

Object Groups
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What are they?

- Object Groups are a means of loading additional objects on top of your base terrains/main objects, without having to create additional World Grid assets and World components.
- Your terrains/main objects are loaded first, followed by the object groups.
- The object groups can be ordered so one object group is loaded before another.

What are they?

- This allows you to load base objects (ex: a table) before loading objects that rely on the base objects (e.g., a plate that sits on the table).
- You can off course simply parent these “secondary” object groups directly to your terrains/main objects (in truth, this is the easiest method), but object groups give you more flexibility in terms of performance and memory usage.

Adding Object Groups

- To add an object group, create a new empty game object in your scene.
- With this game object selected, from the top Unity menu bar, choose Component -> Dynamic Loading Kit -> Secondary Components -> Object Group.
- On your World Component, find the field labeled “Object Groups” and increase the number (default is 0) by 1.
- Drag the game object that contains your Object Group component onto the new field that is displayed.

Adding Object Groups

- If using multiple Object Groups, pay special attention to the order of the groups. The kit loads your terrains/main objects first, and then the object groups are loaded in the order they appear in the inspector.
- So, Object Group 1 is loaded first, then Object Group 2, and so on.
- When unloading the objects, the last Object Group is unloaded first, then the next to last, and so on, until finally the terrains/main objects are removed.

Adding Object Groups

- Note, you can link a single Object Group to multiple Worlds, as long as that Object Group is valid for the World in question (i.e., they have the same number of rows/columns/layers).

Object Group Configuration

- Simply adding the object group references to the World is not enough. You will need to configure each Object Group.
- If configuring multiple Object Groups for use on a single World, configure one object group and duplicate the game object that contains the object group, and then make any adjustments that are needed.

Object Group Configuration

The Group Name of this object group. This should not be the same as the group name found on your World Grid asset.

The screenshot shows the 'Object Group (Script)' configuration window. It includes fields for 'Group Name*', 'Use Base World Settings*', and 'Manual Settings Specified Below Will Be Used.'. There are dropdown menus for 'None (NamingConvention)' and 'None (PrimaryCellObjectSubController)'. A warning icon indicates that a Primary Cell Object Sub Controller Component must be provided. The 'Offsets' section has input fields for X, Y, and Z Cell Offset %*. A large text block explains the grid system, noting that the grid is used to denote which objects/cells are present in the object group. It also mentions that the grid ignores whatever Naming Convention you are using. At the bottom, there are checkboxes for 'Is Group 3D?', 'Rows' (set to 4), and 'Columns' (set to 4). A 'Save And Rebuild Grid' button is present. Below this, a grid of 16 cells is shown, labeled R4, R3, R2, R1 on the left and C1, C2, C3, C4 on the bottom. Each cell contains a green square, indicating that all objects/cells are present in the object group. An 'All Layers' button is at the very bottom.

Object Group (Script)

Group Name*

Use Base World Settings* ☐

Manual Settings Specified Below Will Be Used.

None (NamingConvention)

Primary Cell Object Sub Controller* None (PrimaryCellObjectSubController)

A Primary Cell Object Sub Controller Component must be provided!

Offsets (Mouse Over Each Option for info)

Note that the y and z offsets will only be used if the world the object group is linked to calls for them (y will be used for 2D XY and 3D worlds, z will be used for 2D XZ and 3D worlds).
The y offset is not used when the World uses Unity Terrains as its base.

X Cell Offset %*

Y Cell Offset %*

Z Cell Offset %*

It is likely that your object group will not contain a valid object for each cell of the World it is linked to. For example, the World may have a 4 x 4 World Grid, but you only have objects in the first cell that you want to load.

The grid below is used to denote which objects/cells are present in your object group. A green square (enabled state) is used to denote a present object/cell, while a red square (disabled state) denotes a missing object/cell.

Click on each cell to change its designation, or click on the row (ex: R1) button to change the designation of an entire row, or column (ex: C2) to change the designation of an entire column. The Layer button can be used to change the designation of every cell in the layer, while the All Layers button will change the designation of every cell in the grid.

