

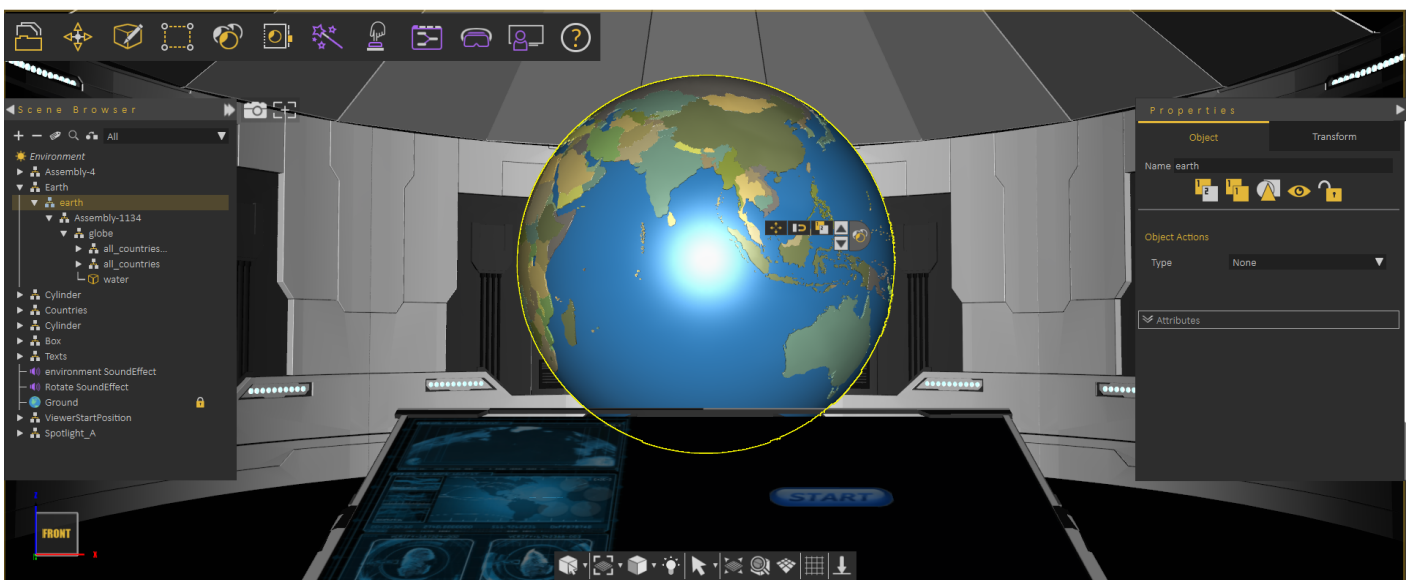
# Properties Panel

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

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

**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

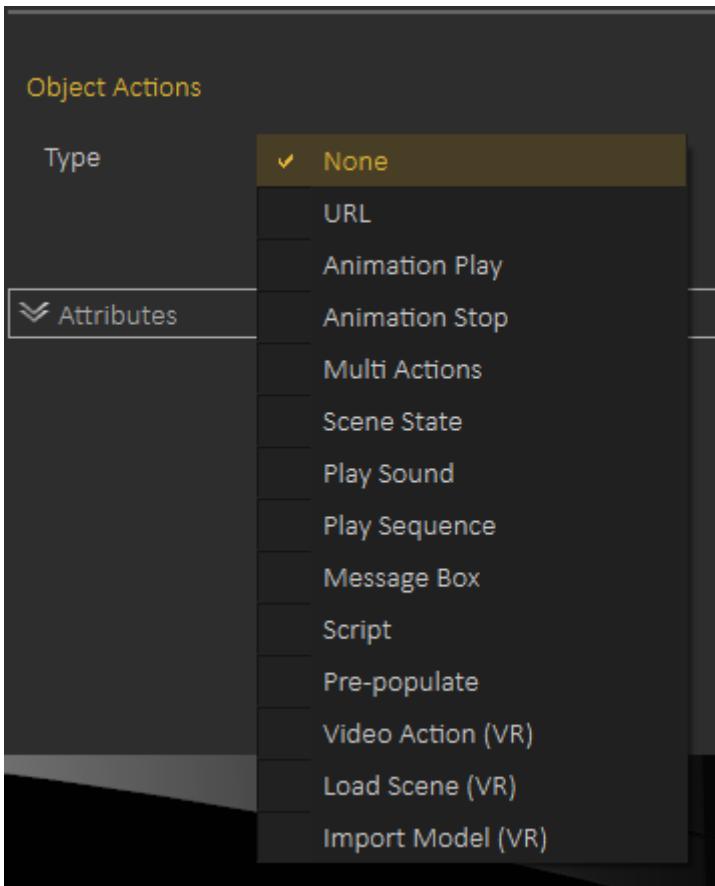
**Object Tab** includes functionality that can be applied to any object in the scene. This includes: **Copy Object**, **Create Instance**, **Isolate**, **Hide/Show**, **Freeze/Unfreeze**, in addition to changing the name of an object.

