Searching

Search for Objects in a Solution

This chapter describes how to use the "Search" panel for advanced searching for objects in a solution.

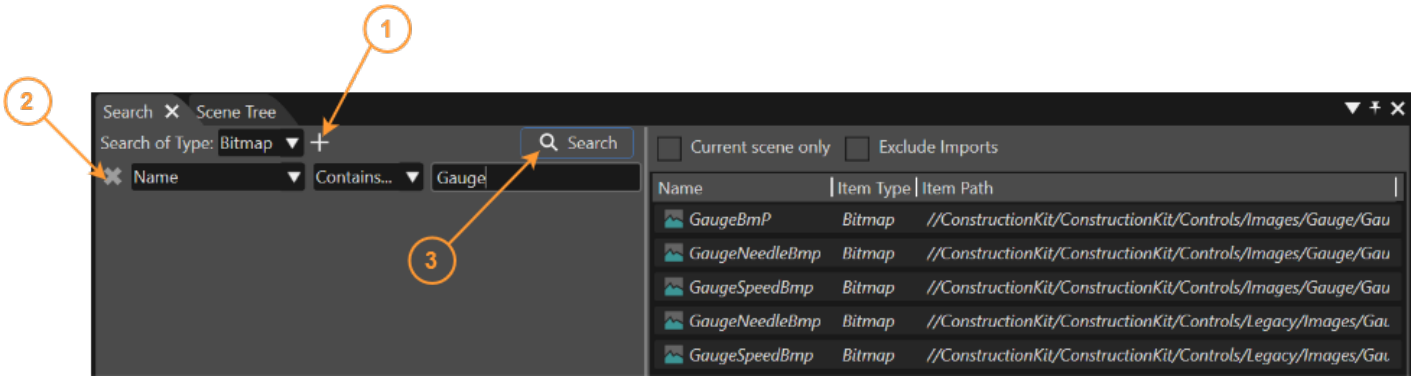
Specify Search Criteria

Make the Search tab visible in Scene panel. This can be done through the menu "View" - "Search". The select box "Search of Type" allows limiting the search to a specific type of object.

Objects of the following types can be distinguished (listed in alphabetical order):

Any object	3D Node	Control	Light	Scene
Any node	Animation	Control Node 2D	Material	Script Component
2D Camera	Appearance	Control Node 3D	Mesh	Texture
2D Node	Behavior	Effect	Render Node	Vertex Buffer
3D Camera	Bitmap	Folder	Render Target	Widget

In the list below the search type and the search button, specific search criteria can be defined related to a specific property of the selected object type. In the example below, a search for all Bitmaps is defined, where the name contains "Gauge".

