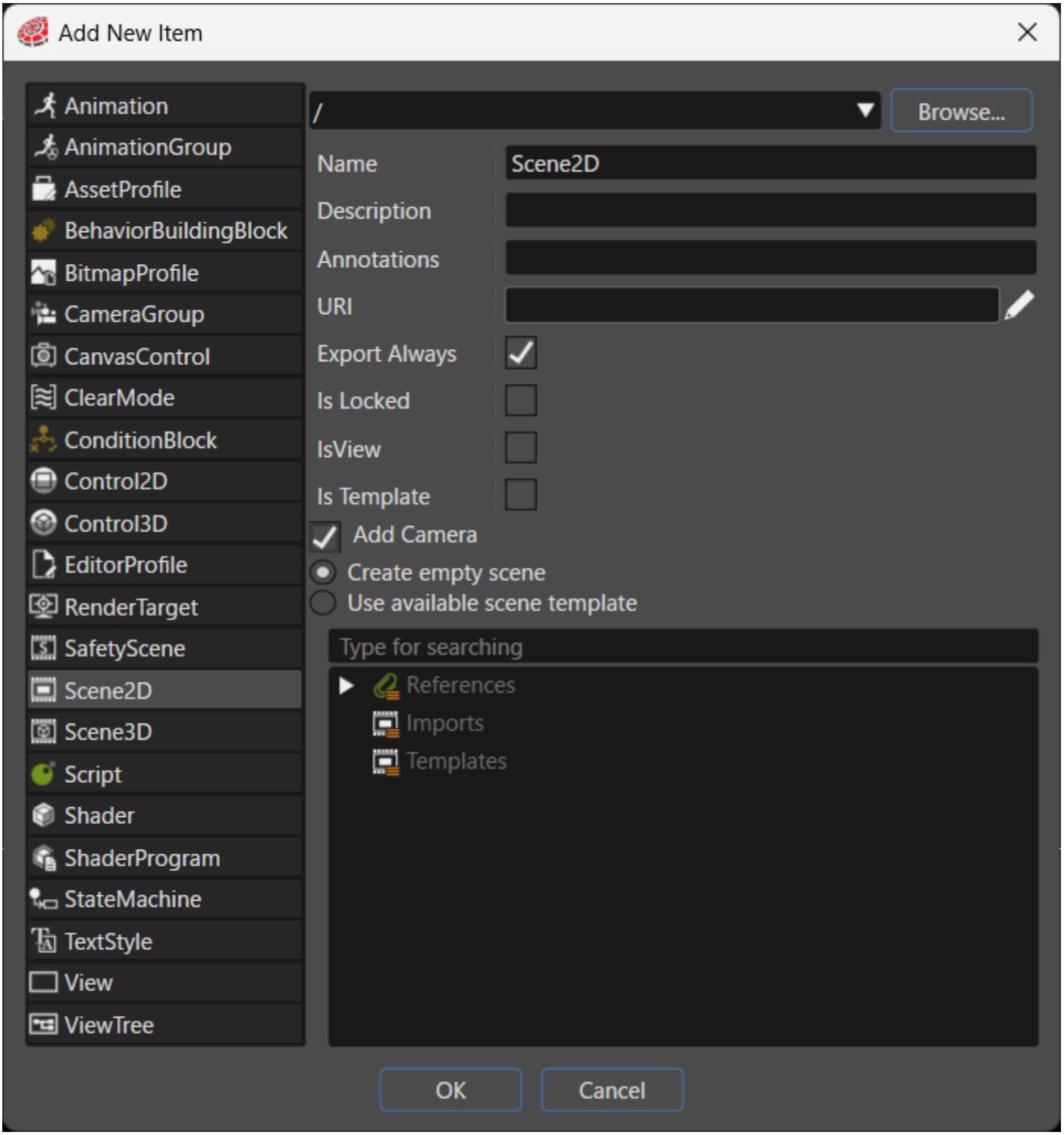
Scene2D

Adds a new 2D scene to the solution. You can choose whether to create an empty scene or to create the scene from an available scene template.



Item	Description
Destination path	Specifies the folder in the solution where the system places the new item. Click **Browse...** to select an existing folder.

Item	Description
Name	Sets the name of the new item.
Description	Describes the new item in detail.
Annotations	Serves as storage for notes and other project-related information. The system exports the entered text to the HMI report.
URI	You can set any URI. If you enter a valid URI, clicking it launches the browser and displays the contents of the link.
Export Always	Specifies whether the system always includes this item as part of the asset.
Is Locked	Specifies whether the item is locked.
IsView	Specifies whether the scene is also used as a View.
Is Template	When you enable this option, the scene becomes a template for creating other scenes.
Add Camera	Specifies whether to add a camera to the new scene.
Create empty scene / Use available scene template	Provides radio buttons that switch the creation method of the new scene. • Select **Create empty scene** to create an empty scene. • Select **Use available scene template** to choose a template from the template tree at the bottom.
Search	Provides a field that searches the template tree.
Template tree	Displays a tree view that lets you select the source template when you select **Use available scene template**.

Revision #2
Created 2026-06-22 05:49:12 UTC by Tsuyoshi.Kato
Updated 2026-09-14 04:12:19 UTC by Tsuyoshi.Kato