Also note that this grid ignores whatever Naming Convention you are using, so if your actual group begins at 0 instead of 1, you will need to take that into account (simply add 1 to the row/column of your game object to get the equivalent row/column in the grid).

When changing the Is Group 3D? setting or Layers/Rows/Columns settings, you will need to press the 'Save And Rebuild Grid' button to commit the changes and rebuild the displayed grid.

Is Group 3D? ☐

Rows

Columns

Save And Rebuild Grid

R4				
R3				
R2				
R1				
Layer	C1	C2	C3	C4

All Layers

Object Group Configuration

If checked, the Naming Convention, Primary Cell Object Sub Controller, and Cell Offset values for this object group will be taken from the World the Object Group is associated with.

If you want the Object Group to use the same settings regardless of what World it is linked to, leave this option unchecked.

The screenshot shows the 'Object Group (Script)' configuration window. It includes fields for 'Group Name*', a checkbox for 'Use Base World Settings*', and a section for 'Manual Settings Specified Below Will Be Used.' This section contains dropdowns for 'None (NamingConvention)' and 'None (PrimaryCellObjectSubController)', along with a warning icon and text: 'A Primary Cell Object Sub Controller Component must be provided!'. Below this is a section for 'Offsets (Mouse Over Each Option for info)' with a note about y and z offsets and three input fields for 'X Cell Offset %*', 'Y Cell Offset %*', and 'Z Cell Offset %*', all set to 0. A large text block explains the grid system, noting that a 4x4 grid is used to denote object presence, with green squares for present objects and red squares for missing ones. It also mentions that the grid ignores the Naming Convention and that the 'Save And Rebuild Grid' button should be pressed when changing settings. At the bottom, there are checkboxes for 'Is Group 3D?', input fields for 'Rows' (4) and 'Columns' (4), and a grid of 16 cells (4 rows by 4 columns) labeled R4, R3, R2, R1 and C1, C2, C3, C4. The grid shows green squares in all cells. A button labeled 'All Layers' is at the very bottom.

Object Group (Script)

Group Name*

Use Base World Settings* ☐

Manual Settings Specified Below Will Be Used.

None (NamingConvention)

Primary Cell Object Sub Controller* None (PrimaryCellObjectSubController)

⚠ A Primary Cell Object Sub Controller Component must be provided!

Offsets (Mouse Over Each Option for info)

Note that the y and z offsets will only be used if the world the object group is linked to calls for them (y will be used for 2D XY and 3D worlds, z will be used for 2D XZ and 3D worlds).

The y offset is not used when the World uses Unity Terrains as its base.

X Cell Offset %* 0

Y Cell Offset %* 0

Z Cell Offset %* 0

It is likely that your object group will not contain a valid object for each cell of the World it is linked to. For example, the World may have a 4 x 4 World Grid, but you only have objects in the first cell that you want to load.

⚠ The grid below is used to denote which objects/cells are present in your object group. A green square (enabled state) is used to denote a present object/cell, while a red square (disabled state) denotes a missing object/cell.

Click on each cell to change its designation, or click on the row (ex: R1) button to change the designation of an entire row, or column (ex: C2) to change the designation of an entire column. The Layer button can be used to change the designation of every cell in the layer, while the All Layers button will change the designation of every cell in the grid.

Also note that this grid ignores whatever Naming Convention you are using, so if your actual group begins at 0 instead of 1, you will need to take that into account (simply add 1 to the row/column of your game object to get the equivalent row/column in the grid).

⚠ When changing the Is Group 3D? setting or Layers/Rows/Columns settings, you will need to press the 'Save And Rebuild Grid' button to commit the changes and rebuild the displayed grid.