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.

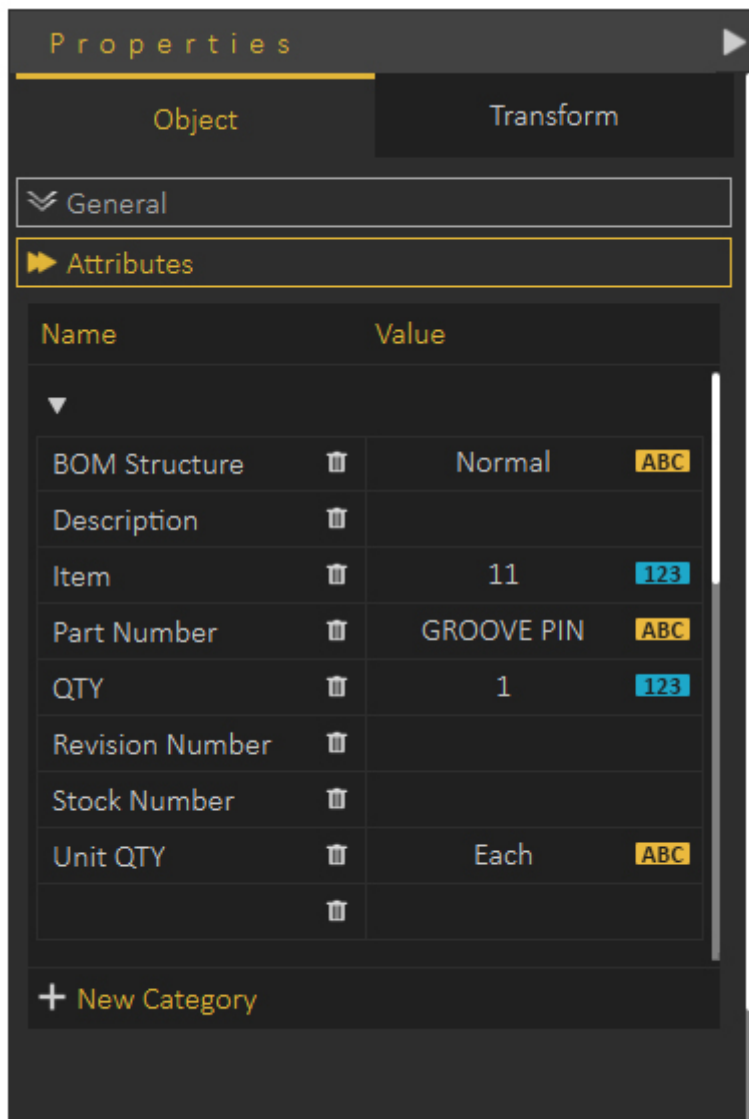


Object Actions can be one of the following

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

### Attributes Panel

**Attributes Panel** shows attributes applied on 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)

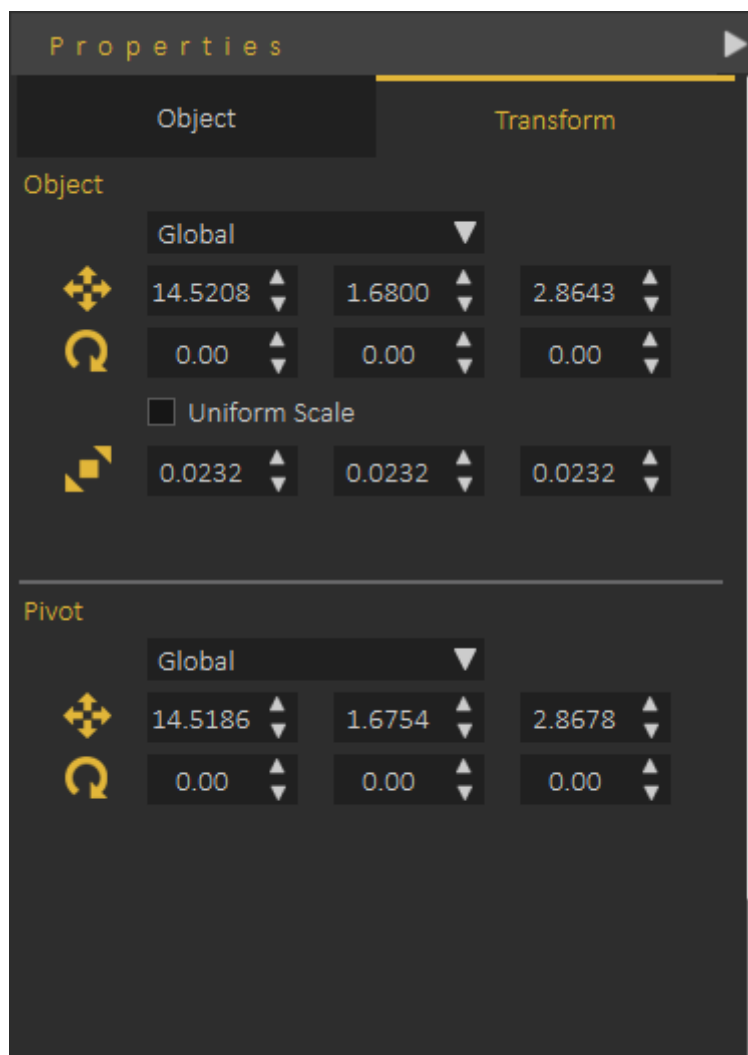


