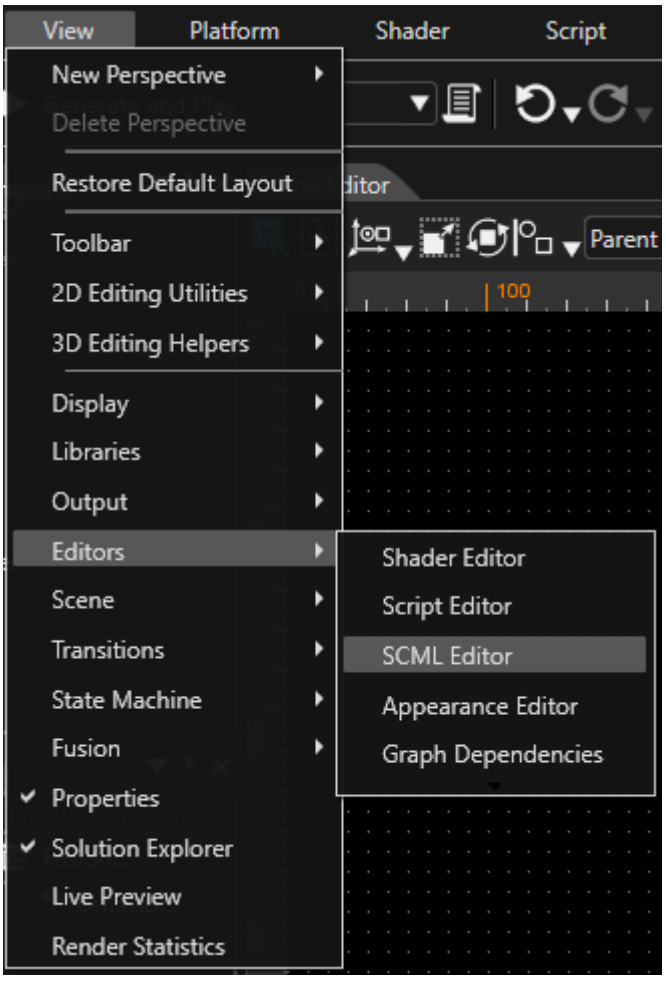
SCML Editor

SCML Editor

SCML is the markup language that it is used for defining objects in SceneComposer. The markup is based on XML with a few elements of XAML.
The abbreviation is pronounced **"scammel"**.

Open the SCML Editor by checking the menu item "SCML Editor" in the "View" menu. The SCML Editor is placed in the main view of SceneComposer like the Scene Render view or the Shader Editor.

