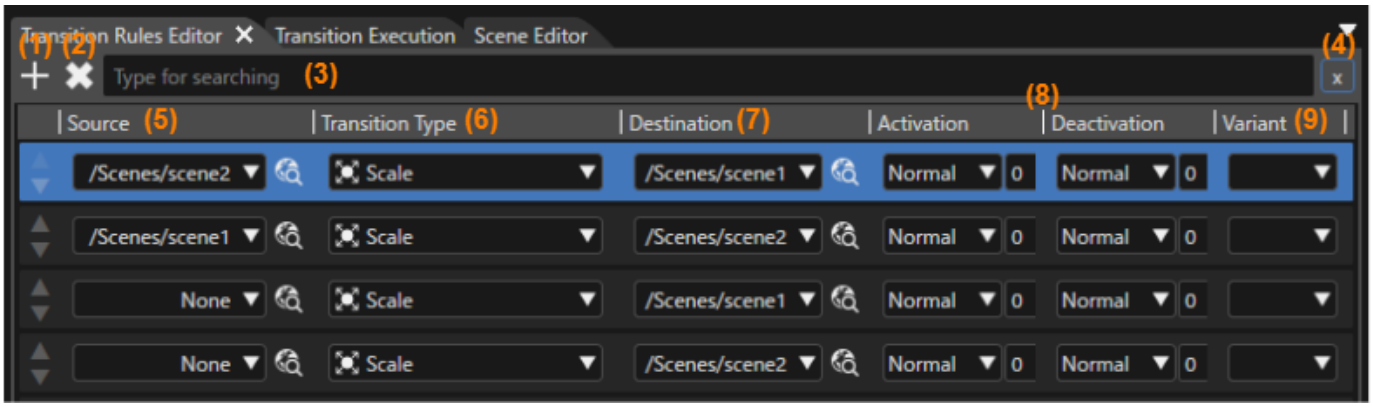
Transition panel

This page describes the panels you can use when configuring and executing transitions.

Transition Rules Editor

The Transition Rule Editor panel can be displayed by checking [View > Transitions > Transition Rules Editor] on the menu bar.

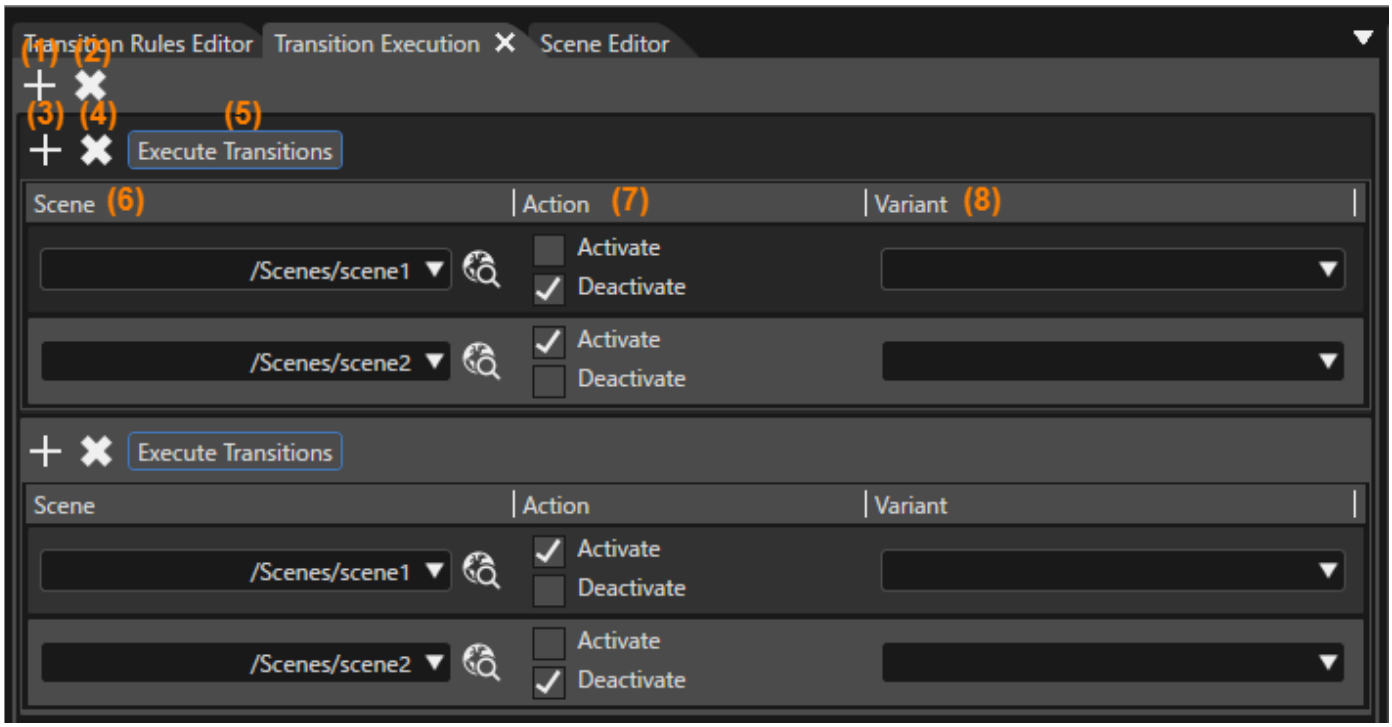


(1)	**Add new transition rule:** Add a new transition rule.
(2)	**Delete transition rule:** Deletes the selected transition rule.
(3)	**Search:** If many transition rules are set, you can enter a search term to narrow down the number of results displayed.
(4)	**Clear Search:** Delete the search term.
(5)	**Source:** Set the source of the transition.
(6)	**Transition Type:** Set the transition type.
(7)	**Destination:** Set the destination of the transition.

(8)	**Activation/Deactivation:** Set the activation delay/deactivation delay.
(9)	**Variant:** Sets the transition rule variant.

Transition Execution

The Transition Execution panel can be displayed by checking [View > Transitions > Transition Execution] on the menu bar.



(6)	**Scene:** Set the scene to be transitioned.
(7)	**Action:** Set the action to be taken by the transition. (Activate: Transition to the set scene, Deactivate: Transition from the set scene to another scene)
(8)	**Variant:** Sets the transition rule variant.

> For more information on how to configure transitions, please refer to Concepts and Use Cases and Using Transitions.

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