Is Group 3D? ☐

Rows 4

Columns 4

Save And Rebuild Grid

R4	■	■	■	■
R3	■	■	■	■
R2	■	■	■	■
R1	■	■	■	■
Layer	C1	C2	C3	C4

All Layers

Object Group Configuration

The Naming Convention that the objects in this object group follow. This is used to load and potentially find the objects in the scene.

The default naming convention is used if this is left blank
(GroupName_Row_Column).

The screenshot shows the 'Object Group (Script)' configuration window. It includes fields for 'Group Name*', 'Use Base World Settings*', and 'Manual Settings Specified Below Will Be Used.'. Below these are dropdown menus for 'None (NamingConvention)' and 'None (PrimaryCellObjectSubController)'. A warning icon indicates 'A Primary Cell Object Sub Controller Component must be provided!'. The 'Offsets' section has a note about y and z offsets and input fields for 'X Cell Offset %*', 'Y Cell Offset %*', and 'Z Cell Offset %*', all set to 0. A large text block explains the grid system, noting that a 4x4 grid is used to denote objects/cells, with green squares for present objects and red squares for missing ones. It also mentions that the grid ignores the Naming Convention and that the 'Save And Rebuild Grid' button should be pressed when changing settings. At the bottom, there is a table with rows labeled R4, R3, R2, R1 and columns labeled C1, C2, C3, C4. Each cell in the table contains a green square. Below the table is a button labeled 'All Layers'.

Object Group (Script)

Group Name*

Use Base World Settings*

Manual Settings Specified Below Will Be Used.

None (NamingConvention)

Primary Cell Object Sub Controller* None (PrimaryCellObjectSubController)

A Primary Cell Object Sub Controller Component must be provided!

Offsets (Mouse Over Each Option for info)

Note that the y and z offsets will only be used if the world the object group is linked to calls for them (y will be used for 2D XY and 3D worlds, z will be used for 2D XZ and 3D worlds).

The y offset is not used when the World uses Unity Terrains as its base.

X Cell Offset %* 0

Y Cell Offset %* 0

Z Cell Offset %* 0

It is likely that your object group will not contain a valid object for each cell of the World it is linked to. For example, the World may have a 4 x 4 World Grid, but you only have objects in the first cell that you want to load.

The grid below is used to denote which objects/cells are present in your object group. A green square (enabled state) is used to denote a present object/cell, while a red square (disabled state) denotes a missing object/cell.

Click on each cell to change its designation, or click on the row (ex: R1) button to change the designation of an entire row, or column (ex: C2) to change the designation of an entire column. The Layer button can be used to change the designation of every cell in the layer, while the All Layers button will change the designation of every cell in the grid.

Also note that this grid ignores whatever Naming Convention you are using, so if your actual group begins at 0 instead of 1, you will need to take that into account (simply add 1 to the row/column of your game object to get the equivalent row/column in the grid).

When changing the Is Group 3D? setting or Layers/Rows/Columns settings, you will need to press the 'Save And Rebuild Grid' button to commit the changes and rebuild the displayed grid.

Is Group 3D?

Rows 4

Columns 4

Save And Rebuild Grid

R4	■	■	■	■
R3	■	■	■	■
R2	■	■	■	■
R1	■	■	■	■
Layer	C1	C2	C3	C4

All Layers

Object Group Configuration

The Primary Cell Object Sub Controller to use to control the loading/unloading of the objects of this object group. Generally this will be the same as the World's sub controller, but it doesn't necessarily have to be.

The screenshot shows the 'Object Group (Script)' configuration window. It includes fields for 'Group Name*', 'Use Base World Settings*', and 'Manual Settings Specified Below Will Be Used.'. A dropdown menu for 'Primary Cell Object Sub Controller*' is set to 'None (PrimaryCellObjectSubController)'. A warning icon and text state: 'A Primary Cell Object Sub Controller Component must be provided!'. Below this is a section for 'Offsets (Mouse Over Each Option for info)' with a note about y and z offsets. It includes input fields for 'X Cell Offset %*', 'Y Cell Offset %*', and 'Z Cell Offset %*', all set to 0. A large text block explains the grid system, noting that a 4x4 grid is used to denote object presence. It includes instructions on how to click on cells, rows, or columns to change designations. A 'Save And Rebuild Grid' button is present. Below the button is a 4x4 grid of cells, each with a green square icon. The rows are labeled R4, R3, R2, R1 from top to bottom. The columns are labeled C1, C2, C3, C4 from left to right. At the bottom, there is a 'Layer' dropdown set to 'All Layers'.

