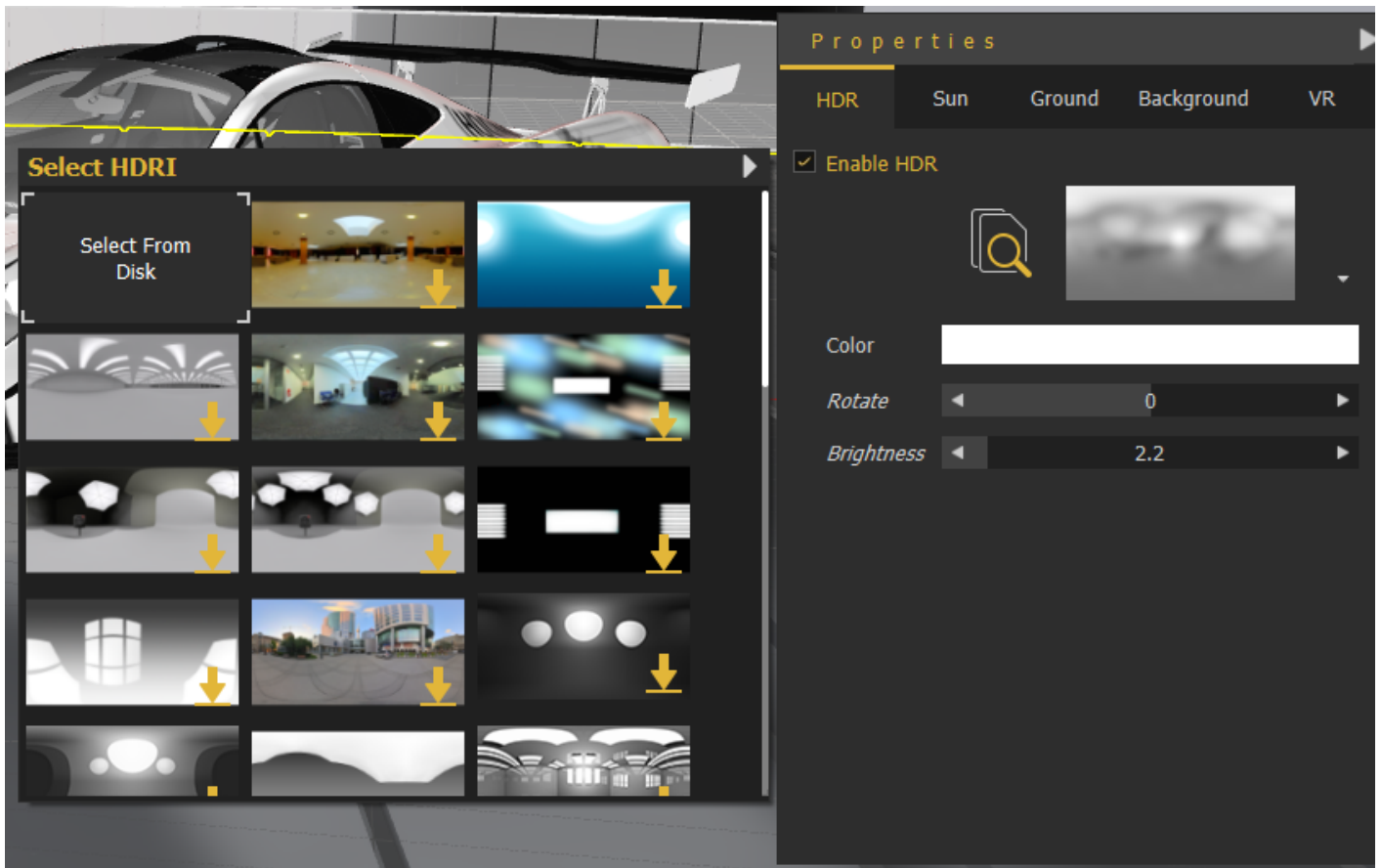


Environment Properties

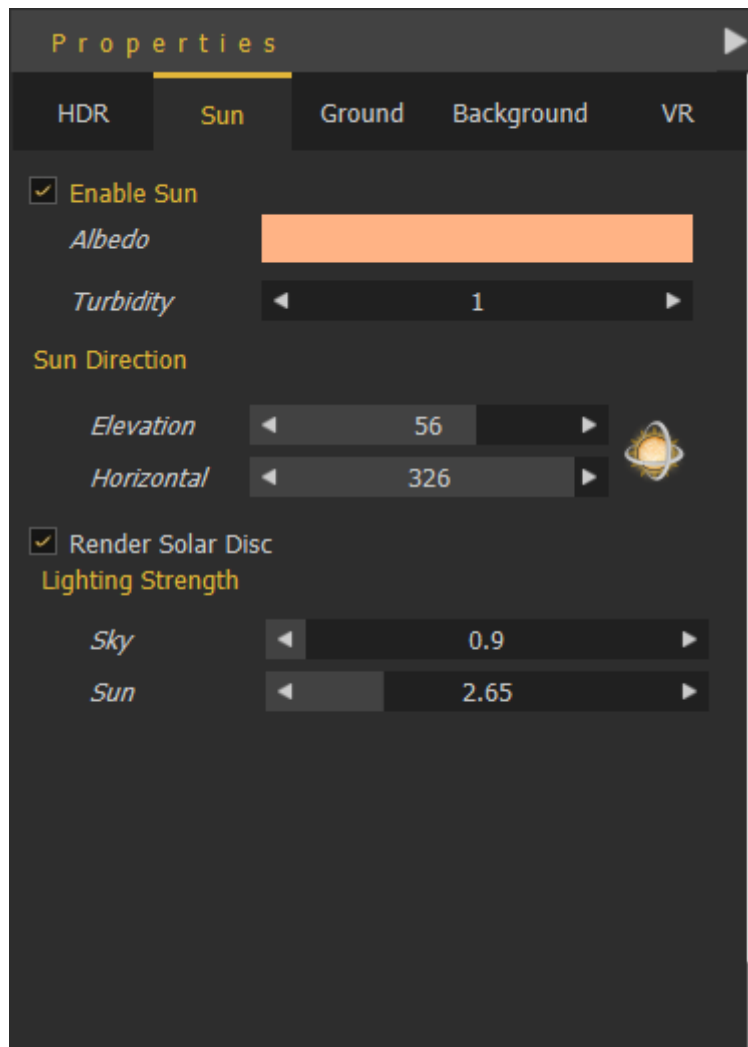
By clicking on **Environment** (always the top element in Object Browser), the **Properties Panel** will display the **Environment Properties**, which include the following tabs;

HDR Tab

This tab allows the user to select the environment image used to light the scene, also it allows the user to control its power, orientation, and brightness.



