

Objects Menu

The **Objects Menu** addon is a powerful automation tool that creates fully functional, interactive 3D menus for specific objects in VR. Instead of manually building UI panels, you define the content and style, and SimLab Composer generates the menu and its interactive logic for you.

Step 1: Object Selection & Activation

- **Add Objects:** Select an object in your scene and click the **Plus (+)** button in the left-hand list.
 - **Activation Mode:** Use the dropdown at the top to choose how the menu is summoned in VR:
 - **Trigger:** The menu appears when the user clicks the object.
 - **Hover:** The menu appears when the user points at or hovers over the object.
 - **VR Placement:** When activated in the VR experience, the menu will automatically appear **directly on top of the object**.
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Step 2: Creating Menu Tabs

Organize your menu by clicking the **Add (+)** icon in the tab section to choose from three types:

1. **Scene States Tab:** Drag and drop Scene States from the bottom panel of SimLab Composer. You can choose to display them as numbers, original thumbnails, or custom images.
 2. **Animation Sequences Tab:** Drag and drop Animation Sequences from your library to allow users to trigger object movements directly from the menu.
 3. **Training Builder Actions Tab:** This tab is for custom logic. Each "Action" you create is assigned a unique **Training Builder ID**.
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Step 3: Training Builder Integration

The logic for custom Actions is managed through the Training Builder. To make this process seamless, each Action widget includes a **Training Builder shortcut 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.

- It automatically attaches the target object and fills in the Action ID.
- **Your Task:** Simply connect the desired responses (like playing a sound or jumping to a new scene) to the auto-generated node.

While the shortcut natively creates the Node + ID event, the system also supports other events (like Dynamic Menu Item Triggered, ID, or Node) if you wish to build a custom logic system manually.

Step 4: Visual Customization (Settings)

Click the **Settings** button at the top left to define the look of your menu:

- **Menu Button Border:** Choose between a Sharp Square, Rounded Corner Square, or a Circle.
- **Color Palette:** * **Primary Color:** Affects icons and numbers.
 - **Border Color:** Controls the stroke/outline of all items.
 - **Background Color:** Sets the color for the menu tiles.

Step 5: Applying Changes

Once your menu is configured, click **Apply**. When closing the dialogue, you will be prompted to save your configuration. Ensure you save to keep your menu settings active for the VR experience.

Summary Table: Menu Types

Tab Type	Input Method	Best Use Case
Scene States	Drag & Drop	Changing materials, colors, or layout options.
Animations	Drag & Drop	Opening drawers, operating machinery, or moving parts.
TB Actions	Training Builder IDs	Custom logic and complex interactions.

Watch this tutorial to learn more

https://www.youtube.com/embed/8NtfNkBr_Z0

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