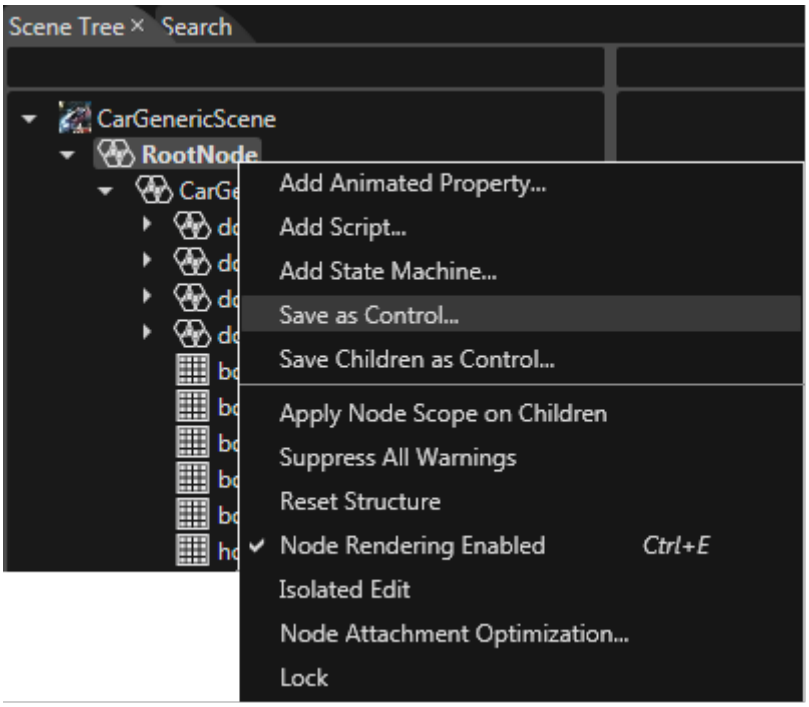
Create Controls

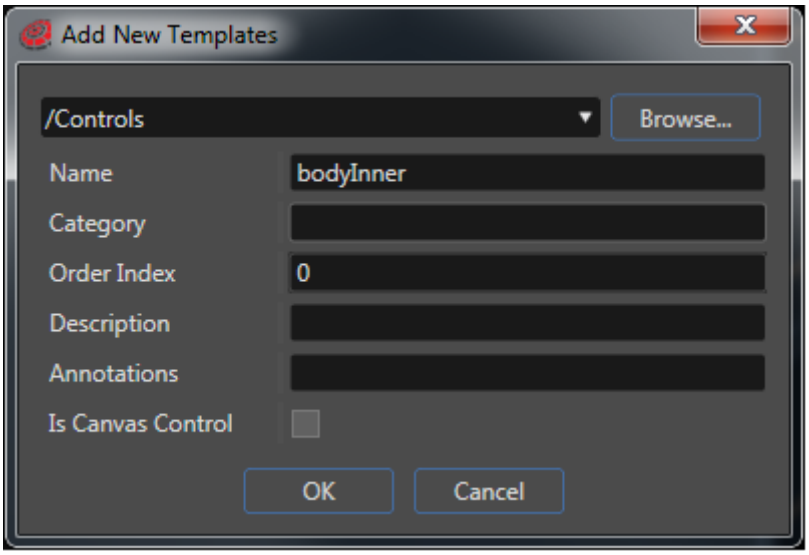
Save a Node As Control

Save nodes as control using:

- "Save as Control" context menu item on a selected node in the Scene Tree panel. The new control will contain both node and all its children.
- "Save Children as Control" context menu item on a selected node to create the control only from the node children. In this case, the control won't inherit the parent node's actual position, but will have default transformation properties instead.



In the "Add New Template" dialog, a location within the solution and a name for the new control is defined.



