

Groups Menu

The **Groups Menu** addon is built for high-efficiency VR development. While the *Objects Menu* creates a custom menu for a single item, the **Groups Menu** allows you to create one standardized menu structure that applies to **multiple objects at once**.

The Concept: Batch Control via Attributes

This addon is designed to leverage **Attributes**. In SimLab Composer, objects can store data (like specific animation sequences, scene states, or text values) as attributes. By grouping objects, you can create a single menu button (e.g., "Play") that calls an attribute. When a user interacts with an object in that group, the menu triggers that object's unique attribute, allowing you to control hundreds of items with a single setup.

1. Organizing Groups & Objects (Left Panel)

- **Groups List (Top):** Click **(+)** to create a group. **Double-click** the name to rename it (e.g., "All Windows").
 - **Objects in Group List (Bottom):** Select objects in your 3D scene and click **(+)** to add them to the selected group.
 - *Note:* An object can only belong to **one group** at a time.
 - **Activation Mode:** Use the dropdown to choose between **Trigger** (click) or **Hover** (look at) to summon the menu.
 - **VR Behavior:** In the VR experience, the menu will dynamically appear **directly on top of the specific object** that you triggered or hovered over.
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2. Building the Menu Content (Right Panel)

The right side is where you define the tabs and buttons that appear in your VR menu.

- **Menu Tabs:** Create multiple tabs by clicking the **(+)** icon. Each tab has an editable name and a **Menu Button Style** (Icon or Custom Image).
 - **Action Widgets:** Click **+ New Action** to add buttons within a tab. Each widget includes:
 - An editable **Action ID**.
 - Visual options (**Icon or Custom Image**) for the button.
 - The **Training Builder shortcut button** (detailed below).
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3. Training Builder Integration

The interaction logic is managed through the Training Builder. To make this seamless, each Action widget features a **Training Builder icon button** next to the ID field.

The Automated Workflow: When you click the Training Builder button, SimLab Composer **automatically opens the Training Builder and creates the event node for you**. It natively generates the **Dynamic Menu Item Triggered (Node + ID)** event, attaches the correct object, and fills in the Action ID.

[!TIP] While SimLab provides other events for custom systems (like *Dynamic Menu Item Triggered, ID, or Node*), the **Node + ID** event is the native choice for this addon because it identifies exactly which object in the group was clicked and which button was pressed.

Once the node is created automatically, all you need to do is connect your desired responses (like "Play Attribute Animation").

4. Utility Controls & Settings

- **Copy Group:** Copies all tabs and actions from a group to a new one. *Note: Objects are not copied, as they must remain unique to one group.*
 - **JSON Export/Import:** Save your entire menu configuration as a **JSON file** to transfer setups between different projects.
 - **Settings Icon:**
 - **Border Shape:** Choose between Sharp Square, Rounded/Beveled Square, or Circle.
 - **Colors:** Customize the **Primary Color** (icons/numbers), **Border Color** (strokes), and **Background Color** (fills).
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Workflow Summary

1. **Group:** Create a group and add all relevant objects.
2. **Define:** Create tabs and add Action widgets with unique IDs.
3. **Automate:** Click the **Training Builder button** in each widget to auto-generate the **Node + ID** event nodes.
4. **Link:** Connect your responses to the auto-generated nodes.
5. **Style:** Customize the visuals in Settings and click **Apply**.

Watch this tutorial to learn more

<https://www.youtube.com/embed/7Ct8UpF9ce4>

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