



# Editor Table

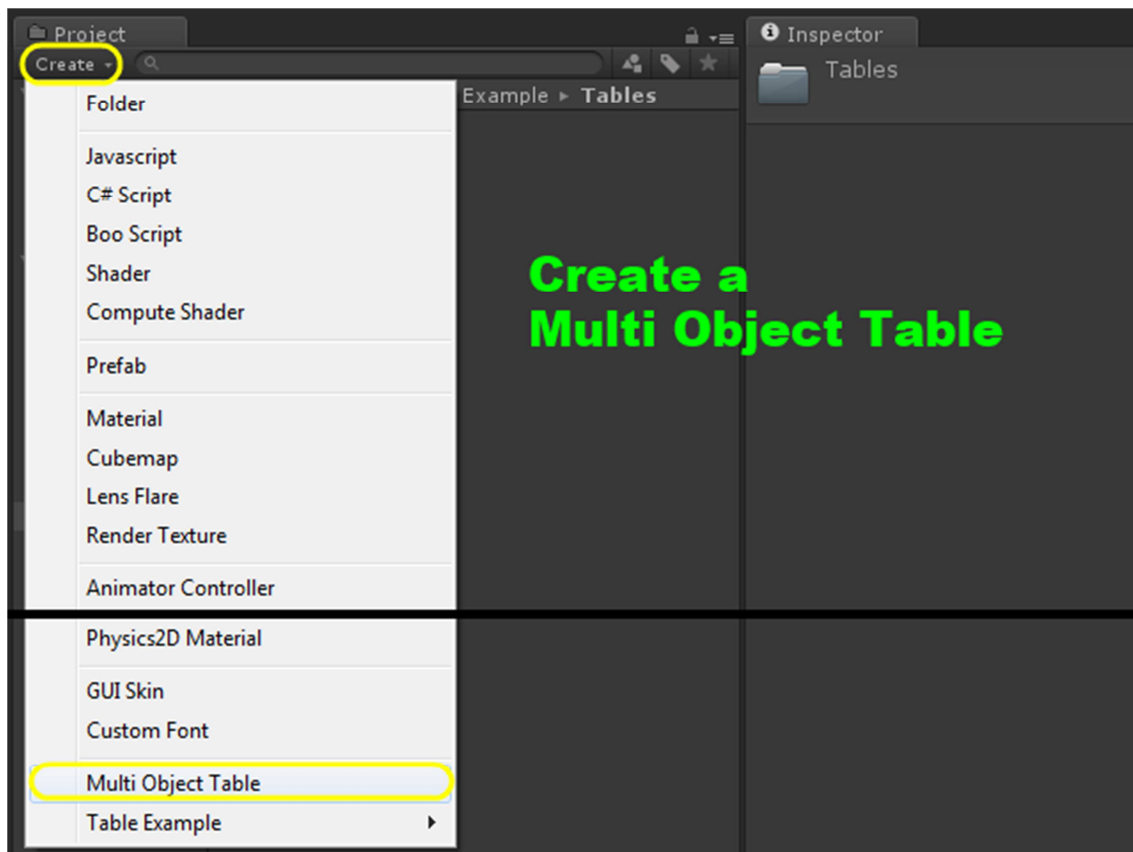
Quick Reference

# Creating a table

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Right click in the Project Pane to access the Create menu, or use the Create Button in the left top corner of the Project Pane. There you can find the “Multi Object Table”.

You can rename, move and delete it just like any other asset.

