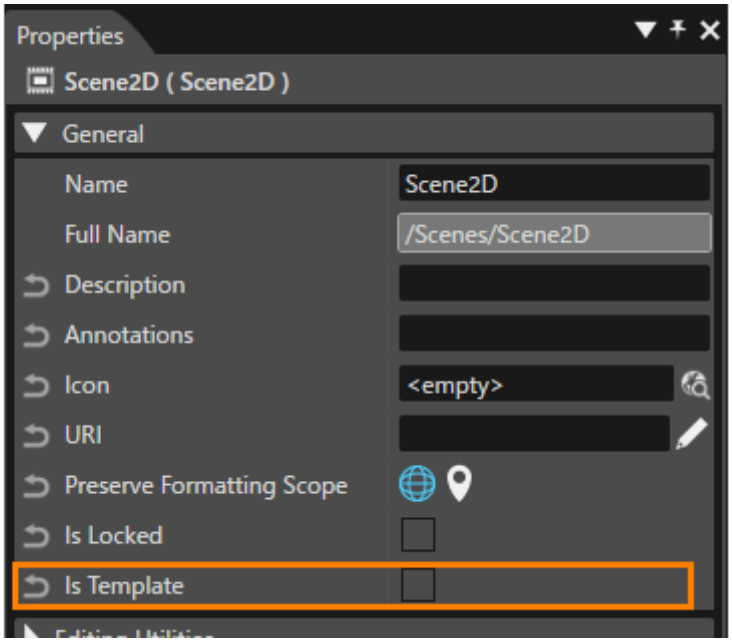
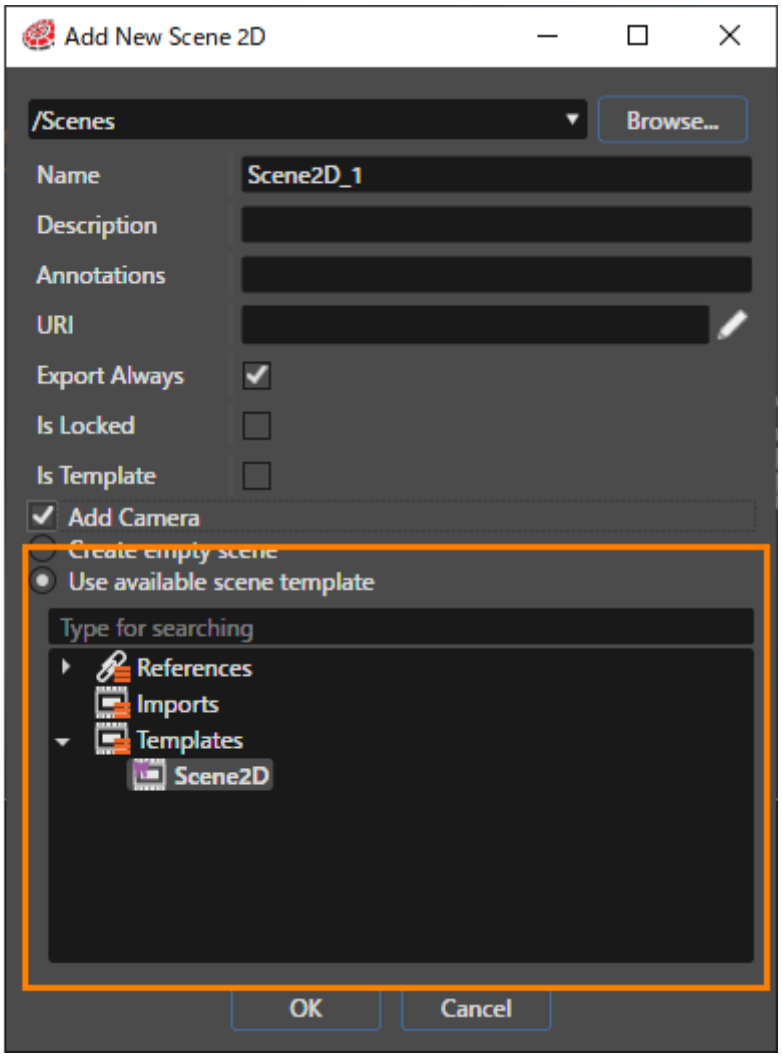
Scene Templates

A scene created by the user can be set as a template by checking its IsTemplate property. This property is located in the [General] category in the Properties panel.



The dialogue used to create new scenes allows the user to select an existing template or import. If there are many scenes - 2D or 3D - created as templates, any of them can be selected and used as a template.



Scenes with the property item **Is Template** set are indicated by an orange frame on the icon. This makes it easy to identify them as scene templates.

