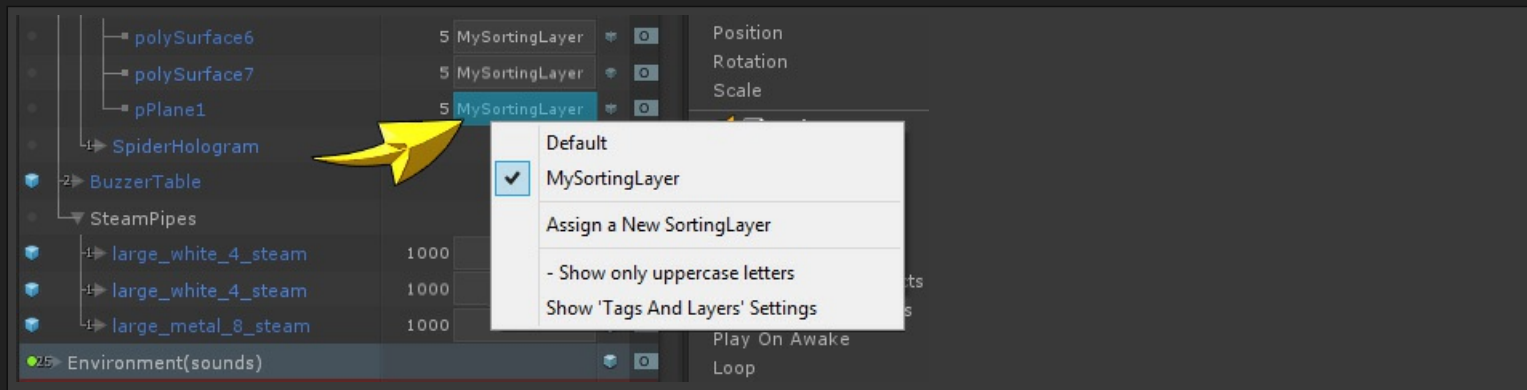
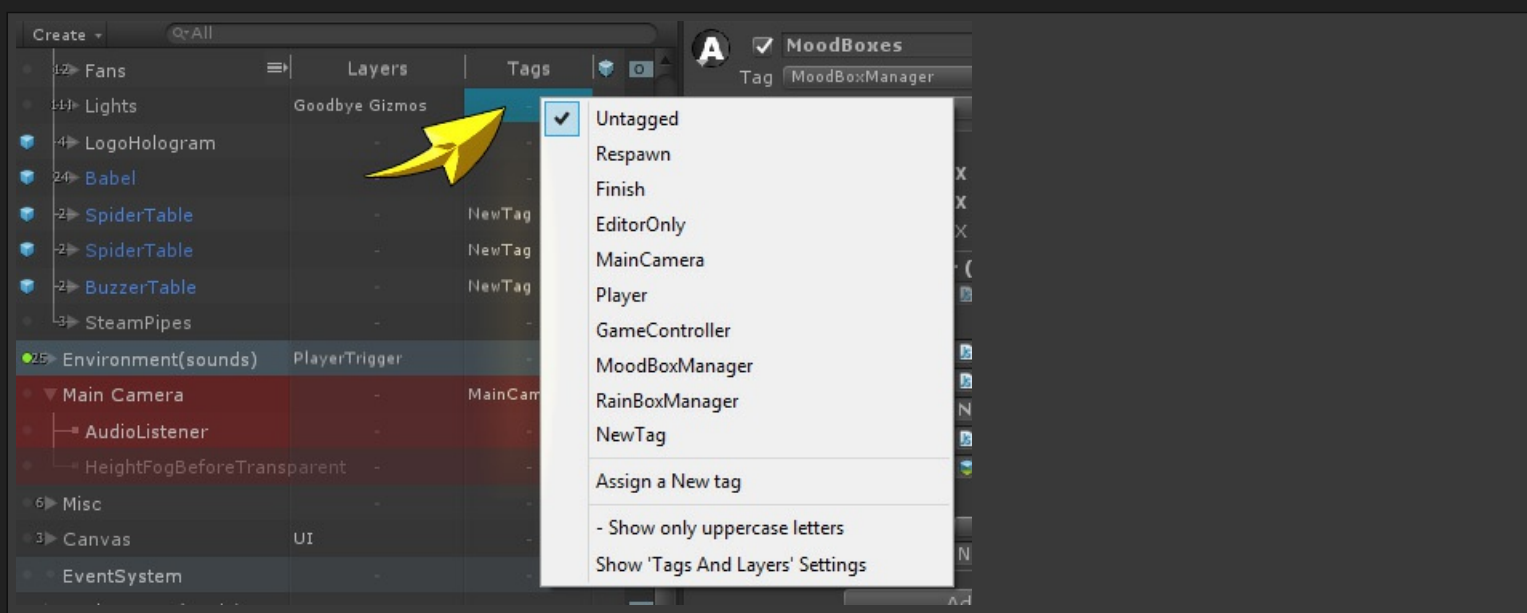


Easy access to layers and tags facilitates the workflow.	You can customize the width and order right in the hierarchy window.
Sprite Orders	Parameters of the order of sprites in the rendering. Sorting Layers and Sorting Order
Tags	Tags create small groups of objects similar in the game logic
Layers	Layers divide the game space into categories with different properties, in logic, rendering and physics

To change or assign a sprite sorting order, left-click on the corresponding field.