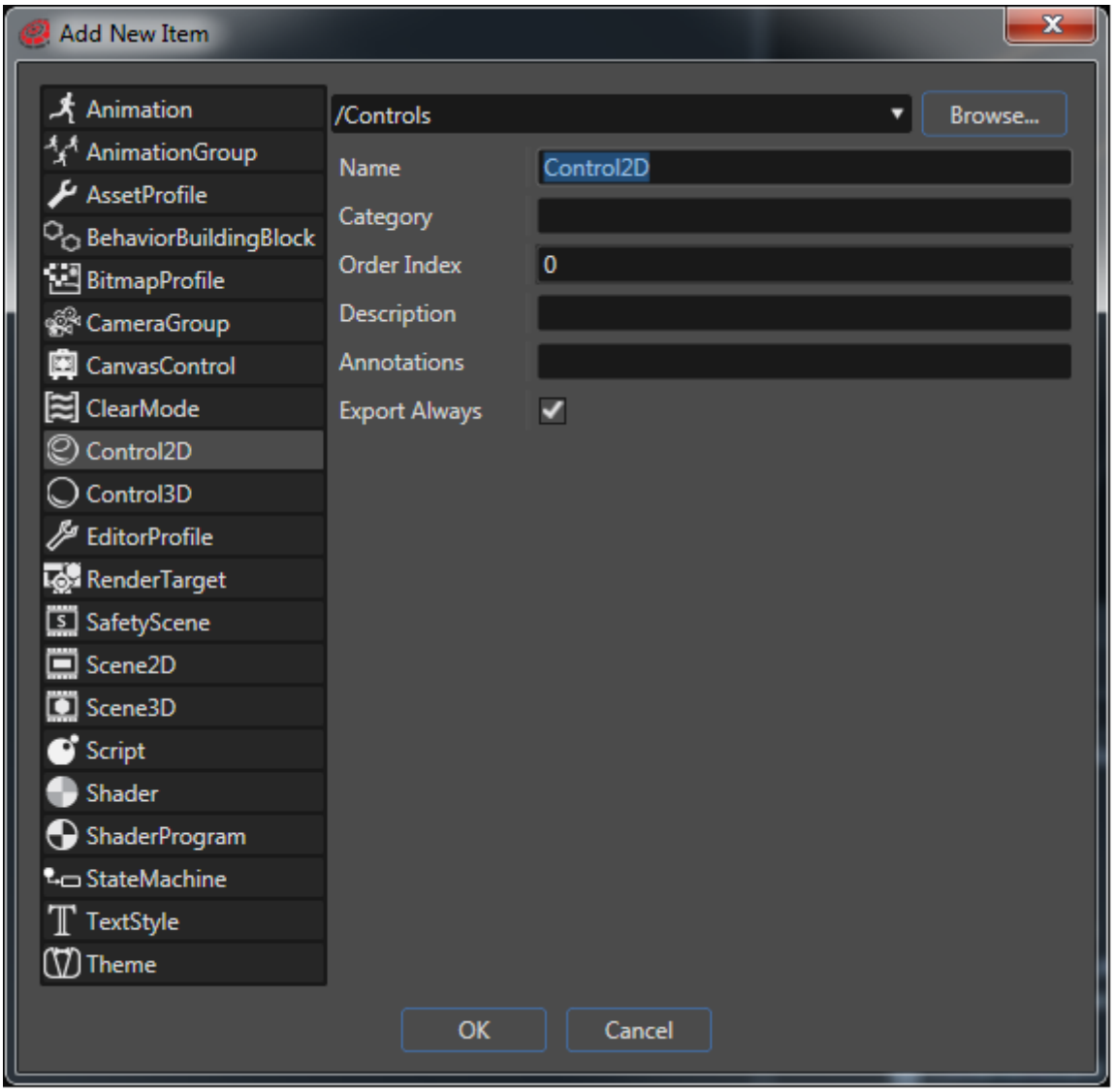
The new control will be available in the

- Solution Explorer panel, and in the
- Toolbox -> Controls.

Open the control for editing with a double click.

Create an Empty Control

In Solution Explorer, use the context menu "Add New Item" to create a new control.



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