Object Group (Script)

Group Name*

Use Base World Settings*

Manual Settings Specified Below Will Be Used.

None (NamingConvention)

Primary Cell Object Sub Controller* None (PrimaryCellObjectSubController)

⚠ A Primary Cell Object Sub Controller Component must be provided!

Offsets (Mouse Over Each Option for info)

Note that the y and z offsets will only be used if the world the object group is linked to calls for them (y will be used for 2D XY and 3D worlds, z will be used for 2D XZ and 3D worlds).

The y offset is not used when the World uses Unity Terrains as its base.

X Cell Offset %* 0

Y Cell Offset %* 0

Z Cell Offset %* 0

It is likely that your object group will not contain a valid object for each cell of the World it is linked to. For example, the World may have a 4 x 4 World Grid, but you only have objects in the first cell that you want to load.

⚠ The grid below is used to denote which objects/cells are present in your object group. A green square (enabled state) is used to denote a present object/cell, while a red square (disabled state) denotes a missing object/cell.

Click on each cell to change its designation, or click on the row (ex: R1) button to change the designation of an entire row, or column (ex: C2) to change the designation of an entire column. The Layer button can be used to change the designation of every cell in the layer, while the All Layers button will change the designation of every cell in the grid.

Also note that this grid ignores whatever Naming Convention you are using, so if your actual group begins at 0 instead of 1, you will need to take that into account (simply add 1 to the row/column of your game object to get the equivalent row/column in the grid).

⚠ When changing the Is Group 3D? setting or Layers/Rows/Columns settings, you will need to press the 'Save And Rebuild Grid' button to commit the changes and rebuild the displayed grid.

Is Group 3D? ☐

Rows 4

Columns 4

Save And Rebuild Grid

R4	■	■	■	■
R3	■	■	■	■
R2	■	■	■	■
R1	■	■	■	■
Layer	C1	C2	C3	C4

All Layers

Object Group Configuration

The cell offsets for this object group. You can find more detailed information on Cell Offsets at the end of the `Dynamic_Loading_Kit_Quick_Guide` pdf file.

Object Group (Script)

Group Name*

Use Base World Settings* ☐

Manual Settings Specified Below Will Be Used.

None (NamingConvention)

Primary Cell Object Sub Controller* None (PrimaryCellObjectSubController)

⚠ A Primary Cell Object Sub Controller Component must be provided!

Offsets (Mouse Over Each Option for info)

Note that the y and z offsets will only be used if the world the object group is linked to calls for them (y will be used for 2D XY and 3D worlds, z will be used for 2D XZ and 3D worlds).
The y offset is not used when the World uses Unity Terrains as its base.

X Cell Offset %* 0

Y Cell Offset %* 0

Z Cell Offset %* 0

It is likely that your object group will not contain a valid object for each cell of the World it is linked to. For example, the World may have a 4 x 4 World Grid, but you only have objects in the first cell that you want to load.

The grid below is used to denote which objects/cells are present in your object group. A green square (enabled state) is used to denote a present object/cell, while a red square (disabled state) denotes a missing object/cell.

Click on each cell to change its designation, or click on the row (ex: R1) button to change the designation of an entire row, or column (ex: C2) to change the designation of an entire column. The Layer button can be used to change the designation of every cell in the layer, while the All Layers button will change the designation of every cell in the grid.

Also note that this grid ignores whatever Naming Convention you are using, so if your actual group begins at 0 instead of 1, you will need to take that into account (simply add 1 to the row/column of your game object to get the equivalent row/column in the grid).

