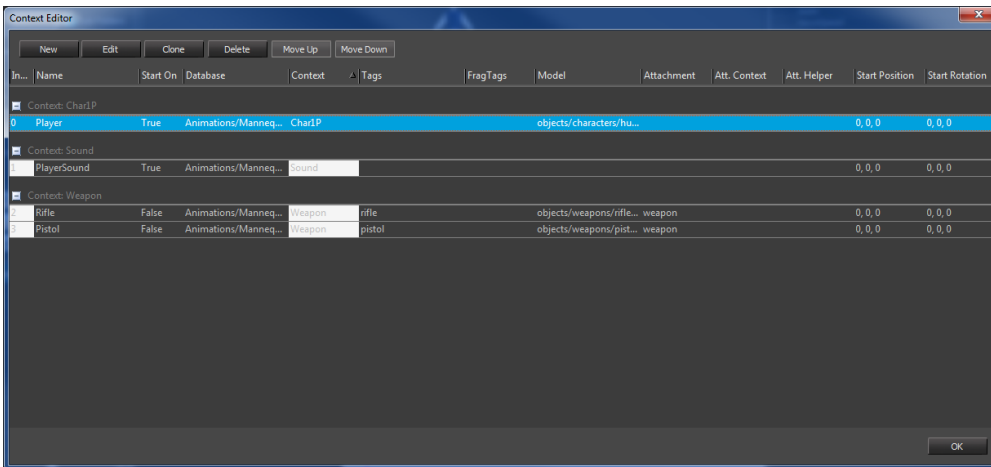


# Overview



The context editor is used to edit the current [Preview Setup File \(xxxPreview.xml\)](#).

It tells the editor (among other things) which [animation database files](#) and which character models to use in which [scope contexts](#).

You open the Context Editor through the option in the **File** menu.

## Edit Context

