

"ProGroups" Documentation

2-19-2014; v1.0.2

tutorial videos + more at:

["www.procore3d.com/progroups"](http://www.procore3d.com/progroups)

Note: If you would like to receive updates, beta access, and info via email also, you can "register":

To register, just send an email with your invoice number to "contact@procore3d.com". This is not at all required, but allows me to send you updates instantly. I also send out a newsletter once a month or so, with info on new features, bug fixes, tools, etc. I will never use/sell/etc your email for anything other than ProCore info, I hate spam too!

Description:

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

Installation of ProGroups is standard Unity procedure:

1. If you haven't already, open Unity
2. If you are upgrading, and currently have a folder named "6by7", rename it to "ProCore"
 - a. If you had any other tools installed to the "6by7" folder, make sure you update those as well!
3. Find the ProGroups package in your file browser, and double-click it
4. Unity will show an "import files" dialogue- just click "yes" and import all files
 - a. Allow any overwrites if prompted
 - b. After the files are installed, do not move them- location is important

Using ProGroups

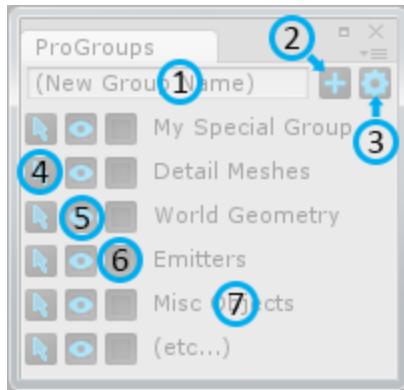
Visual Learners: You can check out the demo videos on "www.procore3d.com/progroups" for a visual demonstration!

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 > Open ProGroups Window"
2. The "ProGroups Panel" will now appear as a floating panel. You can either leave it floating, or dock it in your GUI. We recommend in a vertical space next to your Hierarchy.

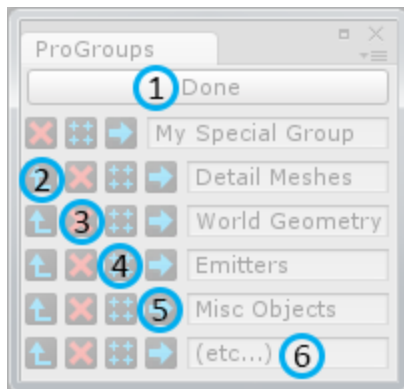
3. The ProGroups Panel has two modes- “Normal” and “Modify”, which you can quickly toggle between, as shown in the images below.
 - a. Normal mode is where you will typically stay. You can create new Groups, view all your Group’s names, toggle visibility and frozen status, and select all objects in each Group.
 - b. Modify mode lets you change Group names, remove Groups, add objects to Groups, replace all objects in a Group, and re-order your Groups.

The ProGroups GUI



Normal Mode

1. Before creating a new Group, you can name it here
2. Create a new Group from the selected objects
 - a. Or, use “CTRL + G” on your keyboard!
3. Swap to Modify Mode
4. Select all objects in the Group
5. Toggle Visibility of all objects in the Group
 - a. Hold “ALT” when clicking to hide all other groups
6. Toggle Frozen status of all objects in the Group
 - a. “Frozen” objects cannot be modified or deleted
7. Displays the Group’s name



Modify Mode

1. Exit Modify Mode
2. Move the Group up one level in the list
3. Remove the Group
 - a. All objects will be un-hidden and un-frozen.
 - b. 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 like a cookbook- it’s 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 sixbyseven forum, where you can find all sorts of community help, advice, and inspiration: “www.sixbysevenstudio.com/forum” Lastly, I always love to see how these tools help

others- send my your own images or videos, and I will post them up on the official page as well!