When changing the Is Group 3D? setting or Layers/Rows/Columns settings, you will need to press the 'Save And Rebuild Grid' button to commit the changes and rebuild the displayed grid.

Is Group 3D? ☐

Rows 4

Columns 4

Save And Rebuild Grid

R4	■	■	■	■
R3	■	■	■	■
R2	■	■	■	■
R1	■	■	■	■
Layer	C1	C2	C3	C4

All Layers

Object Group Configuration

This section controls the number of rows/columns/layers in your Object Group. This is used purely to set which cells are empty/not empty (more later), however you must also ensure that the number of rows/columns/layers matches the rows/columns/layers of the World Grid associated with whatever World you are linking the object group to.

The screenshot shows the 'Object Group (Script)' configuration window. It includes fields for 'Group Name*', 'Use Base World Settings*', and 'Manual Settings Specified Below Will Be Used.'. There are dropdown menus for 'None (NamingConvention)' and 'None (PrimaryCellObjectSubController)'. A warning icon indicates that a Primary Cell Object Sub Controller Component must be provided. The 'Offsets' section has a note about y and z offsets and input fields for 'X Cell Offset %*', 'Y Cell Offset %*', and 'Z Cell Offset %*'. A large text block explains the grid system, noting that a 4x4 grid is used and that green squares denote present objects while red squares denote missing ones. It also mentions that the grid ignores the Naming Convention and that the 'Save And Rebuild Grid' button should be pressed when changing settings. At the bottom, there is a table with rows labeled R1 to R4 and columns labeled C1 to C4, each containing a green square. The 'Is Group 3D?' checkbox is checked, and the 'Rows' and 'Columns' are set to 4.

Object Group (Script)

Group Name*

Use Base World Settings* ☐

Manual Settings Specified Below Will Be Used.

None (NamingConvention)

Primary Cell Object Sub Controller* None (PrimaryCellObjectSubController)

⚠ A Primary Cell Object Sub Controller Component must be provided!

Offsets (Mouse Over Each Option for info)

ⓘ Note that the y and z offsets will only be used if the world the object group is linked to calls for them (y will be used for 2D XY and 3D worlds, z will be used for 2D XZ and 3D worlds).
The y offset is not used when the World uses Unity Terrains as its base.

X Cell Offset %*

Y Cell Offset %*

Z Cell Offset %*

ⓘ It is likely that your object group will not contain a valid object for each cell of the World it is linked to. For example, the World may have a 4 x 4 World Grid, but you only have objects in the first cell that you want to load.

ⓘ The grid below is used to denote which objects/cells are present in your object group. A green square (enabled state) is used to denote a present object/cell, while a red square (disabled state) denotes a missing object/cell.

Click on each cell to change its designation, or click on the row (ex: R1) button to change the designation of an entire row, or column (ex: C2) to change the designation of an entire column. The Layer button can be used to change the designation of every cell in the layer, while the All Layers button will change the designation of every cell in the grid.

ⓘ Also note that this grid ignores whatever Naming Convention you are using, so if your actual group begins at 0 instead of 1, you will need to take that into account (simply add 1 to the row/column of your game object to get the equivalent row/column in the grid).

ⓘ When changing the Is Group 3D? setting or Layers/Rows/Columns settings, you will need to press the 'Save And Rebuild Grid' button to commit the changes and rebuild the displayed grid.

Is Group 3D? ☒

Rows 4

Columns 4

Save And Rebuild Grid

R4	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
R3	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
R2	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
R1	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Layer	C1	C2	C3	C4

All Layers

Object Group Configuration

In order for the grid's rows/columns/layers to be updated, you must press the "Save And Rebuild Grid" button after modifying the Rows, Columns, and/or Layers fields.

Object Group (Script)

Group Name*

Use Base World Settings* ☐

Manual Settings Specified Below Will Be Used.