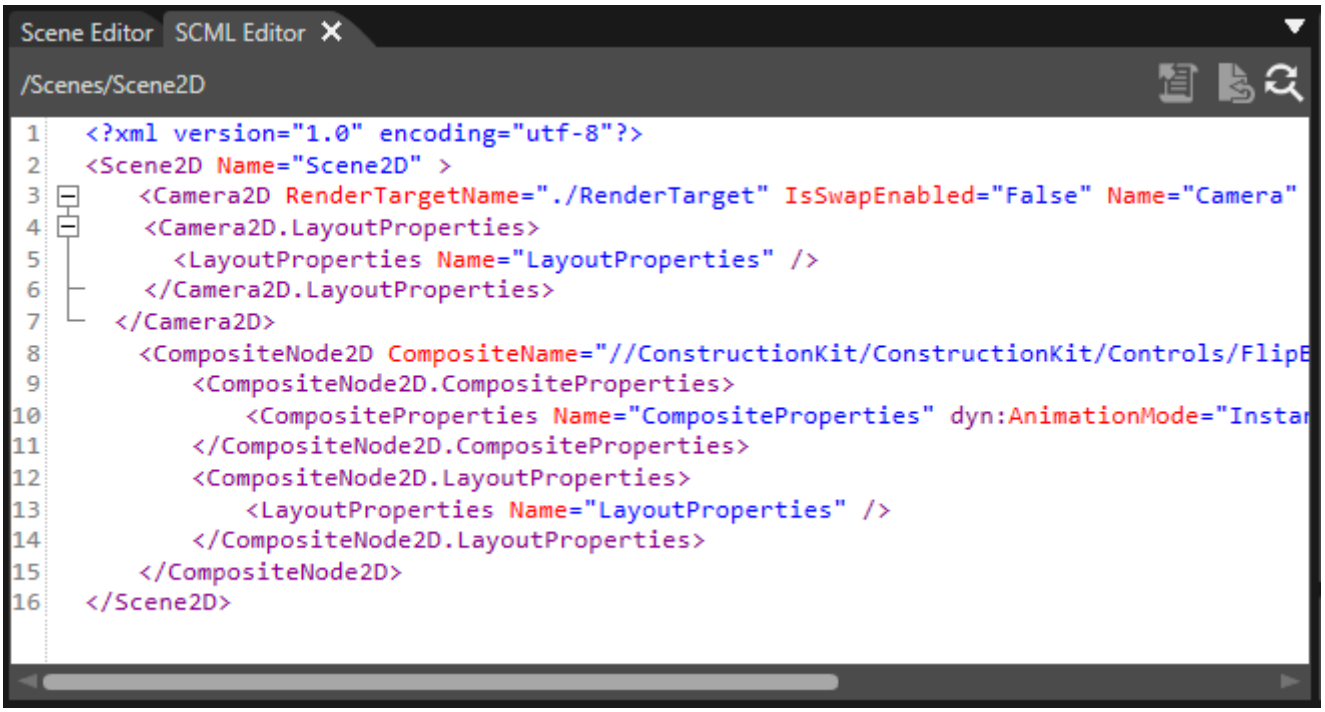


The editor supports the following types of objects:

- Scenes
- Animations
- Transitions

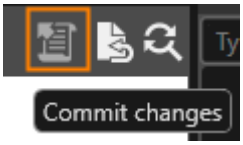
- Templates (Appearance, Material, Render Modes, Textures, Scenes)

Such objects can be edited in the SCML Editor, once they are double-clicked in the Solution Explorer, while the SCML Editor panel is open.



Save (Commit) Changes

Once changes are done in the SCML Editor, they need to be committed explicitly to the SceneComposer Object Model (SCOM) by pressing the "Save changes" button:



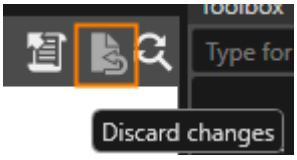
Upon pressing "Save changes", the editor content is parsed.

- In case of syntax errors, the modified object won't be affected, it remains in the same state as before. Refer to the SCML Errors panel listing the encountered errors.
- If parsing is successful, the changes will be loaded into the SceneComposer Object Model.

Discard Changes

Changes applied to the SceneComposer Object Model by the previous commit command are considered as a single operation which can be discarded.

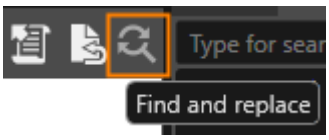
To discard a commit, press the "Discard changes" button:



