# Overview

The Select Objects window enables you to quickly search for objects, hide/unhide and freeze/unfreeze objects in a list view. You can also browse through hidden or frozen objects without changing their state.

The Select Objects window displays only those objects that are on visible and unlocked layers.

You can access the Select Objects window by using the EditMode toolbar or in the main menu, under **View -> Select Object(s)**. Alternatively, the default keyboard shortcut is **CTRL+T**.
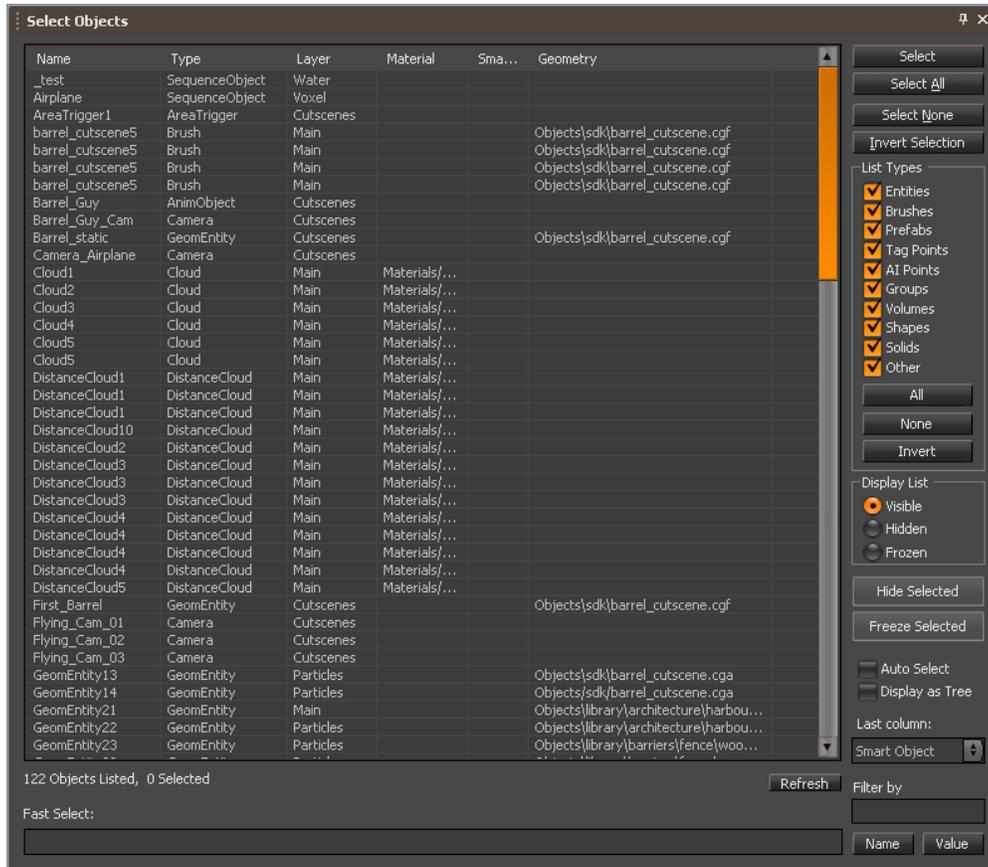
The interface consists of a table view, the Fast Select: text box at the bottom, and the options on the right.

The Table View

You can press the heading of the column to sort the dataset, based on the alphabetic order in this column.

Available Column	Description
Name	Displays the name of the object.
Type	Shows the scene element type of the object (Brush, various Entity Types, Camera, Particle Effect, Light).
Layer	Displays the visible layer to which the object is assigned; objects on invisible layers will not be displayed.
Default Material	Shows the path to the object's default material.
Custom Material	Shows the path to the custom material assigned on top of the object's default material, if defined.
Breakability	Shows what type of breakability the object supports.
Smart Object	**Deprecated**
Trackview	Shows which Trackview the object is used in.
Flowgraph	Shows which Flowgraph the object is used in.
Geometry	Shows the path to the object's geometry, if applicable.

Instances In Level	Shows how many times the object is used in the level.
Number of LODs	Shows how many LODs the object has.
Spec	Shows which MinSpec level the object is set to display on.
AI GroupID	Displays the Group ID number associated with an AI character.

Below the Select Objects window is information about the amount objects listed in the current mode (visible, hidden, frozen) and how many of these are currently selected in the scene.

Fast Select

Use this text box to quickly filter objects by name. For example, enter "**vil**" to display all the objects *containing* with these three characters: *village_hut*, *anvil*, *villager*, *man_evil_01*, etc.

Options

Option	Description
Select	Use this button to transfer selections from the Table to the Editor's object selection (not needed if **Auto Select** has been activated.)
Select All	Selects all the objects in the Table and transfers them to the Editor's object selection.
Select None	Resets the selection in the Table and the Editor's object selection.
Invert Selection	Inverts the selection in the Table and transfers it to the Editor's object selection.
List Types	Enables the display of certain object types, (Entities, Brushes, Prefabs); use these filters to display only the data that you need.
Display List	Changes the display between visible, hidden, and frozen objects.
Change Mode Buttons	Depending on the chosen mode in the Display List, you will find the Hide/Freeze, Unhide/Freeze, and Hide/Unfreeze buttons; they are used to transfer the status of an object to the other two (not currently selected) states.
Auto Select	Automatically updates the Editor's object selection to match the selection in the table.
Display as Tree	Indents child objects in Editor hierarchies.
Search also inside Prefabs and Groups	Allows displaying of results from Prefabs and (closed) Groups. Open groups will always be displayed.