The following tutorial shows how the user can utilize attributes in VR experiences

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

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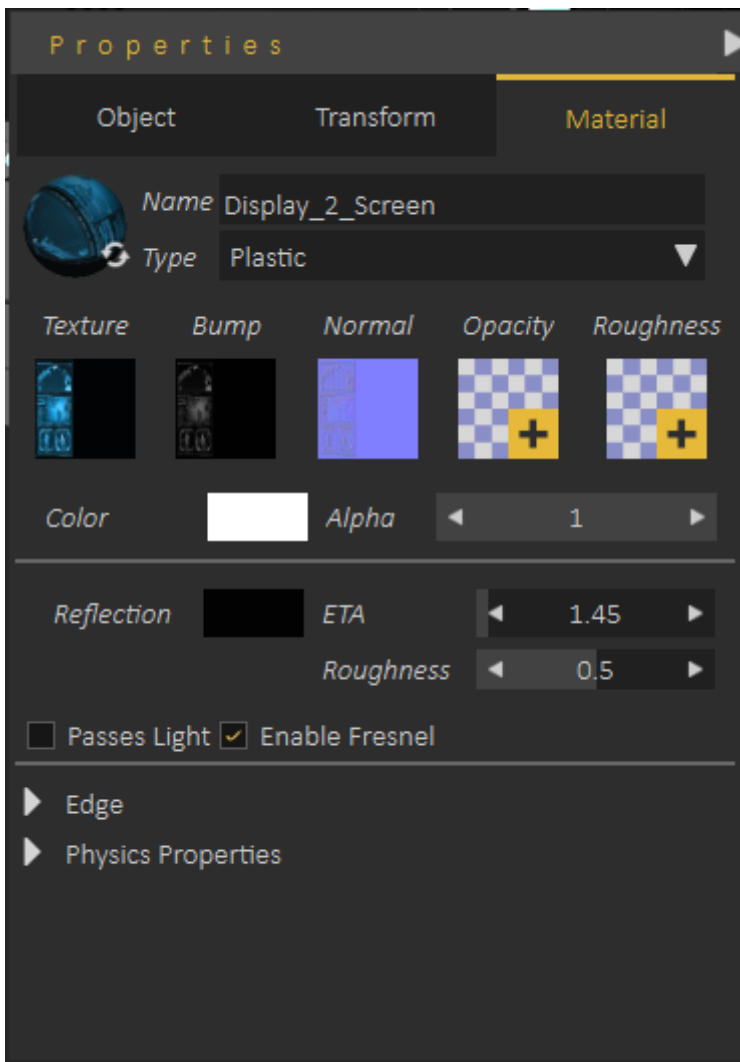
**Transform Tab** allows the user to view/modify local and global location, orientation and scale of the object and its pivot.



