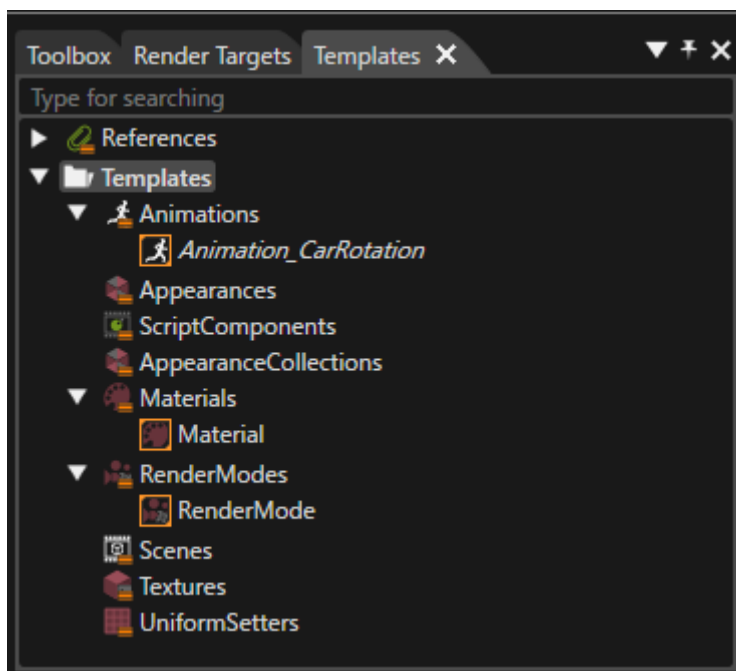


Template

The following items in a solution can be saved as templates. Using templates can help you streamline work when you need to use similar items repeatedly.

- Animation
- Node Attachment
 - Appearance
 - AppearanceCollection
 - Material
 - RenderMode
 - Texture
 - UniformSetter
- ScriptComponent
- Scene

Saved templates are displayed in the Templates panel, which can be displayed by checking [View > Libraries > Templates] on the menu bar.



For details on how to save and use templates for each item, please refer to the following pages.

- [Template Animations](#)
- [Node Attachment Templates](#)
- [Script Component Templates](#)
- [Scene Templates](#)

You can import and use templates saved in another solution by using [Import > ImportFrom Solution...] on the menu bar.

Revision #1

Created 2024-08-06 23:01:53 UTC by Kanai Tomoaki

Updated 2024-08-07 02:36:31 UTC by Kanai Tomoaki