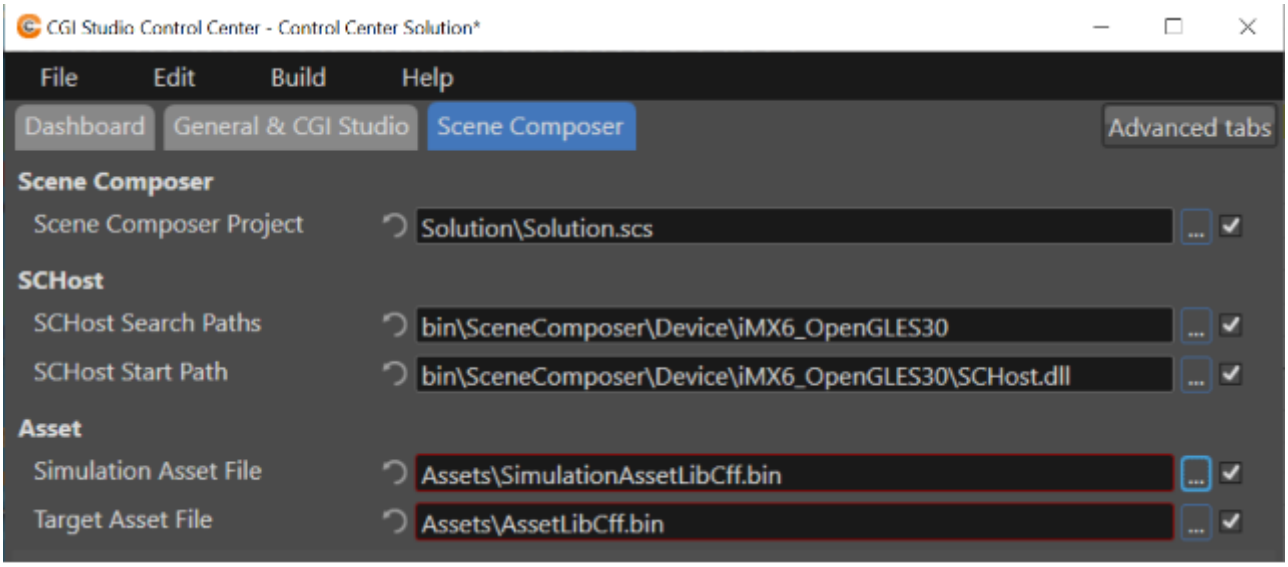
Scene Composer



Via the Scene Composer tab it is possible to edit project details and various reference paths. Use the checkboxes on the right to toggle between relative paths and absolute paths.

Scene Composer

- **Scene Composer Project:** The path to the Scene Composer project

SCHost

- **SCHost Search Paths:** Paths here are used to find the SCHost.dll when starting Scene Composer. The first found SCHost.dll will be used.
- **SCHost Start Path:** The SCHost.dll that is found will be copied to this location and Scene Composer will be started using this copy.

Asset

- **Simulation Asset File:** The path to the simulation asset file
- **Target Asset File:** The path to the target asset file

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