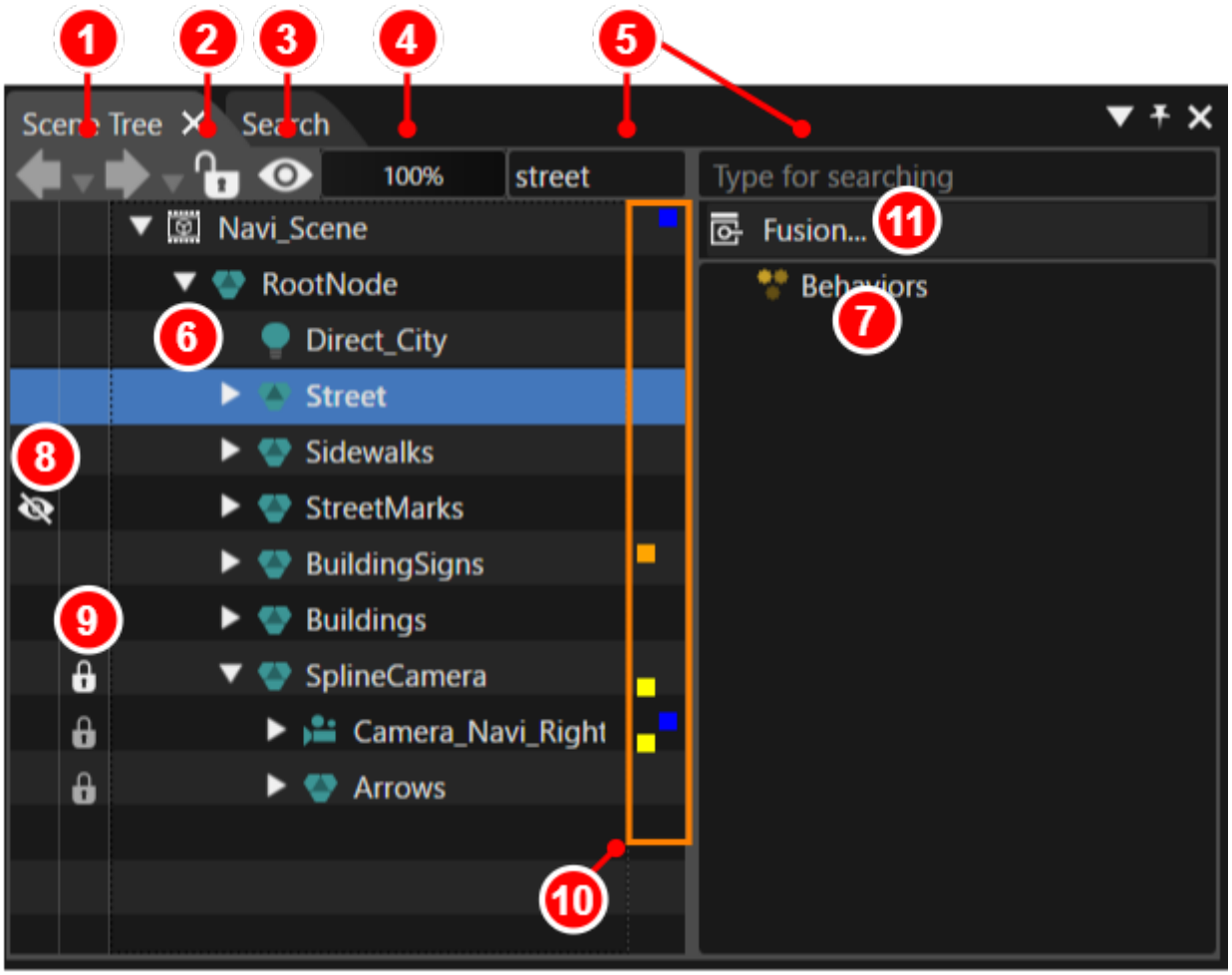
Scene Tree UI

This section explains the User Interface of the Scene Tree panel.



No.	Name	Description
1	Navigation buttons	The left and right arrow buttons allow you to navigate backward and forward through the history of opened scenes and controls. Clicking the small triangle located at the bottom-right corner of either arrows opens the **display history**, enabling quick access to previously viewed scenes. These buttons are disabled when no backward or forward navigation history is available

2	Lock button	Clicking this button **locks the selected node** in the scene tree. For additional details, refer to here. When a node is locked, a lock icon appears next to it, and all child node icons are displayed in **grey** to indicate their locked status.
3	Rendering button	This button is used to control whether the **selected node is rendered** at **design time** and **run time**. When rendering is disabled for a node, all of its child nodes are also excluded from rendering. When rendering is disabled for a node, a **rendering disabled icon** is displayed next to it.
4	Transparency	This function allows you to set the local **alpha transparency (Alpha Value)** of the selected node and all of its child nodes. The resulting transparency is calculated by combining the node's local alpha value with the alpha value defined in its material settings, producing the **effective alpha** used during rendering.
5	Search field	The search field allows you to search for items in both the **scene tree** and the **extra scene tree**. Nodes that match the entered keywords are automatically **highlighted**, making them easier to locate.
6	Scene tree	The scene tree displays all nodes that make up the scene shown in the **Scene Editor** panel. The nodes are organized hierarchically, reflecting the structure of the scene.
7	Extra scene tree	The extra scene tree displays the **behaviors assigned to the currently selected node**. This allows you to inspect and manage behavior-related settings independently from the main scene hierarchy.
8	Rendering disabled icon	When rendering is disabled using the **Rendering** button, a rendering disabled icon is displayed next to the corresponding node.

9	Lock icon	When a node is locked using **Lock** button, a **lock icon** is displayed next to that node. If the locked node has child nodes, they are also be displayed with a **greyed-out lock icon** to indicate that they belong to the locked hierarchy.
10	Annotation	The status of each node is indicated using **four-colour icons**, each representing a different type of annotation:. • **Orange** - The node has a **behavior** assigned. • **Blue** - The node has an **animation property** set. • **Yellow** - A **script** is assigned to the node. • **Red** - An **error, warning or message** is associated with the node.
11	Fusion	Clicking this button opens the **Fusion panel displaying** the Fusion diagram for the node currently selected in the scene tree.

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