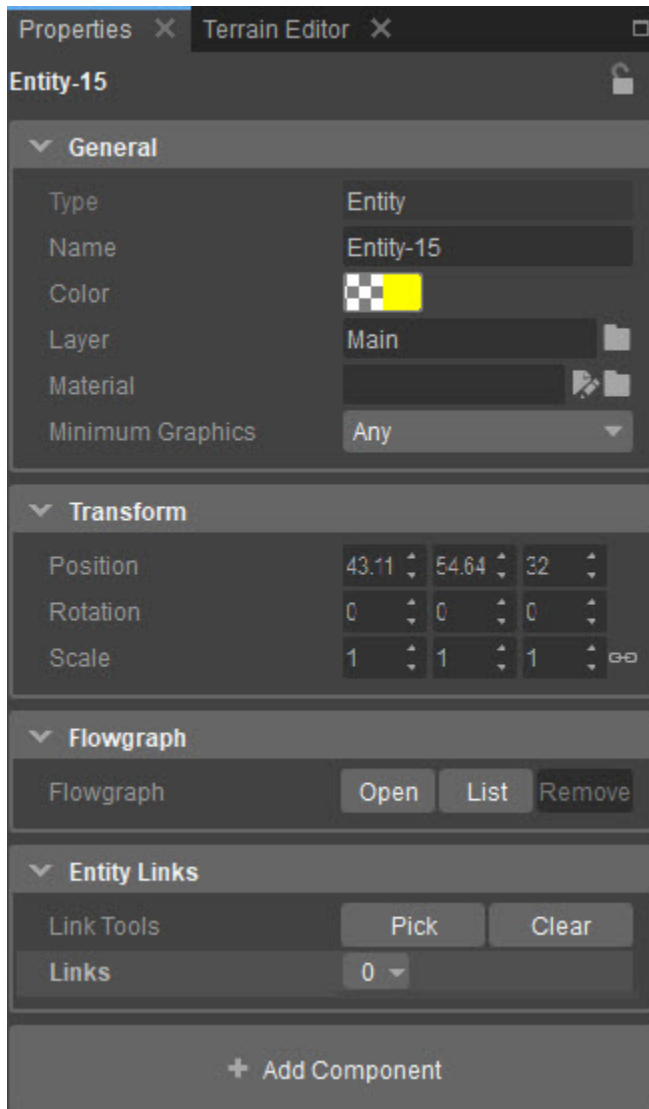


The Entity Components Properties panel permits general modifications to be made to an Entity. The panel is first exposed (in the right-hand main window pane) when the very first Components or Empty Entity is added to a scene/level. The Properties panel also includes the + Add Components button. For more information see the Entity Components - Components Panel documentation.



Setting	Description
Type	Default type (entity) - not user adjustable.
Name	Name of entity - user adjustable.
Color	Color of the entity.
Layer	Specifies which level layer this object is currently in.
Material	Specifies or overrides the current material of the object.
Minimum Graphics	Determines the minimum graphics setting that the object will appear in - for example a value of High means that the object will only appear for users running a High graphical setting.

Setting	Description
Position	Determines the position of the object in the world.
Rotation	Determines the rotation of the object in the world.
Scale	Determines the scale of the object.

Setting	Description
Flowgraph	Allows linking the entity to a Flowgraph.

Setting	Description
Link Tools	Allows linking multiple entities together.
Links	Shows existing entity links.