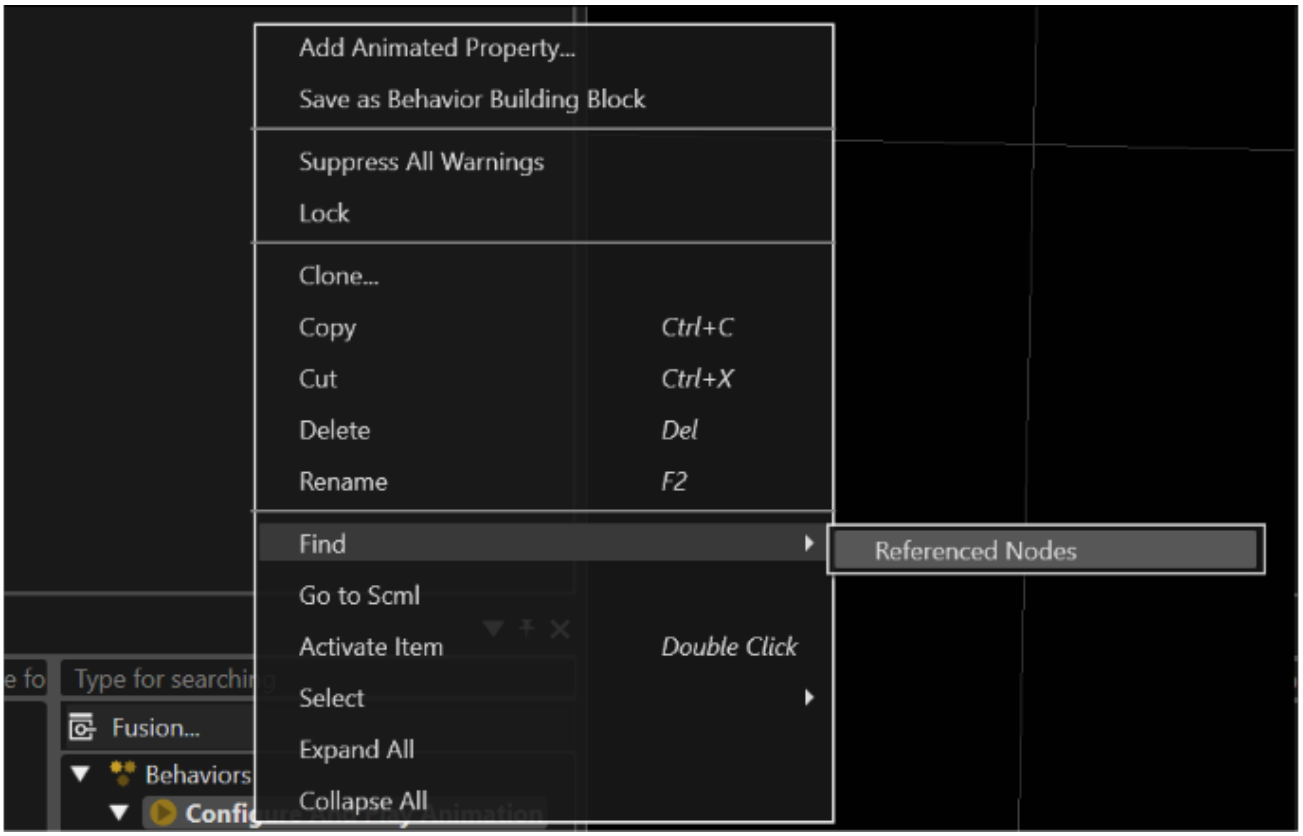


1. Adds additional search criteria. The search function will consider an "AND" operation between several search criteria.
2. Deletes an existing search criterion.
3. Triggers search action. Pressing the Enter key has the same effect.

It is possible to search nodes referred by a widget having property types "Node" and to search widgets which use a node or its descendant as widget properties. For convenience purpose this functionality is also offered as a context menu on widgets and nodes in the Solution Explorer.



Any referencing widget can be found by using the context menu via Scene Tree.



If a node is referenced by a widget, the node can be found by using the context menu via Widgets panel.

Search Results

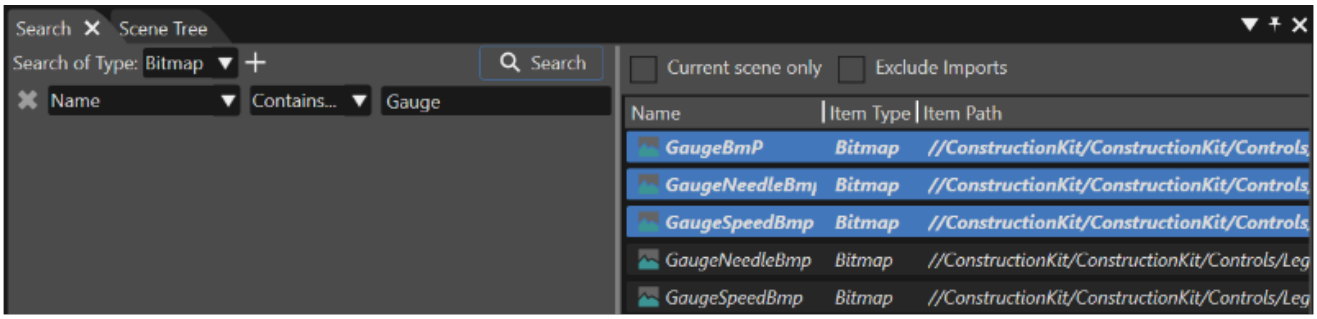
Search results are listed at the right area of the Search panel. Double-click on an object from the result list and it will be highlighted in the Scene tree. If the searched value cannot be converted to the property type selected, a warning message is displayed.