None (NamingConvention)

Primary Cell Object Sub Controller* None (PrimaryCellObjectSubController)

⚠ A Primary Cell Object Sub Controller Component must be provided!

Offsets (Mouse Over Each Option for info)

Note that the y and z offsets will only be used if the world the object group is linked to calls for them (y will be used for 2D XY and 3D worlds, z will be used for 2D XZ and 3D worlds).

The y offset is not used when the World uses Unity Terrains as its base.

X Cell Offset %* 0

Y Cell Offset %* 0

Z Cell Offset %* 0

It is likely that your object group will not contain a valid object for each cell of the World it is linked to. For example, the World may have a 4 x 4 World Grid, but you only have objects in the first cell that you want to load.

The grid below is used to denote which objects/cells are present in your object group. A green square (enabled state) is used to denote a present object/cell, while a red square (disabled state) denotes a missing object/cell.

Click on each cell to change its designation, or click on the row (ex: R1) button to change the designation of an entire row, or column (ex: C2) to change the designation of an entire column. The Layer button can be used to change the designation of every cell in the layer, while the All Layers button will change the designation of every cell in the grid.

Also note that this grid ignores whatever Naming Convention you are using, so if your actual group begins at 0 instead of 1, you will need to take that into account (simply add 1 to the row/column of your game object to get the equivalent row/column in the grid).

When changing the Is Group 3D? setting or Layers/Rows/Columns settings, you will need to press the 'Save And Rebuild Grid' button to commit the changes and rebuild the displayed grid.

Is Group 3D? ☐

Rows 4

Columns 4

Save And Rebuild Grid

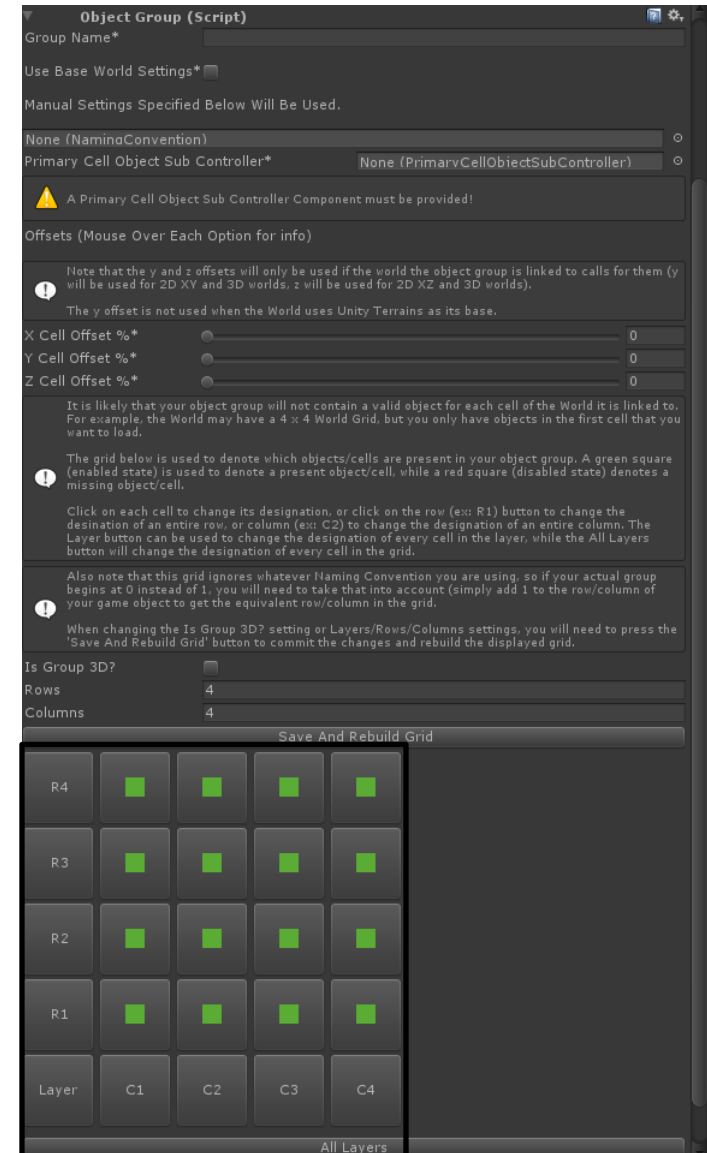
R4	■	■	■	■
R3	■	■	■	■
R2	■	■	■	■
R1	■	■	■	■
Layer	C1	C2	C3	C4

