



"ProGroups 2" Documentation

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Helpful Links:

- **NEW:** Online, Always-Updated Documentation: www.procore3d.com/docs/progroups
- Tutorial Videos + Full Info: www.procore3d.com/progroups
- Support and Troubleshooting: www.procore3d.com/forum

Optional Registration:

If you would like to receive updates and info directly via email, please "Register" your purchase by sending the invoice # to contact@procore3d.com. Thank you!

Thanks for purchasing ProGroups, your support allows us to keep updating and developing all the ProCore tools!

Overview

ProGroups allows you to organize objects in your scene into "selection sets", **without modifying the objects or hierarchy** at all. Then, use the extremely intuitive and simple interface to **quickly show or hide, freeze or unfreeze**, and select entire groups at once.

While simple in nature, this feature allows you to work with even the most complex scenes (and small ones too) with ease and control. **As always, saving you time, trouble, and sanity!**

Installation and Setup

1. If you haven't already, open Unity
2. Find the ProGroups package in your file browser, and double-click it
3. Unity will show an "import files" dialogue- just click "yes" and import all files
4. Open the ProGroups panel via [Tools > ProGroups > ProGroups Window](#), from the top toolbar.

Getting Started with ProGroups

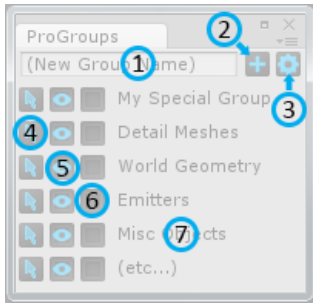
Visual Learners: You can check out the demo videos on www.procore3d.com/progroups for a visual demonstration!

ProGroups works differently than simple "hierarchy" organization. ProGroups does not alter or modify your objects or hierarchy in any way. This allows you to have any object in multiple Groups, and to keep your hierarchy clean and efficient.

1. From the top menu, choose [Tools > ProGroups > ProGroups Window](#)
 2. The ProGroups window will now appear as a dockable panel. You can either leave it floating, or dock it in your GUI.
 3. The ProGroups window has two modes: [Normal](#) and [Modify](#). Normal mode is where you will typically stay. You can create new groups, view group names, toggle visibility and frozen status, and select all objects in each group.
 4. Modify mode lets you change group names, remove groups, add objects to groups, replace all objects in a group, and re-order your groups.
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The ProGroups GUI

Normal Mode



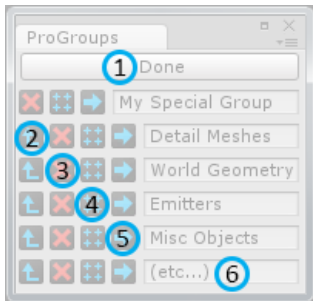
1. Before creating a new group (2), you can specify a group name here.
2. Click the plus icon to create a new group from the current selection.
3. Click the gear icon to modify the order, names, and contents of groups.
4. Click the pointer icon to select all items in this group.
5. Click the eye icon to hide or show objects in this group. Hold **Alt** to hide all other groups (isolate).
6. Click the snowflake icon to freeze or un-freeze the current selection. Freezing a group means that the objects may not be edited in any way.
7. The group name. Double-click to edit this value, or single click to select objects in this group. The number of items currently in this group will be displayed to the far right.

When in **Normal** mode, you may drag objects from the Hierarchy window to create new groups. Dragging objects over existing group entries will add those objects to that group. Dragging objects into an empty space of the window will create a new group.

As you're working ProGroups will highlight groups that contain objects that are in your current selection.

Modify Mode

Modify mode makes it easy to edit many groups simultaneously.



1. Exit **Modify** mode
2. Move the group up one level in the list.
 - (2b) Move the group down one in the list.
3. Remove the Group
 1. All objects will be un-hidden and un-frozen.
 2. No objects will be deleted!
4. Add selected objects to the Group
5. Rebuild the Group with selected objects
6. Text field for renaming the Group

Extra

Documentation is great reference, but lousy teaching. To really get the most out of ProGroups, be sure to check out all the videos and info at: www.procore3d.com/progroups

Don't forget to join the ProCore Forum, where you can find all sorts of community help, advice, and inspiration: www.procore3d.com/forum Lastly, I always love to see how these tools help others- send me your own images or videos, and I will post them up on the official page as well!