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Overview

ProGroups allows you to organize objects in your scene into "selection sets", **without modifying the objects or hierarchy**. Then, use the extremely intuitive and simple interface to **quickly show or hide, freeze or unfreeze**, and select entire groups at once.

These powerful features allows you to work with even the most complex scenes with ease, saving you time, trouble, and sanity!

Helpful Links

- Online Documentation
- Tutorial Videos + Full Info
- Support and Troubleshooting

Optional Registration

If you would like to receive updates and info directly via email, please register your purchase by sending the invoice number (located in the invoice sent to you by Unity) to contact@procore3d.com. Thank you!

Installation and Setup

Install from a ProCore Bundle

1. Open Unity
2. Import the ProCore Bundle package (via Asset Store or User Toolbox)
3. Find the ProGroups package in the Project pane, then double-click to open
4. Unity will show an "Import Package" dialog; Select all items and click "Import"
5. Open the ProGroups panel through the `Tools > ProGroups > ProGroups Window`, menu

Install from Unity Asset Store or User Toolbox

1. Open Unity
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Getting Started with ProGroups

Visual Learners: You can check out the demo videos 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 > ProGroups Window`
2. The ProGroups window will now appear as a dock-able panel. You can change this by right clicking (Option Click on Mac) anywhere in the ProGroups window and selecting the Window menu.
3. The ProGroups window has two modes: **Normal** and **Modify**. Normal mode is where you will typically stay. You can create new groups, view and edit group names, toggle visibility and frozen status, and select all objects in each group.
4. Modify mode lets you change group names, remove groups, and re-order your groups.

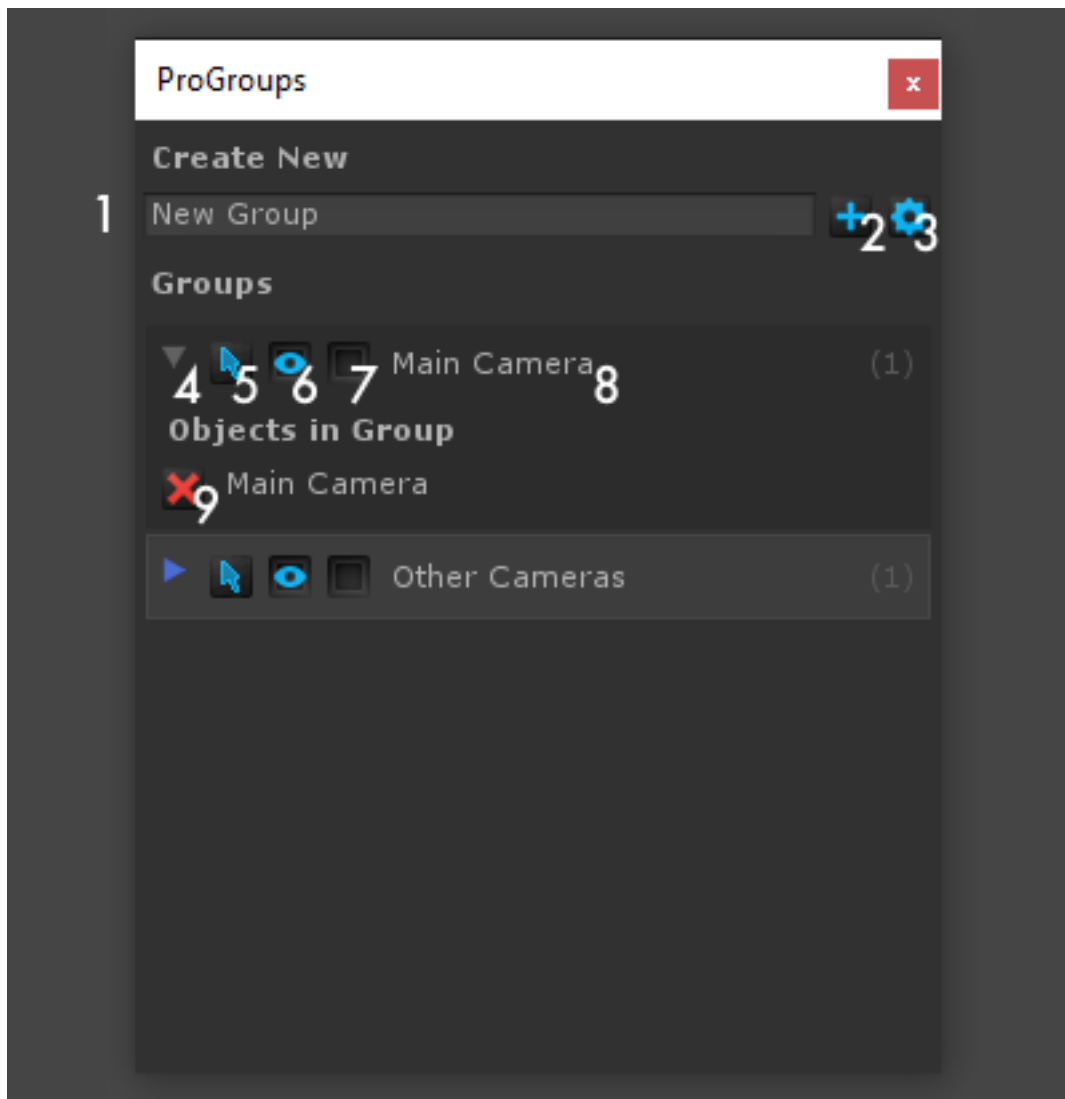# The ProGroups GUI

Normal Mode

Figure 1: normal mode

1. Before creating a new group, you can specify a group name here.
2. Click the plus icon to create a new group from the current selection.
3. Click the gear icon to modify the order or delete groups.
4. Click the pointer icon to select all items in this group.
5. Click the eye icon to hide or show objects in this group. Hold `Alt` to hide all other groups (isolate).
6. Click the snowflake icon to freeze or un-freeze the current selection.

   - Freezing a group means that the objects may not be edited in any way.

7. Toggle the drop-down of child items in this group.
8. The group name. Double-click to edit this value, or single click to select objects in this group. The number of items currently in this group will be displayed to the far right.

When in **Normal** mode, you may drag objects from the Hierarchy window to create new groups. Dragging objects over existing group entries will add those objects to that group. Dragging objects into an empty space of the window will create a new group.

As you're working ProGroups will highlight groups that contain objects that are in your current selection.

Modify Mode

Modify mode makes it easy to edit many groups simultaneously.

1. Exit Modify mode
2. Move the group up one level in the list.
3. Move the group down one in the list.
4. Remove the Group

   - All objects will be un-hidden and un-frozen.
   - No objects will be deleted!

5. Text field for renaming the Group