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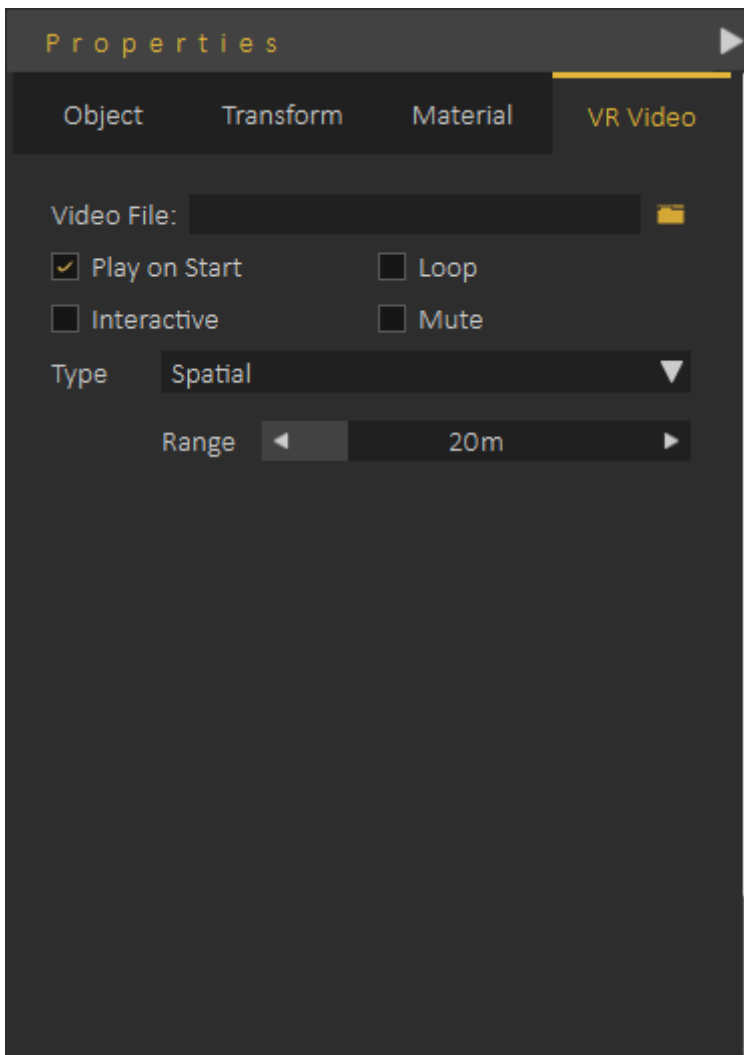
## Extra Tabs

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 Properties** 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