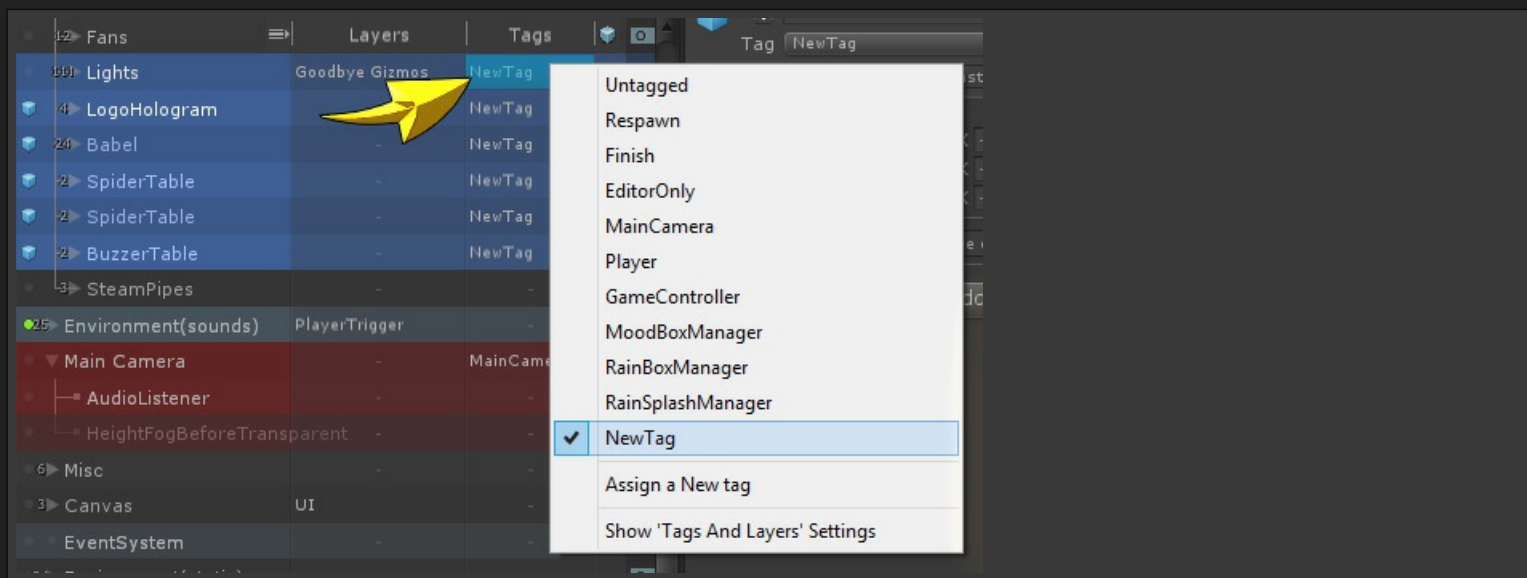


To change or assign a tag or layer, left-click on the corresponding field.

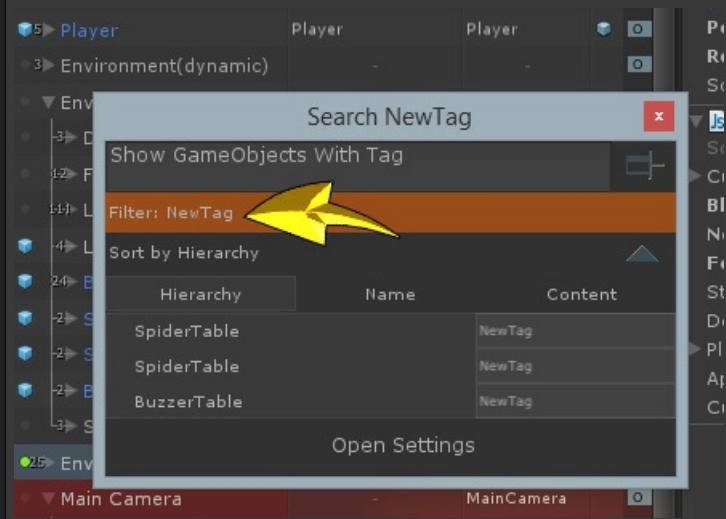


Tags & Layers	Applies an existing tag or layer for specified or selected objects
Assign a New '...'	Creates a new tag or layer and applies it
Show only uppercase letters	Displays only capital letters and numbers in the title
Show 'Tags And Layers' Settings	Opens the standard settings window for tags and layers

To change or assign a tag or layer for several objects, select several objects and click on the field of the selected object.



To open the search window, right-click on a tag or layer.



To search for all tag or layer which are in the current scene, right-click on the name of the module or the empty field of the note.