All Layers

Object Group Configuration

This visual grid represents your object group's empty/not empty status for each cell.

A green square represents a cell that has an object associated with it, while a red square represents a cell with no object.

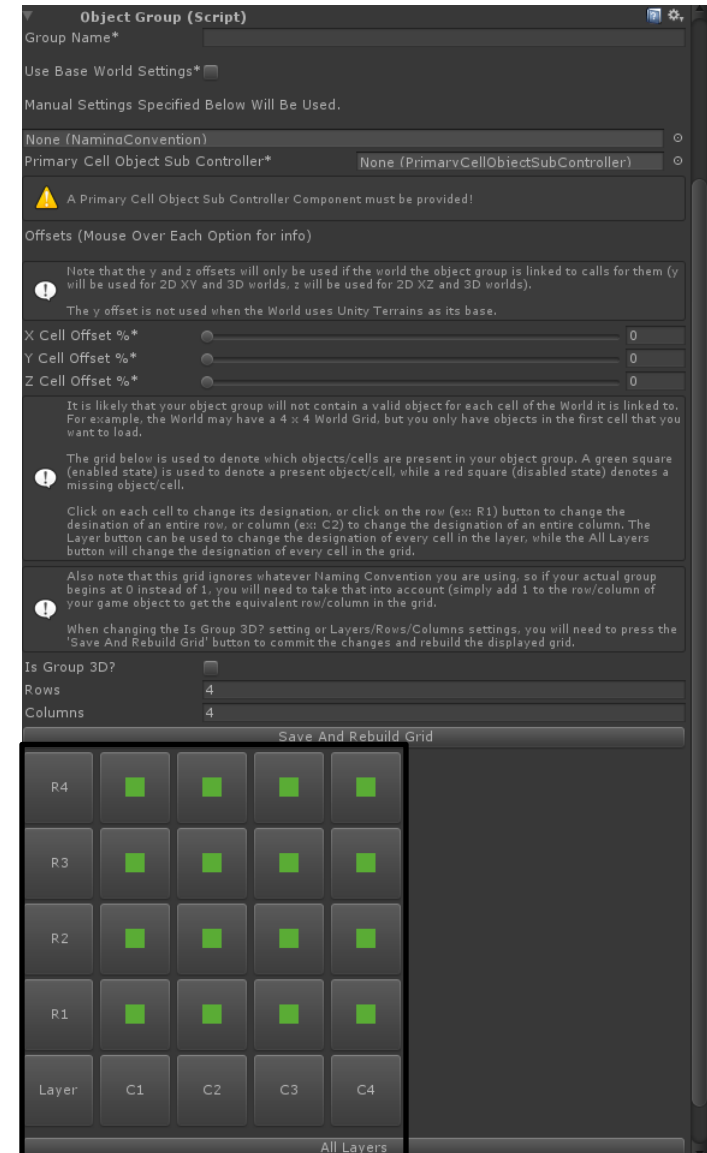


Object Group Configuration

It is unlikely that all of your cells will have objects associated with them. More than likely, only a few cells will be “not empty” (green square).

To change a single cell's empty/not empty status, click on it.

You can also change an entire row or column's empty/not empty status by clicking on that row/columns button (R1, R2, C1, etc.)



Object Group Configuration

You can change the empty/not empty status of all cells on a single layer by clicking the "Layer" button.

Object Group (Script)

Group Name*

Use Base World Settings* ☐

Manual Settings Specified Below Will Be Used.