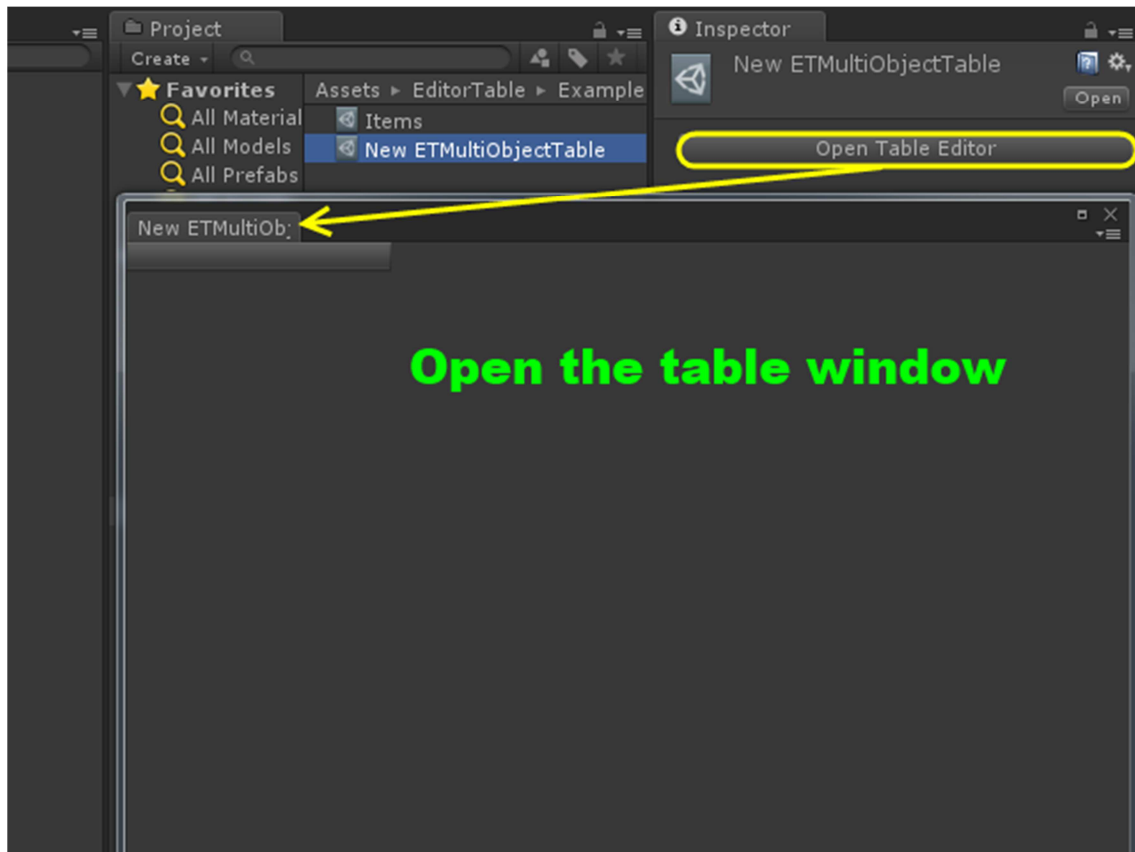


# Opening the table editor

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To open the table window, click the “Open Table Editor” button in the inspector.

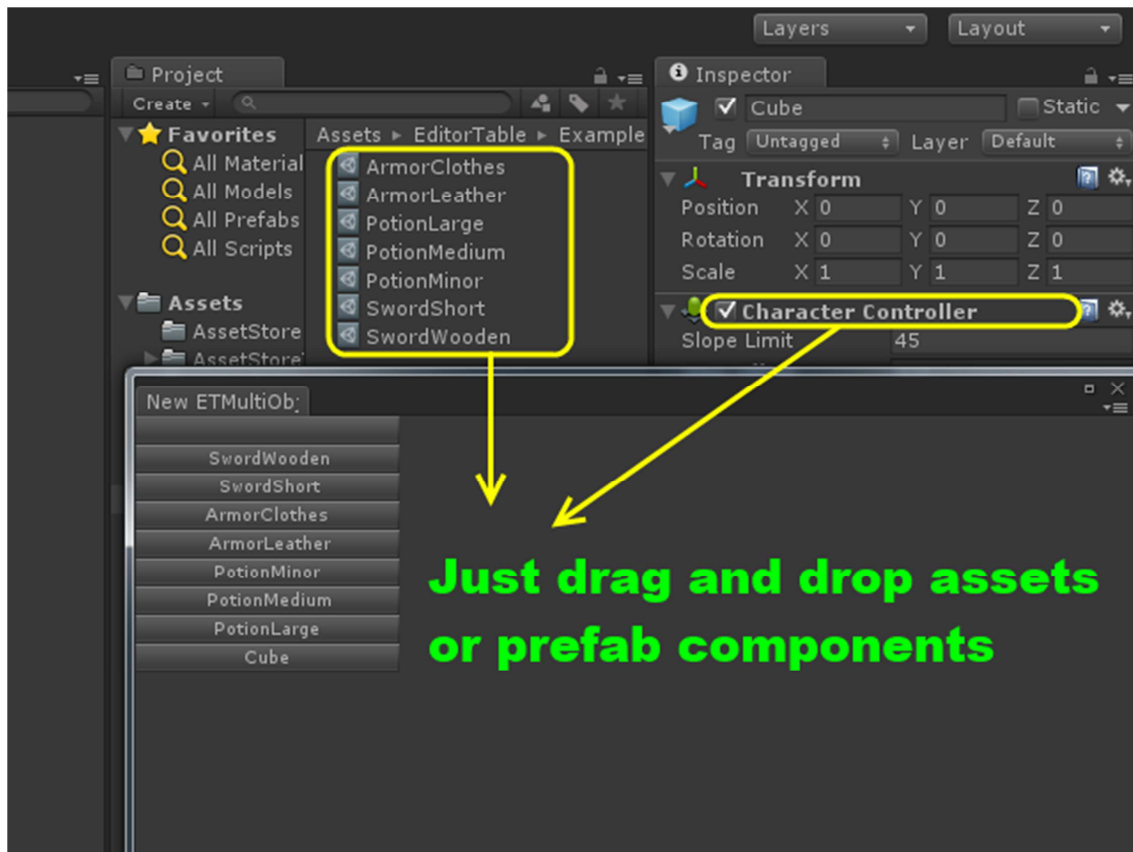
You may have multiple table windows open at the same time.



# Adding a row

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To add an object to the table just drag and drop it in the table window. To edit a prefab component you must drag the component, not the prefab (to drag the component, drag its title in the inspector, not the prefab in project pane).



Be aware that the table accepts only assets or prefabs (it will ignore objects in the hierarchy).

# Adding a Column

To add a column, click the row and in “Add Column” select the property to be added in the table.