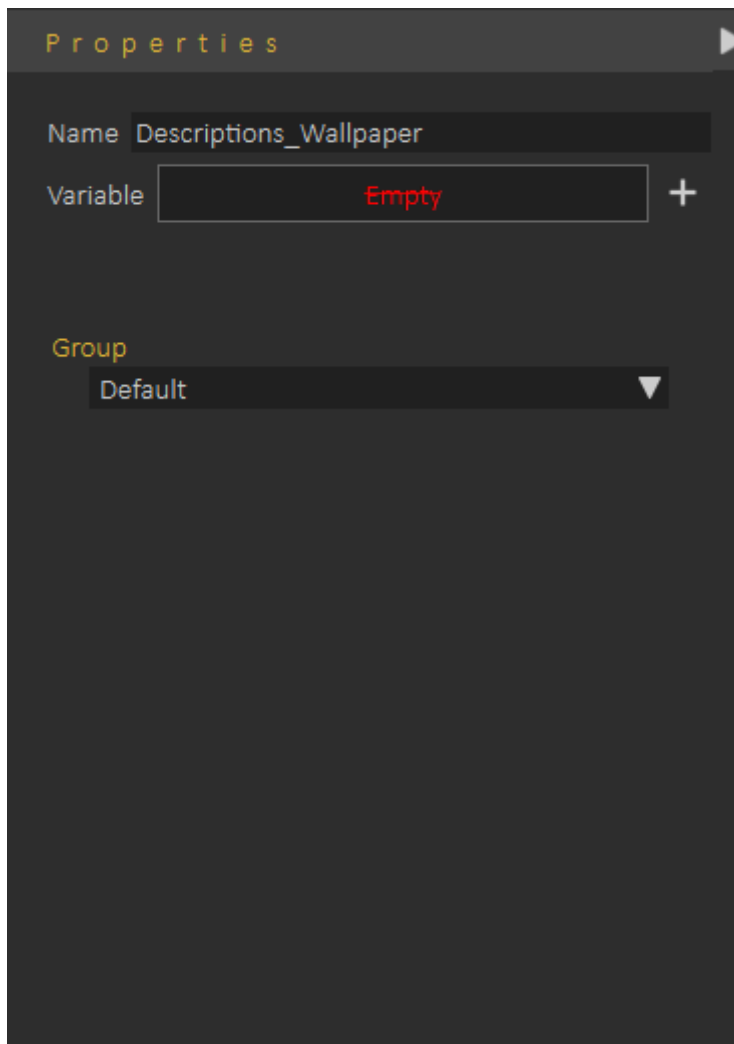


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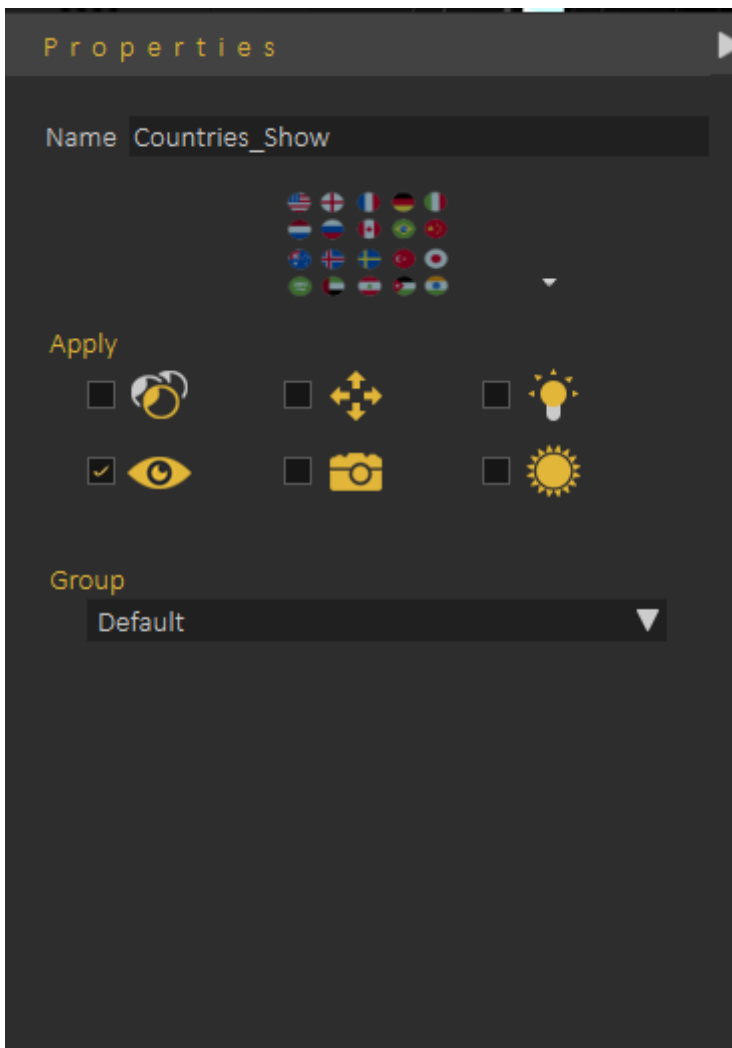
## Entity Panel

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 time line to view its properties in the **Properties Panel**

