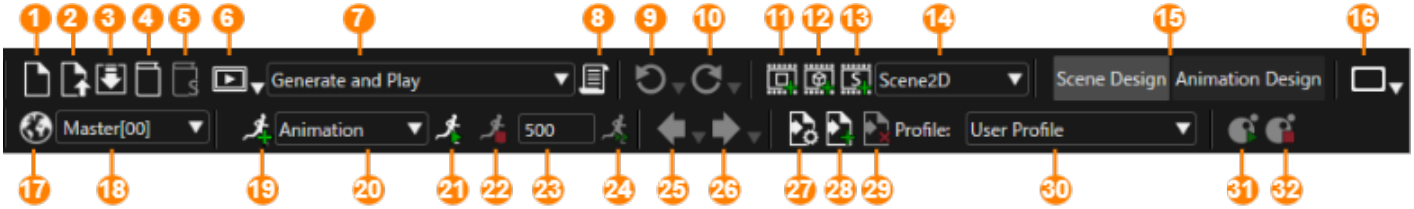
# Tool bar

The toolbar is lined with icons for frequently used operations.

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Each number in the image below corresponds to the below icon descriptions.




1. Create a new solution
2. Opne an existing solution
3. Save solution...
4. Open asset library generator dialog...
5. Open safety asset library generator dialog...
6. Run/Stop Player/Embedded Player, Update Embedded Player
7. Select Player/Embedded Player setting (6. Select the player to launch when clicked.)
8. Open automation scripts dialog...
9. Undo
10. Redo
11. Add a new 2D scene
12. Add a new 3D scene
13. Add a new safety scene
14. Select active scene
15. Select perspective (Scene Design/Animation Design/User created perspective
16. Display/Hide Scene Editor
17. Open Culture solution option dialog
18. Select culture
19. Create new animation
20. Select animation
21. Start animation
22. Stop animation
23. Animation fast forward speed
24. Animation fast forward
25. Go back to one previous active item
26. Go forward to one previous active item
27. Edit current profile
28. Add a new profile
29. Delete current profile
30. Select profile

31. Start the execution of the script system
32. Stop the execution of the script system

> Icons through 19 to 32 can be shown or hidden from the menu bar under [ View > Toolbars ]. (Animation: 19 to 24, Navigation: 25 and 26, Editor Profiles: 27 to 30, Scripting System: 31 and 32)

> By mousing the separators in the toolbar, you can customize the placement of icons on a separator-by-separator basis.

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Revision #11
Created 2024-04-03 07:40:37 UTC by Kanai Tomoaki
Updated 2025-11-17 06:31:48 UTC by Kanai Tomoaki