Multiple Selection and Editing

In the result list, multiple objects can be selected. The Properties panel will display all the common properties of the selected items:

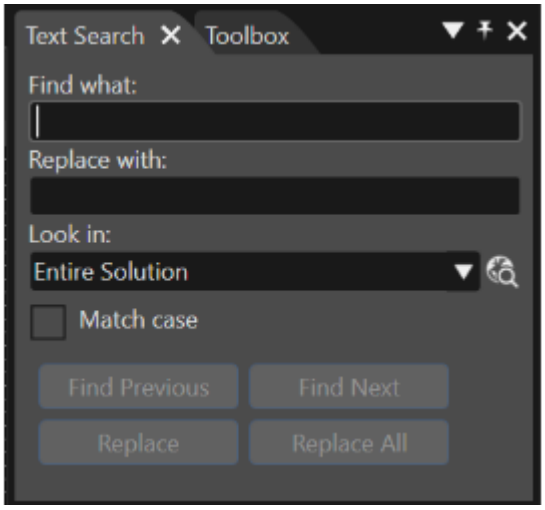
- The value column is filled only for properties with the same value for all selected items.
- For the rest of the properties the value column will stay empty.

It is possible to change the value of a property for all the selected items at once, by editing the property value in the Properties panel.



Text Search

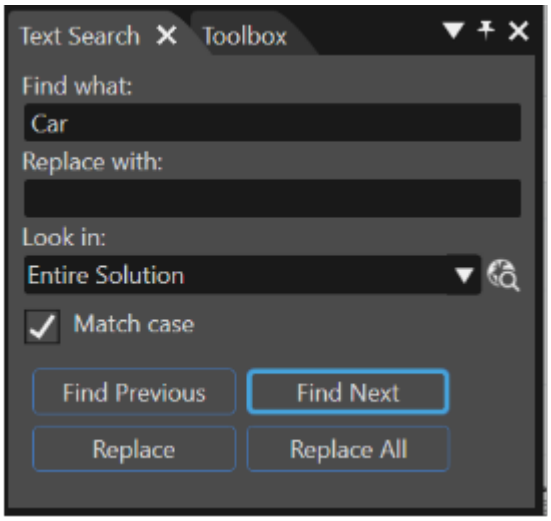
"Text Search" is a feature that provides the possibility to search a desired text inside a whole solution or just in a single scene.
Make the Search tab visible in Libraries panel via the menu "View" > "Text Search".



From a logical point of view, the first field that should be set is "Look in". You can select a single scene or the entire solution.

As soon as the "Find what" field is completed, the "Find Next" button becomes active. When the desired word is found, all the other buttons become active. In this way it is possible to find a previous text, or to go forward and find the next one. Replace any of the texts which are found in a solution by:

- using the "Replace" button this action is done for a single entry.
- using "Replace All" button this action is done for all the places where the desired word is found.



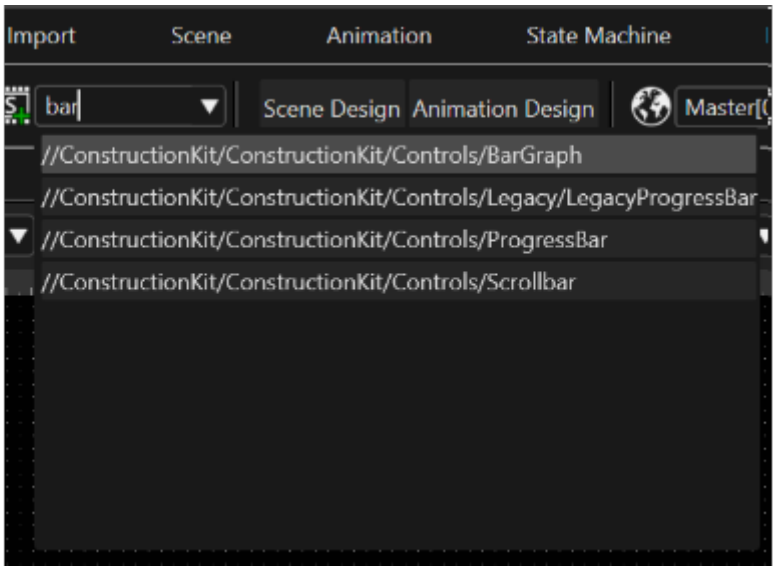
Case sensitive searching:

