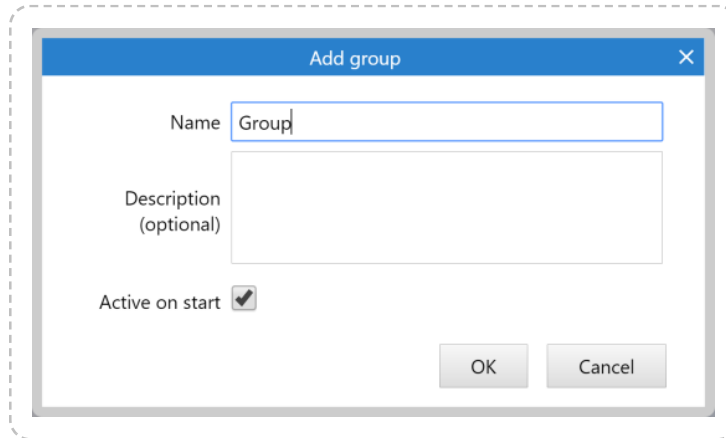


# ADD/EDIT EVENT GROUP DIALOG

View online: <https://www.construct.net/en/make-games/manuals/construct-3/interface/dialogs/event-group>

The **Add/Edit Event Group dialog** contains settings for a **group** of **events**.



This dialog has the following fields.

## Name

A name identifying this event group, displayed as its title in the event sheet. When enabling or disabling event groups, the name identifies the group.

## Description Optional

An optional description summarising what the events in the group do, for your organisational purposes. This is displayed beneath the group title in the event sheet.

## Active on start

Determine whether or not the event group is enabled when the project begins. If this is unchecked, the event group is disabled, and none of the events inside it will run until it is enabled by the *Set group active* system action. Groups which are inactive on start are displayed with faded out text in their header.