Sun Tab

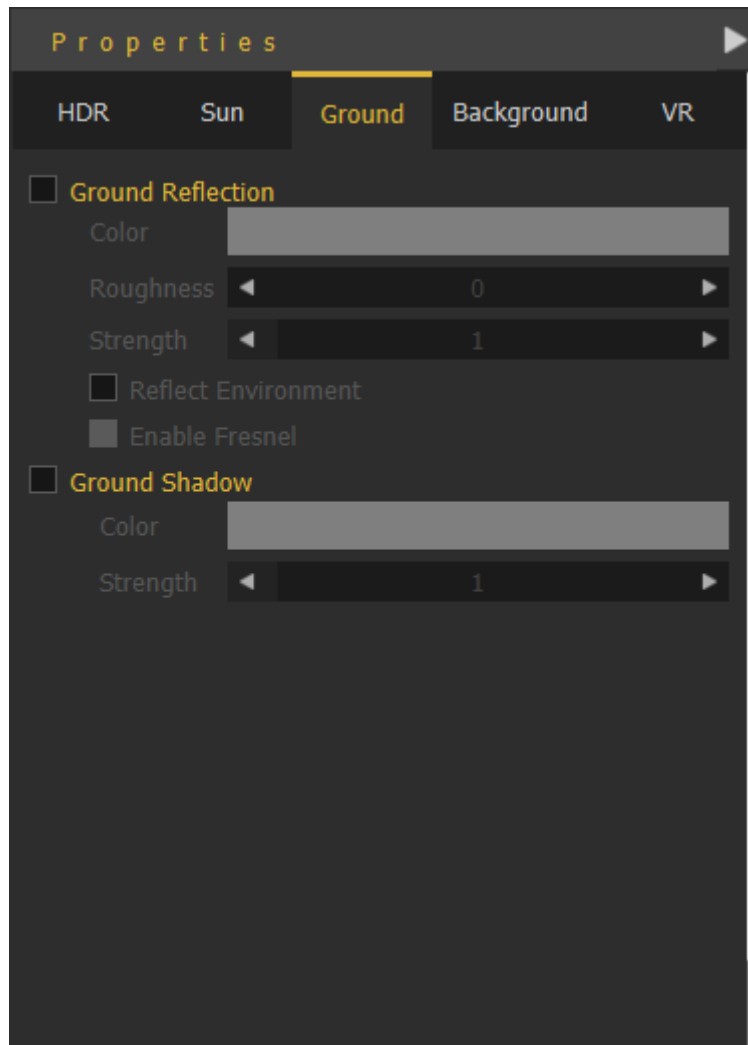


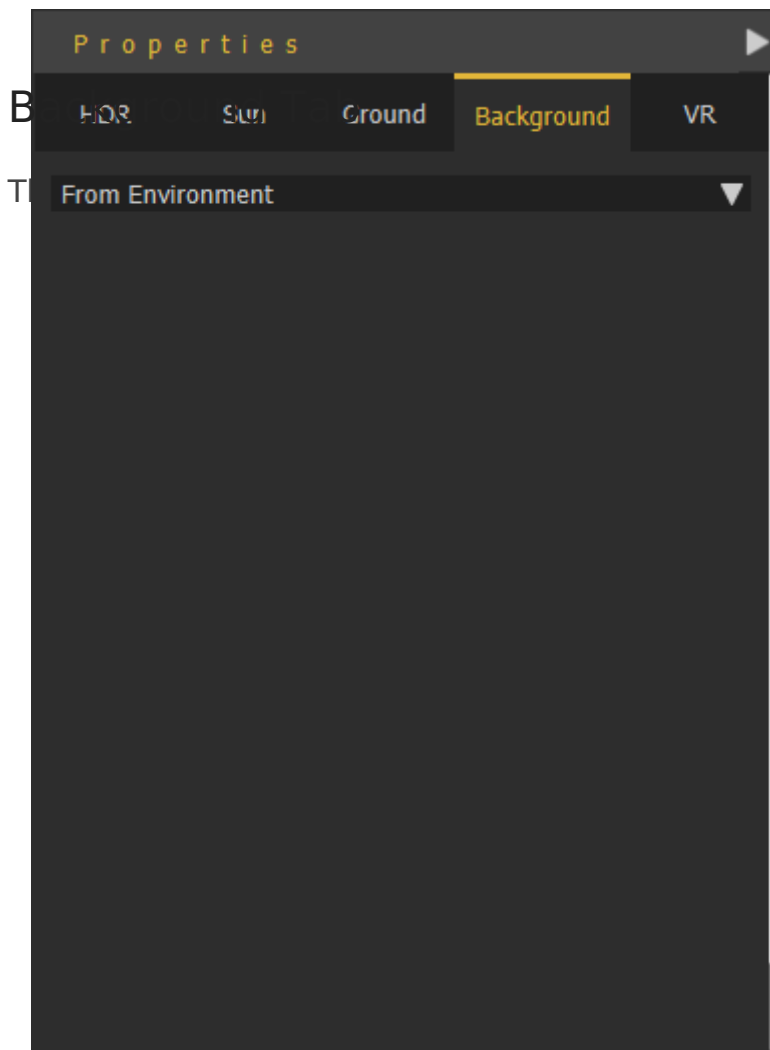
The Sun tab allows the user to enable/disable the sun effect, and to control sun/sky power in the scene

It also allows the user to set the initial sun location in the scene

Ground Tab

In this tab, the user can set ground effects like reflection and shadow.





be used for the

VR scene, it can be from the

environment (HDR, or Sun), or the user can select a background image or Color to be used as a background

VR Tab



VR Tab allows the user to control the created VR experience, the user can control Environment, Navigation mode, and Scene Settings, and decide to make VR Catalog(s) available in the VR experience

Revision #9

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