

# Create Tool Basics

An introduction into manipulating content within High Fidelity

**Create (edit.js)** - Found on your toolbar (Desktop) or Tablet (VR) this allows you to create, place, and control the properties of content within a domain.

**Entity** - an object within your domain.

## Create Tab

Choose the type of content you intend to place within your domain.

[https://hifi-content.s3.amazonaws.com/ben/Workshops/Creation%20Tool%20Basics/Create\\_Tab.png](https://hifi-content.s3.amazonaws.com/ben/Workshops/Creation%20Tool%20Basics/Create_Tab.png)

**Model** - Choose a mesh model from an external source. (Amazon S3, Dropbox, personal server, etc)

**Cube** - Create a primitive cube and other simple shapes

**Sphere** - Create a primitive sphere and other simple shapes

**Light** - Create light sources in your environment

**Text** - Add a text entity to your environment

**Image** - Add an image from an external source (internet, Amazon S3, Dropbox, personal server)

**Web** - Create an interactable web browser window within your environment.

**Zone** - Specify the look and properties of a designated portion of a domain

**Particle** - Add particle effects to your domain

**Material** - (Experimental) - control additional properties of a mesh materials. (requires a json file)

### Properties Tab

Control the placement, behavior, physical properties of an entity. Add scripts for additional properties. (Note: hovering the mouse cursor over some properties will show useful tooltips)

[https://hifi-content.s3.amazonaws.com/ben/Workshops/Creation%20Tool%20Basics/Properties\\_Tab.png](https://hifi-content.s3.amazonaws.com/ben/Workshops/Creation%20Tool%20Basics/Properties_Tab.png)

**Name & Description** - name entities, specify asset locations, control collision shapes and animations.

**Spatial** - control the location, rotation, scale and alignment of an entity

**Behavior** - specify how an object reacts to users and add scripted behavior

**Collision** - specify which entities an object physically reacts to.

**Physics** - control the physical properties of an entity.

### Grid Tab

Create a customizable grid for more accurate control of entity placement.

[https://hifi-content.s3.amazonaws.com/ben/Workshops/Creation%20Tool%20Basics/Grid\\_Tab.png](https://hifi-content.s3.amazonaws.com/ben/Workshops/Creation%20Tool%20Basics/Grid_Tab.png)

**Visible** - Toggles the grid on (Note: after toggling, select one of the align options to bring the grid to your location)

**Snap entities to grid** - moving an entity will align then with grid increments

**Major grid size** - controls the size of the primary grid cells

**Minor grid size** - controls the size of the secondary grid cells

**Position (Y-axis)** - specify the height of your grid

**Align to Selection** - aligns the height of the grid with the bottom of a selected entity's collision box

**Align to Avatar** - Aligns the height of the grid with the bottom of your avatar collision box.

## Create Desktop Shortcuts

Edit/ <b>Create</b> Mode	Key
Select	Mouse Left-Click
Select Multiple	<b>SHIFT</b> + Mouse Left-Click
Translate on X/Z Plane	Mouse Left-Click + Drag
Translate on X/Z Axes	<b>SHIFT</b> + Mouse Left-Click + Drag
Undo	<b>CTRL</b> + <b>Z</b>
Redo	<b>CTRL</b> + <b>SHIFT</b> + <b>Z</b>
Focus on Selected Entity or Edit Camera View	<b>F</b>
Align Grid to Bottom of Entities	<b>G</b>
Delete	<b>DELETE</b>
Deselect	<b>CTRL</b> + <b>D</b>
Toggle Local/World Space	<b>T</b>
Duplicate	<b>ALT</b> + Mouse Left-Click + Drag
Snap Rotations	<b>CTRL</b> + Mouse Left-Click rotation rings