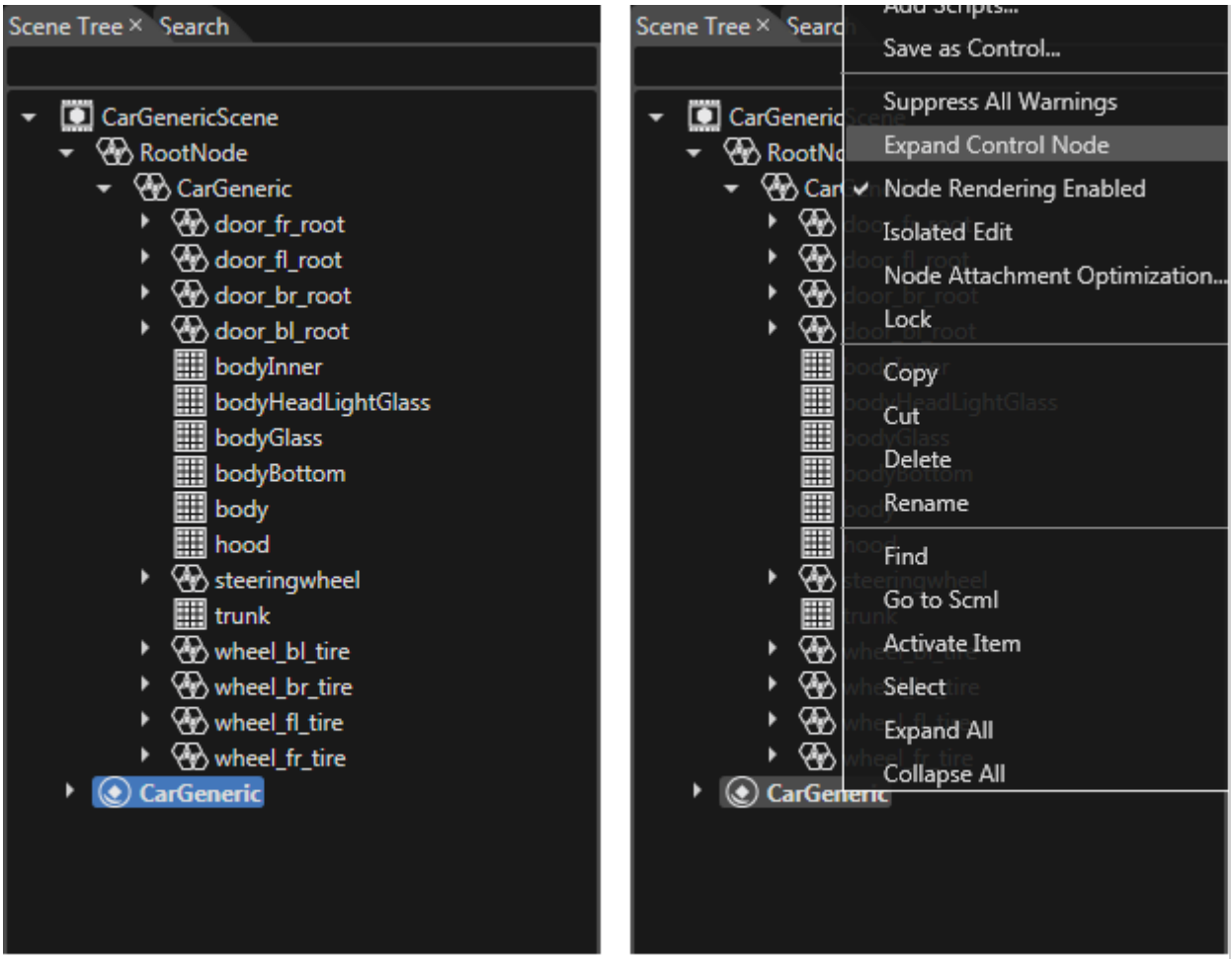
Expand Controls

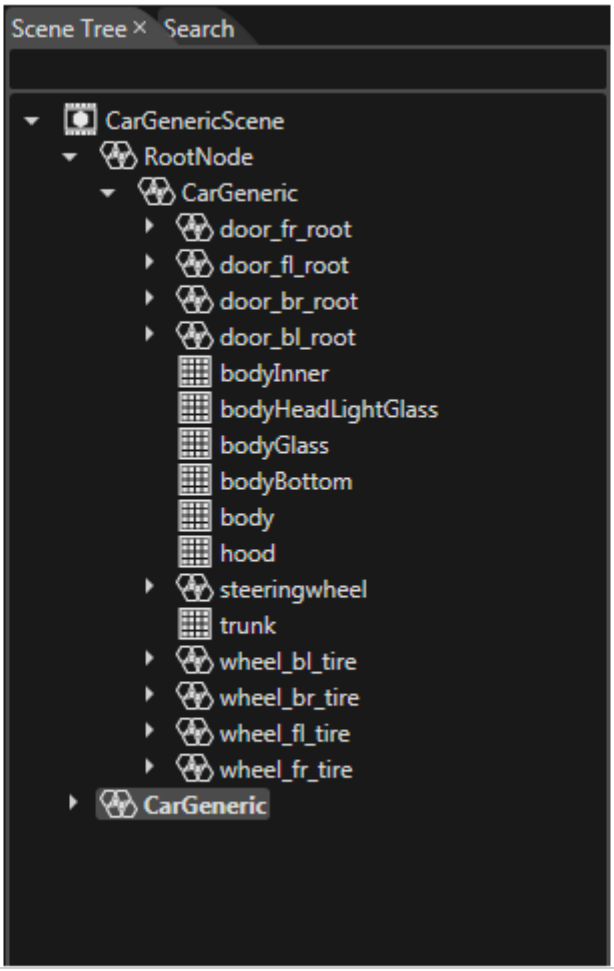
Expand Controls

If a control node needs to be customized for a specific set of scenes, it might be useful to decompose an existing control to create a new, customized version of it.

For this, use the context menu option "Expand Control Node" on a selected control.

In this case, the control node will lose the link to the original control source and will become a usual node; any modification of the control will not affect it anymore.


Scene Tree
Search
CarGenericScene
RootNode
CarGeneric
door_fr_root
door_fl_root
door_br_root
door_bl_root
bodyInner
bodyHeadLightGlass
bodyGlass
bodyBottom
body
hood
steeringwheel
trunk
wheel_bl_tire
wheel_br_tire
wheel_fl_tire
wheel_fr_tire
CarGeneric
Save as Control...
Suppress All Warnings
Expand Control Node
Node Rendering Enabled
Isolated Edit
Node Attachment Optimization...
Lock
Copy
Cut
Delete
Rename
Find
Go to Scml
Activate Item
Select
Expand All
Collapse All


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wheel_bl_tire
wheel_br_tire
wheel_fl_tire
wheel_fr_tire
CarGeneric

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