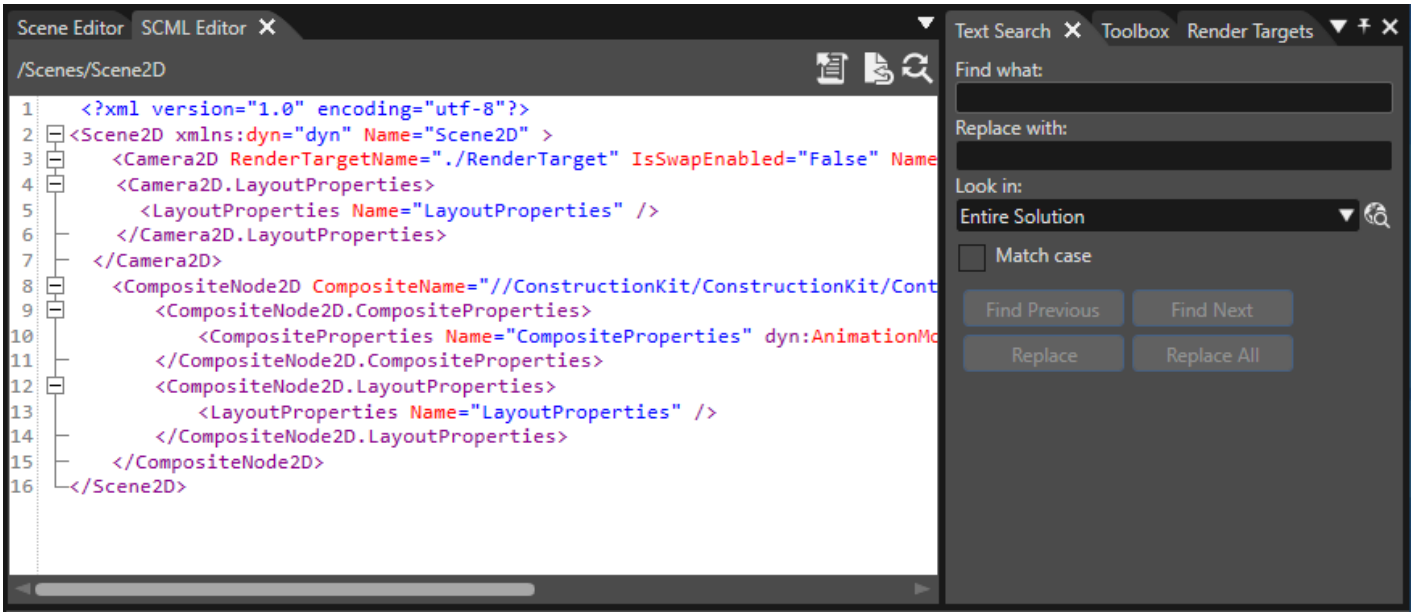
SCML Editing Features

Find and Replace

The SCML Editor provides "Find and Replace" functionality by pressing the regarding Toolbar button in the editor or using the shortcut key "Ctrl+F".