If the "Match case" check box is checked, only words that match the case of the word or phrase that you typed in the "Find what" field are found. For example, if you search for "Car" (with a capital "C"), the result includes "Car" but not "car".

> All the search events are displayed in the SCML Editor.

Type Ahead Search

In SceneComposer every search field offers the possibility to progressively search for and filter through text. When the text is typed, one or more possible matches for the text are found instantly and immediately presented to the user. This feedback allows stopping short of typing the entire word or phrase they were looking for. You may also choose a closely related option from the presented list.



To increase the flexibility and efficiency of searching it is possible to use different wildcards - characters that can be used as a substitute for any of a class of characters.

- The "Star wildcard" is the most frequently employed and the most useful wildcard, which is the same as an asterisk (*). The star wildcard can represent zero characters, all single characters or any string. For instance, we can use "c*rs" to find "cars" string.
- The "Question Mark" wildcard (?) is used to represent exactly one character, which can be any single character. Thus, two question marks in succession would represent any two characters in succession, and three question marks in succession would represent any string consisting of three characters. For example, it is possible to use five question marks in a row (?????) to find all the scenes that have names which contain five characters.
- The "Slash" (/) character can be used to follow a given path.

Search Helper

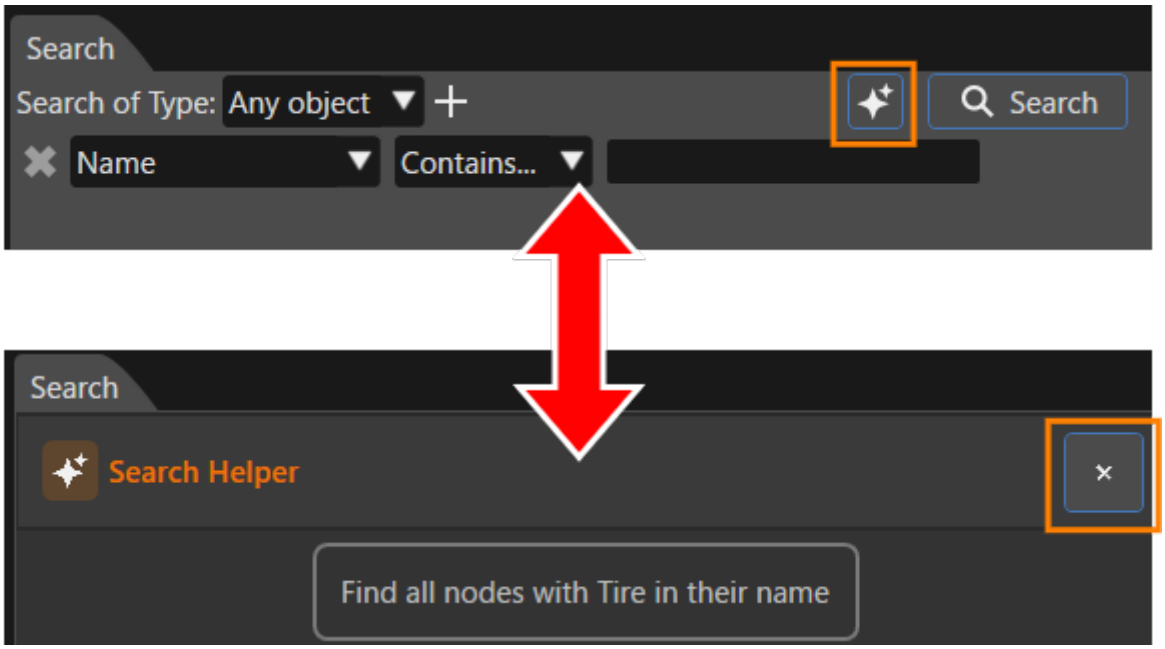
Search Helper is a feature that lets you build search criteria in natural language. When you describe what you want to find, **Search Helper** generates the corresponding search criteria, and you can apply them to the Search panel.

