

# "ProGroups" Documentation

5-16-2014; v1.1

## Tutorial videos + Full Info:

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

## Optional Registration:

If you would like to receive updates and info directly via email, please "Register" your purchase by sending the invoice # to "[contact@procore3d.com](mailto:contact@procore3d.com)". Thank you!

## 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

1. If you haven't already, open Unity
2. **If you have a pre-1.1 version of ProGroups installed**, you will need to delete the "ProGroups" folder at "Assets/6by7/ProGroups"
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

## Using ProGroups

*Visual Learners: You can check out the demo videos on "[www.procore3d.com/progroups](http://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**.

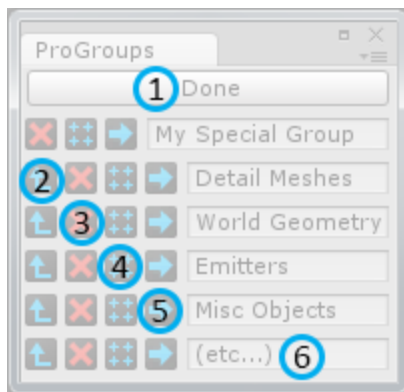
1. From the top menu, choose "Tools > ProGroups > Open ProGroups Window"
2. The "ProGroups Panel" will now appear as a floating panel. You can either leave it floating, or dock it in your GUI. We recommend in a vertical space next to your Hierarchy.
3. The ProGroups Panel has two modes- "Normal" and "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

**Note:** You can also hold “ALT” and click on a group’s visibility toggle- this will show that group, and hide all others simultaneously.

### Extra

Documentation is 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](http://www.procore3d.com/progroups)

Don’t forget to join the ProCore Forum, where you can find all sorts of community help, advice, and inspiration: “[www.procore3d.com/forum](http://www.procore3d.com/forum)” Lastly, I always love to see how these tools help others- send me your own images or videos, and I will post them up on the official page as well!