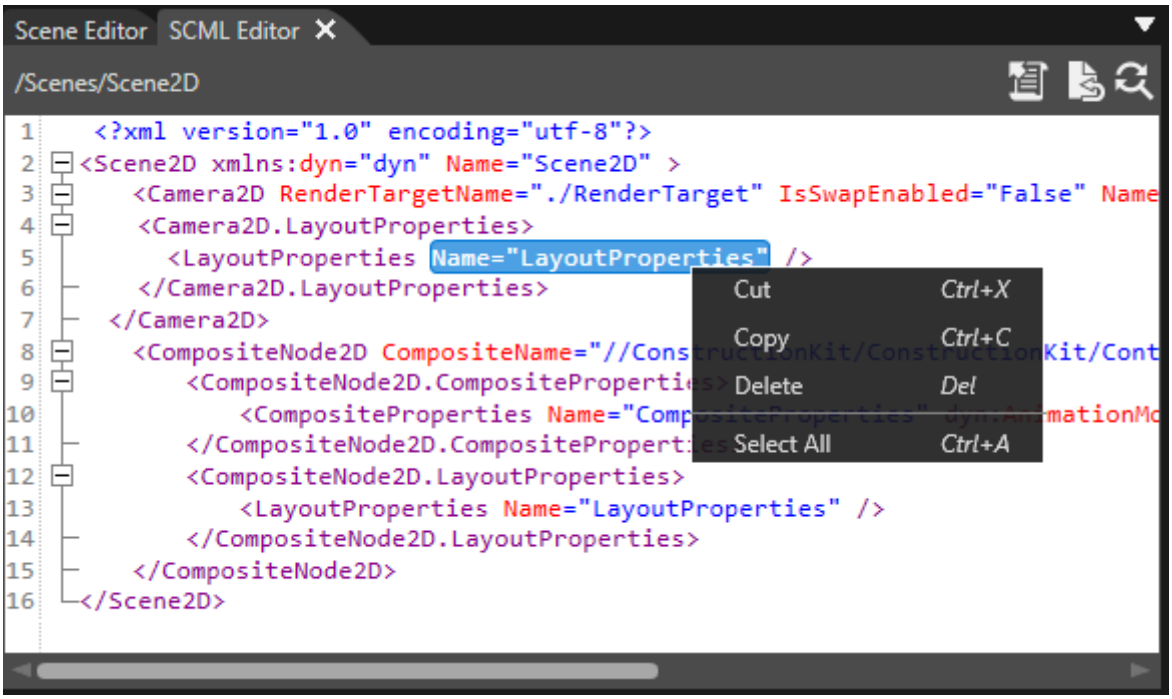


The "Text Search" panel will be opened instantly and the "Find and Replace" functionality will become available in the context of the Text Search panel.



Copy and Paste

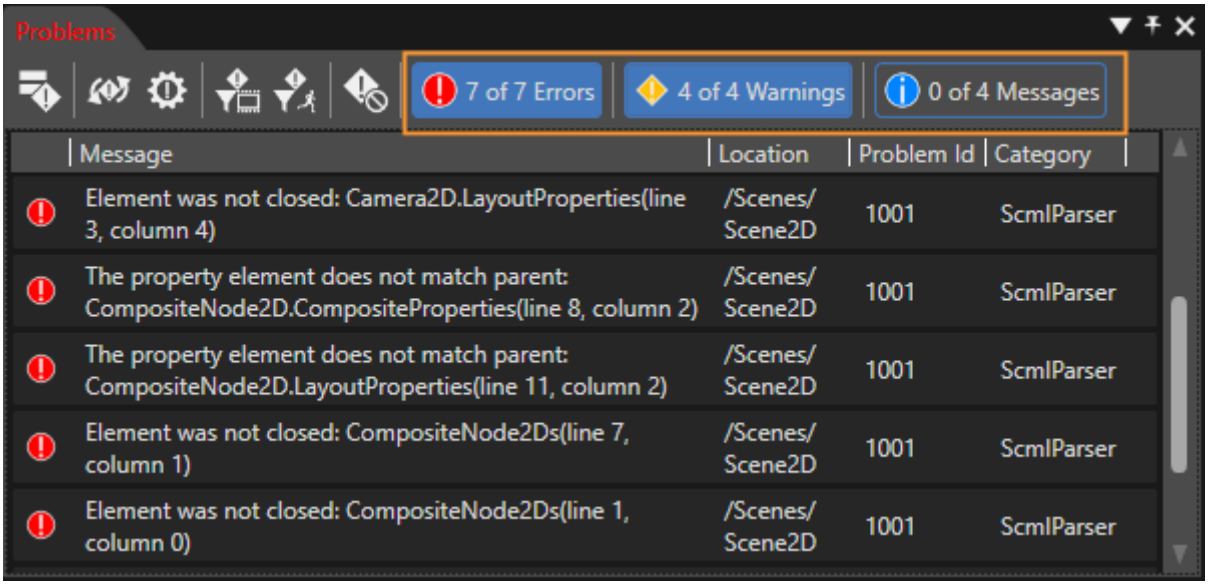
Copy&Paste functions and selections are available in the context menu of SCML Editor.
During typing, auto-completion and consistent formatting are provided.



SCML Error Handling

Ensure that the view "SCML Errors" is activated.

Any SCML parsing errors encountered during the commit operation of changes in the SCML Editor will be displayed in the SCML Errors panel.



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