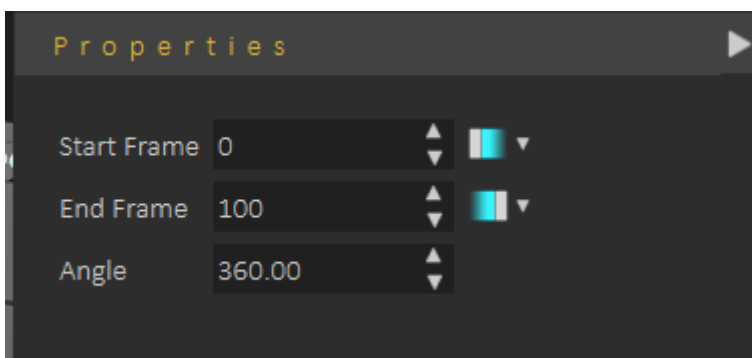
## Sequence Properties



Scene State Properties



## Key Frame Properties



## Environment Properties

By clicking on **Environment** (always the top element in Object Browser) , the **Properties Panel** will the **Environment Properties**

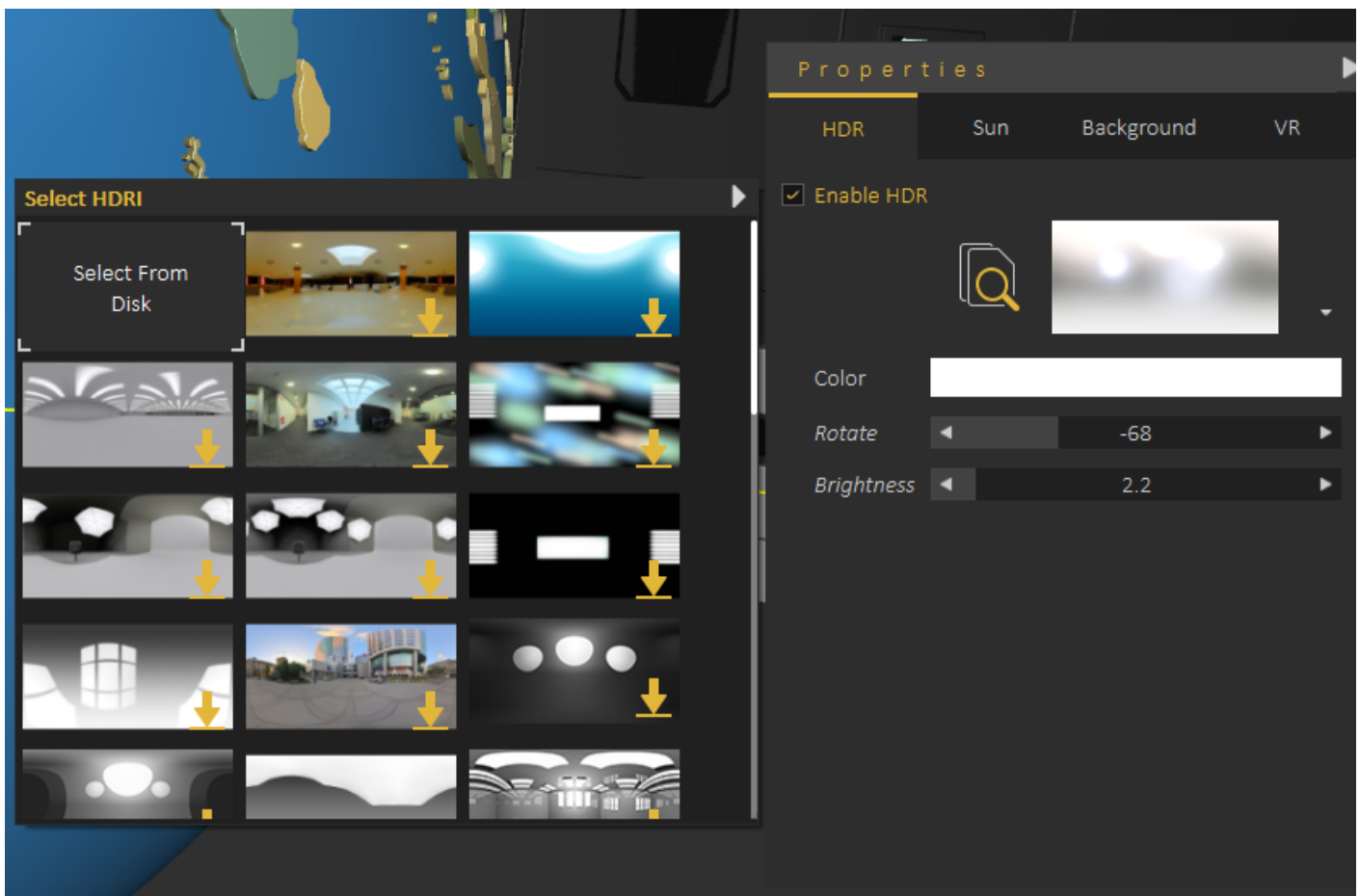
Environment properties include the following tabs



