Part 2: Set-up Scene

This section uses the scene imported in Part 1. The steps describe how to group RadioButtons with a GroupBox so that only one of the RadioButtons can be selected at a time.

Activating the Imported Scene

1. In the Solution Explorer navigate to the imported **IVI_Sample scene** and **move** it to the solution's scene folder via drag and drop. Please see the origin and destination paths in the table below.
   - The IVI_Sample scene has been moved to the Solution's Scenes folder, where you can also find Scene2D and Scene3D.

Origin Path	Solution > Resources > IVI_Sample > Scenes > **IVI_Sample**
Destination Path	Solution > Scenes > **IVI_Sample**

2. Delete the Scene2D and Scene3D that are in folder Solutions > Scenes.
   - Scene2D and Scene3D are deleted, IVI_Sample scene is the only scene in this folder.
3. Double-click the **IVI_Sample scene** to **open** it.
   - IVI_Sample scene is displayed in the Scene Editor.
   - IVI_Sample scene is displayed in the Scene Tree panel.

4. In the **Scene Tree** panel expand to **[IVI_Sample > IVI_Sample > Comfort > Air]**.
   - In the Scene Tree panel the air flow RadioButtons are visible.

5. From the Toolbox panel's **[Nodes 2D]** section drag a **[Group]** node into the **Scene Tree** panel directly onto the **[Air]** Group node.
   - In the Scene Tree panel a new **[Group]** node has been created inside the **[Air]** Group node.

6. In the Scene Tree panel select the following **RadioButtons** and move them into the newly created **[Group]** node via drag and drop.
   - The respective RadioButton nodes are grouped together in the **[Group]** node.

RadioButtons	RadioButton_Outside air
	RadioButton_Inside air
	RadioButton_AUTO

7. From the Toolbox panel's **[Controls]** section under **[Container]** drag a **GroupBox** into the Scene Tree panel directly onto the **[Air]** Group node.

- A **GroupBox** node is created and is visible in the Scene Tree panel as last entry of the **[Air]** Group node.

8. In the Scene Tree panel click on the **little triangle** on the left of the newly created **GroupBox** node.
   - The **GroupBox** node is **expanded** in the Scene Tree panel and a **Content** anchor gets visible.

9. In the Scene Tree panel drag the **[Group]** node with the RadioButtons onto the **[GroupBox]**'s Content anchor.
   - The RadioButtons are now grouped together.
   - You can select **only one** of the grouped radio buttons at a time.

10. In the Scene Tree panel select the **GroupBox** node. In the Properties panel's **[Control]** section configure the properties according to the table below.
    - **Enable Background** is set to FALSE.
    - The GroupBox node's background is disabled.

    > To easily configure the Default Selected Object lock the Properties panel to the **GroupBox** by clicking on the padlock in the Properties panel's top right corner. From the Scene Tree panel drag **RadioButton_AUTO** onto the **Default Selected Object** property and release as soon as the cursor changes. Unlock the Properties panel by clicking on the padlock again.

Default Selected Object	Enable Background
IVI_Sample > Comfort > Air > GroupBox > Content > Group > RadioButton_AUTO	FALSE

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