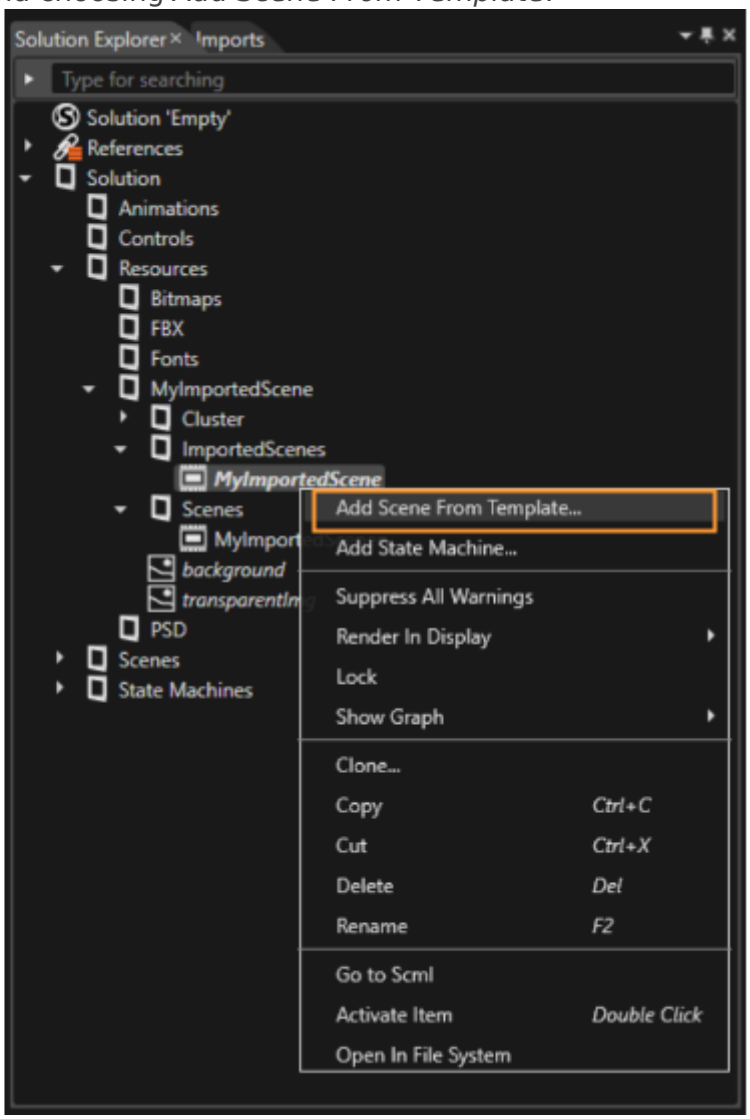




> In addition to scenes, the icons of controls and other elements that can be used as templates are marked with an orange frame as shown above.

Imported Scene

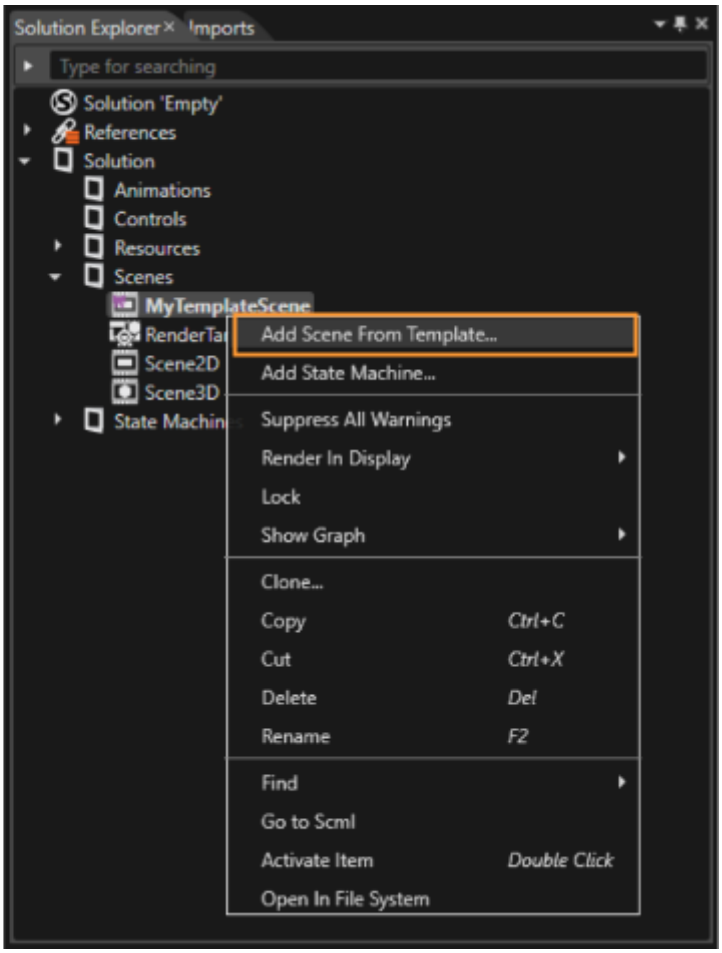
- A scene created when importing (FBX, GLTF, Smart Importer) is an imported scene.
- An imported scene cannot be edited, only renaming is possible.
- The user can create a scene based on an imported scene (using the imported scene as template). This can be done by right-clicking on the imported scene in the Solution Explorer panel and choosing *Add Scene From Template*.



- If the Imported Scene is overwritten (updated) by the SmartImporter, it will also be reflected in scenes created based on the ImportedScene.

Template Scene

- A template scene is a scene that can be treated as a template by setting the scene's *IsTemplate* property to *True*.
- The user can create a scene based on a template scene. This can be done by right-clicking on the template scene in the Solution Explorer panel and choosing *Add Scene From Template*.



- Changes to the template scene will **not** be reflected in scenes created based on it.

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