> **Search Helper** does not answer questions about how to use the product. When you need an explanation of an operation or a feature, use the product documentation (this document) or the Docs Agent panel.

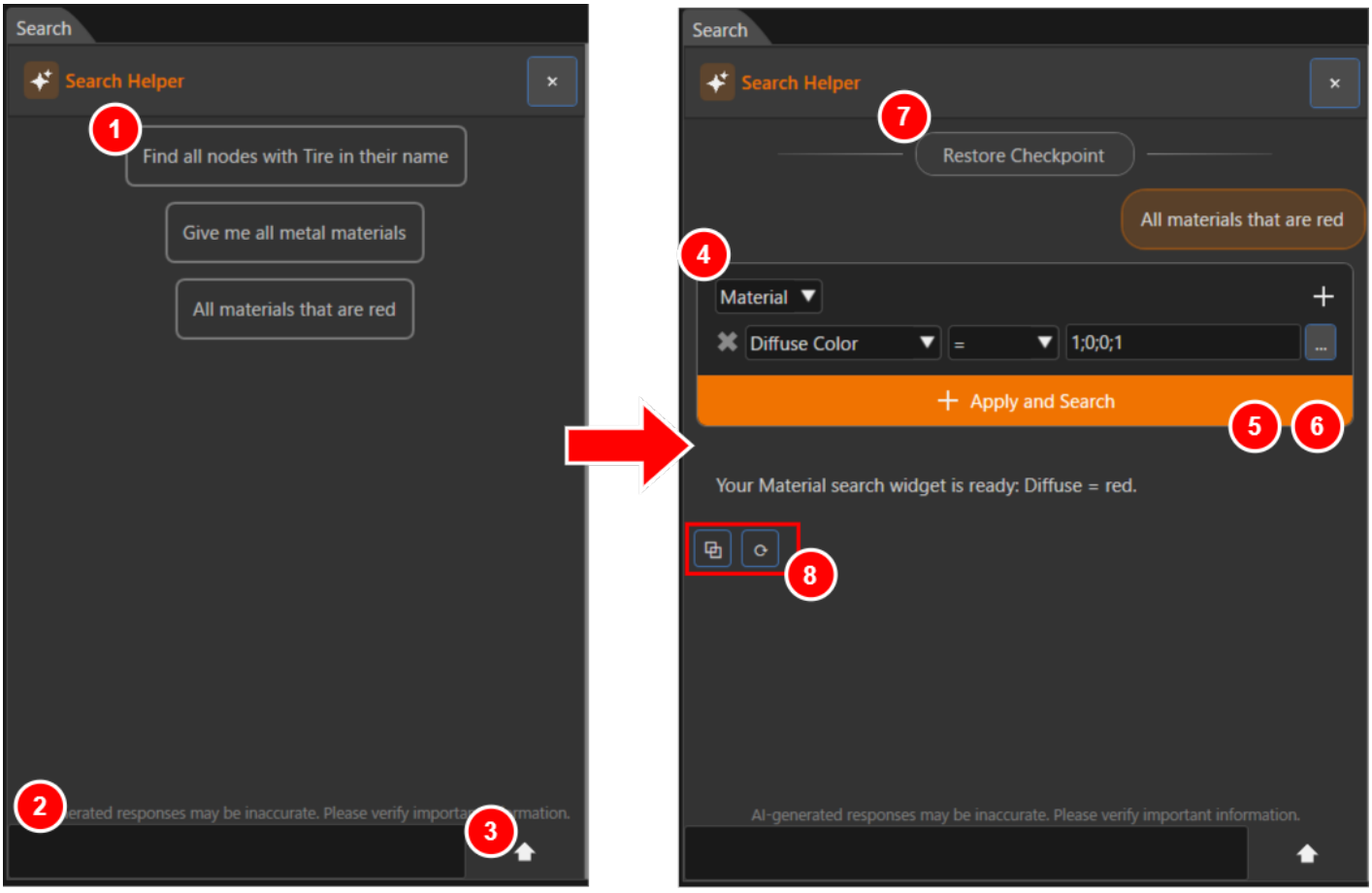
Search Helper communicates with the AI service through Candera Operator. For the settings, see **Preferences > AI Service**.