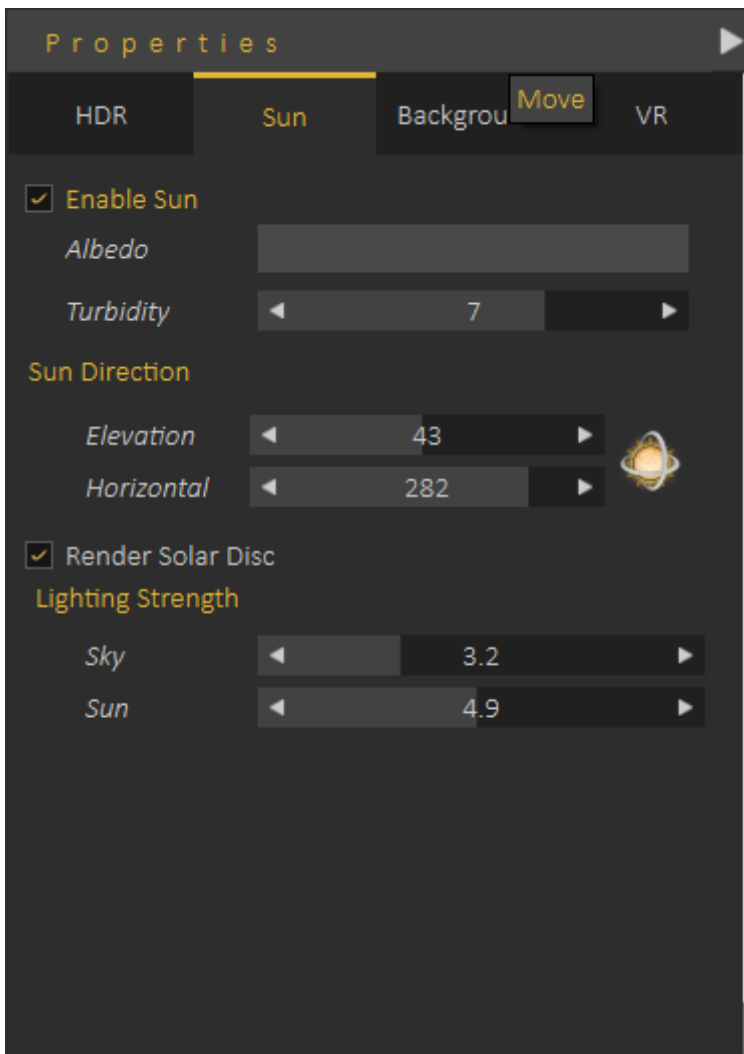
HDR  
Sun  
Background  
VR

## HDR Tab

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



## Sun Tab

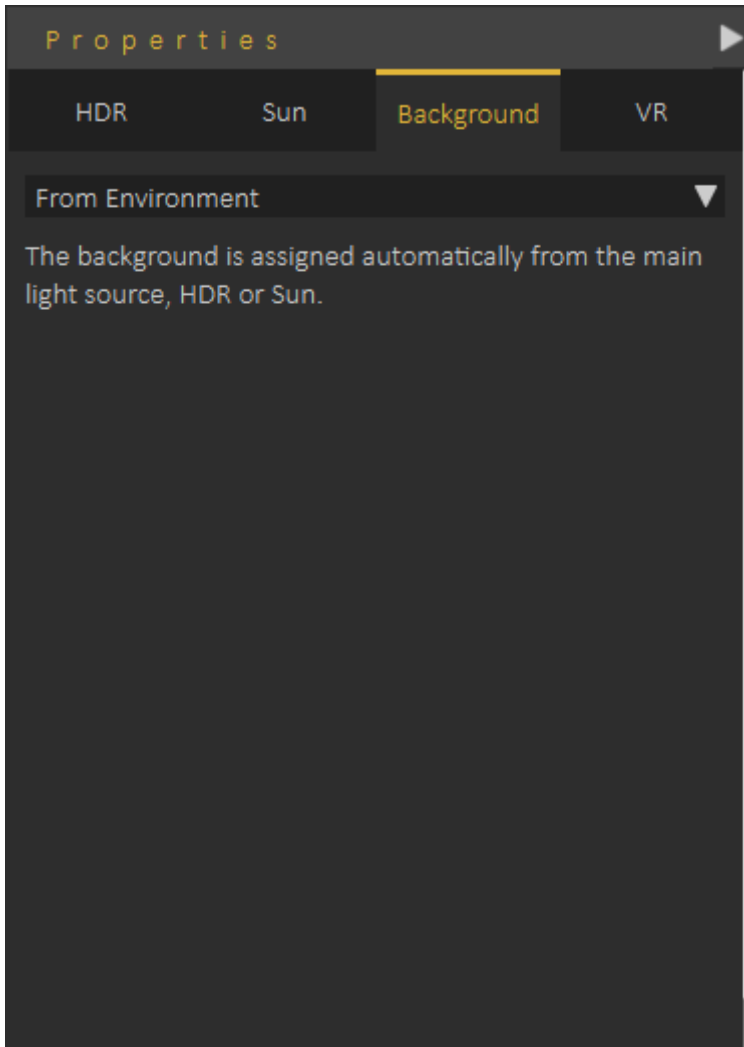


Sun tab allows the user to enable/disable sun effect, and to control sun/sky power in the scene

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

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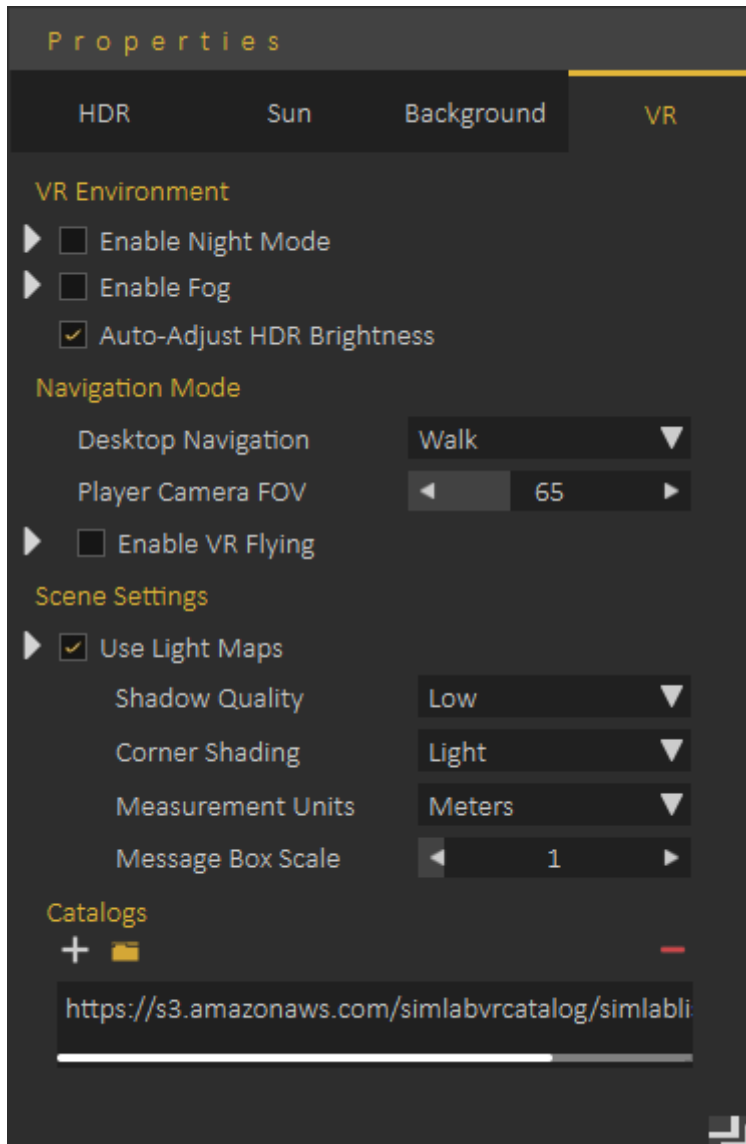
## Background Tab



This tabs allows the user to select background to be used for the VR scene, it can be from environment (HDR , or Sun) or the user can select a background image or Color to be used as a background

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## VR Tab



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

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