None (NamingConvention)

Primary Cell Object Sub Controller* None (PrimaryCellObjectSubController)

⚠ A Primary Cell Object Sub Controller Component must be provided!

Offsets (Mouse Over Each Option for info)

Note that the y and z offsets will only be used if the world the object group is linked to calls for them (y will be used for 2D XY and 3D worlds, z will be used for 2D XZ and 3D worlds).

The y offset is not used when the World uses Unity Terrains as its base.

X Cell Offset %* 0

Y Cell Offset %* 0

Z Cell Offset %* 0

It is likely that your object group will not contain a valid object for each cell of the World it is linked to. For example, the World may have a 4 x 4 World Grid, but you only have objects in the first cell that you want to load.

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Click on each cell to change its designation, or click on the row (ex: R1) button to change the designation of an entire row, or column (ex: C2) to change the designation of an entire column. The Layer button can be used to change the designation of every cell in the layer, while the All Layers button will change the designation of every cell in the grid.

Also note that this grid ignores whatever Naming Convention you are using, so if your actual group begins at 0 instead of 1, you will need to take that into account (simply add 1 to the row/column of your game object to get the equivalent row/column in the grid).

When changing the Is Group 3D? setting or Layers/Rows/Columns settings, you will need to press the 'Save And Rebuild Grid' button to commit the changes and rebuild the displayed grid.

Is Group 3D? ☐

Rows 4

Columns 4

Save And Rebuild Grid

R4	■	■	■	■
R3	■	■	■	■
R2	■	■	■	■
R1	■	■	■	■
Layer	C1	C2	C3	C4

All Layers

Object Group Configuration

You can also press the “All Layers” button to change the empty/not empty status of every cell in the object group, regardless of layer (not, layers only matter when the group is 3D).

Object Group (Script)

Group Name*

Use Base World Settings* ☐

Manual Settings Specified Below Will Be Used.

None (NamingConvention)

Primary Cell Object Sub Controller* None (PrimaryCellObjectSubController)

⚠ A Primary Cell Object Sub Controller Component must be provided!

Offsets (Mouse Over Each Option for info)

Note that the y and z offsets will only be used if the world the object group is linked to calls for them (y will be used for 2D XY and 3D worlds, z will be used for 2D XZ and 3D worlds).

The y offset is not used when the World uses Unity Terrains as its base.

X Cell Offset %* 0

Y Cell Offset %* 0

Z Cell Offset %* 0

It is likely that your object group will not contain a valid object for each cell of the World it is linked to. For example, the World may have a 4 x 4 World Grid, but you only have objects in the first cell that you want to load.

The grid below is used to denote which objects/cells are present in your object group. A green square (enabled state) is used to denote a present object/cell, while a red square (disabled state) denotes a missing object/cell.

Click on each cell to change its designation, or click on the row (ex: R1) button to change the designation of an entire row, or column (ex: C2) to change the designation of an entire column. The Layer button can be used to change the designation of every cell in the layer, while the All Layers button will change the designation of every cell in the grid.

Also note that this grid ignores whatever Naming Convention you are using, so if your actual group begins at 0 instead of 1, you will need to take that into account (simply add 1 to the row/column of your game object to get the equivalent row/column in the grid).

When changing the Is Group 3D? setting or Layers/Rows/Columns settings, you will need to press the 'Save And Rebuild Grid' button to commit the changes and rebuild the displayed grid.

Is Group 3D? ☐

Rows 4

Columns 4

Save And Rebuild Grid

R4	■	■	■	■
R3	■	■	■	■
R2	■	■	■	■
R1	■	■	■	■
Layer	C1	C2	C3	C4

All Layers

Final Note

- If a cell on the World Grid associated with a World the Object Group is linked to is set to “Empty”, then it won’t matter what you set the cell on the Object Group to. That cell will be deemed as empty no matter what, and no object (neither main or an object group object) will be loaded for that cell.