

This module allows you to lock objects for any changes. Locked objects cannot be selected in the scene window, but this option can be turned off in the settings window.

To lock the object, left-click on the module field. To lock multiple objects, click and drag.



Children of locked objects are also automatically blocked. You can use 'ALT + SHIFT + L' to switch the lock status, and 'CTRL + ALT + SHIFT + L' to unlock all the locked objects.

To lock all the selected objects, hold down 'CTRL' and left-click on the module field.



To open the search window for all locked objects, right-click on the module field or the module header.

