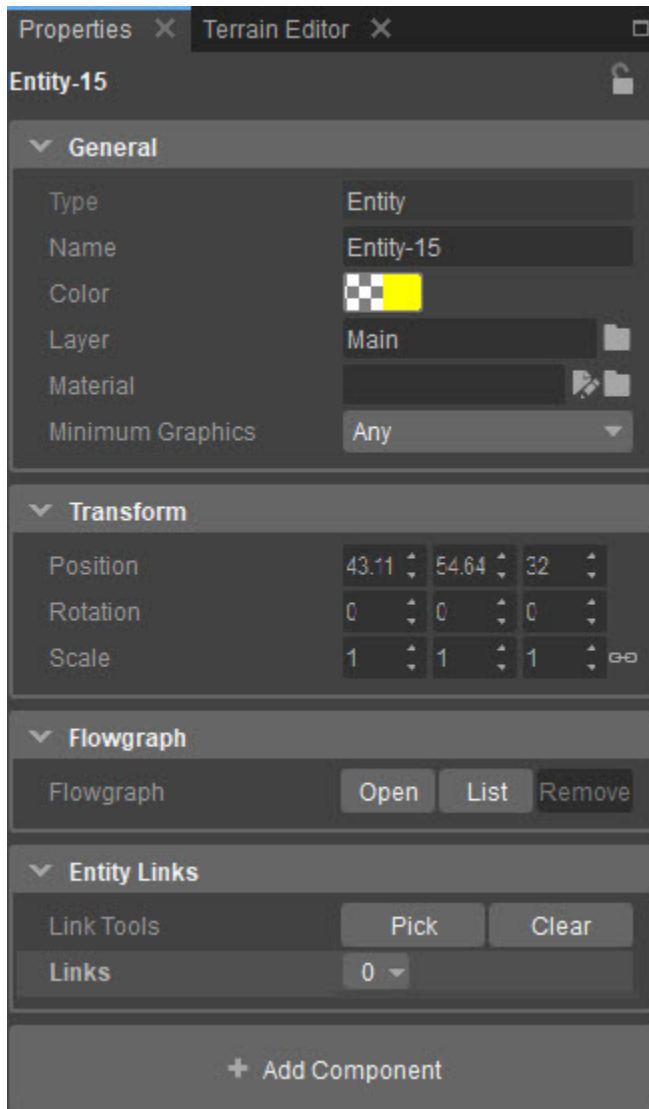


The Entity Components Properties panel permits general modifications to be made to an Entity. The panel is first exposed (in the right-hand main window pane) when the very first Components or Empty Entity is added to a scene/level. The Properties panel also includes the + Add Components button. For more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



Setting	Description
<b>Type</b>	Default type (entity) - not user adjustable.
<b>Name</b>	Name of entity - user adjustable.
<b>Color</b>	Color of the entity.
<b>Layer</b>	Specifies which level layer this object is currently in.
<b>Material</b>	Specifies or overrides the current material of the object.
<b>Minimum Graphics</b>	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
<b>Position</b>	Determines the position of the object in the world.
<b>Rotation</b>	Determines the rotation of the object in the world.
<b>Scale</b>	Determines the scale of the object.

<b>Setting</b>	<b>Description</b>
<b>Flowgraph</b>	Allows linking the entity to a Flowgraph.

<b>Setting</b>	<b>Description</b>
<b>Link Tools</b>	Allows linking multiple entities together.
<b>Links</b>	Shows existing entity links.