Opening and Closing **Search Helper**

Click the star icon in the Search panel. The **Search Helper** chat window appears and overlays the input area for the search criteria. To close the chat window, click the × button in the upper right corner.



Panel Layout



upon launch

after submitting a question

No	Item	Description
1	Suggested prompts	Suggested instructions that appear when the chat history is empty. When you click one, **Search Helper** sends it as it is.

2	Input field	Describe in words what you want to find.
3	Send button	Sends what you entered. Pressing the Enter key has the same effect.
4	Search criteria	Shows the generated search criteria in the same structure as the Search panel: search type, attribute, operator, and value. You can add, change, or delete them manually before you apply them.
5	Apply & Search	Applies the generated search criteria to the Search panel and runs the search. After **Search Helper** applies them, the button changes to **Undo**.
6	Undo	When you click **Apply & Search**, the button name changes to **Undo**. Click this button to revert the search criteria that you applied last.
7	Restore Checkpoint	Appears at each break in the construction of the search criteria. When you click it, **Search Helper** restores the search criteria of that point and runs the search again.
8	Action buttons	Appear when you hold the pointer over a message. They are hidden by default. You can copy the content and clear the chat history.

Basic Operations

1. Click the star icon in the Search panel to open **Search Helper**.
2. Enter what you want to find in the input field, and then press the Enter key or click the send button.
3. **Search Helper** generates the search criteria. Check them and, if necessary, add, change, or delete criteria manually.
4. Click **Apply & Search**. **Search Helper** overwrites the search criteria in the Search panel and runs the search.
   - The search results appear at the right side of the **Search Helper** window.
5. Check the search results. To return to the state before you applied the criteria, click **Undo**.
   - If you have built and run several sets of search criteria, click the **Restore Checkpoint** of the set that you want instead of clicking **Undo**. The results for that set appear.

> The result of clicking **Apply & Search** appears in the search results at the right side of the Search panel. The display of the **Search Helper** chat window does not change.

Refining the Criteria

Search Helper knows the search criteria that exist at the moment you send an instruction. Therefore, you can instruct it to refine the criteria relative to the previous ones, for example, "of those, only the ones whose name contains Rect".

If the Search panel cannot handle the criteria that you instruct, **Search Helper** tells you so. If it cannot determine the criteria from your instruction, it asks you to confirm.

Checking the Generated Search Criteria

> The generated search criteria do not always match the intent of your instruction. Always check the generated search criteria before you click **Apply & Search**.

If you instruct a condition that the operators of the Search panel cannot express directly, **Search Helper** might select an operator that does not match your intent. For example, if you instruct "the ones whose name does not contain Cluster" and Search Helper selects `!=`, the condition becomes "does not exactly match Cluster", and **Search Helper** does not exclude names such as `Cluster_Speed`.

You can change the generated search criteria manually as long as you have not applied them. If they do not match your intent, correct the operator or the value, or give the instruction again.

Restore Checkpoint

Each time you send an instruction, **Search Helper** saves the search criteria of that moment as a checkpoint. When you click **Restore Checkpoint**, which appears at each break in the exchange, **Search Helper** restores the search criteria of that point and runs the search again.

Action	Chat history and checkpoints
Close **Search Helper** and open it again	Retained
Close the Search panel and open it again	Retained
Restart Scene Composer	Cleared

Troubleshooting

If **Search Helper** shows `Client could not connect.` in a red error box, Scene Composer cannot connect to Candera Operator. Open **File > Preferences** from the menu bar, go to **Environment > AI Service**, and check the settings and the connection.

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