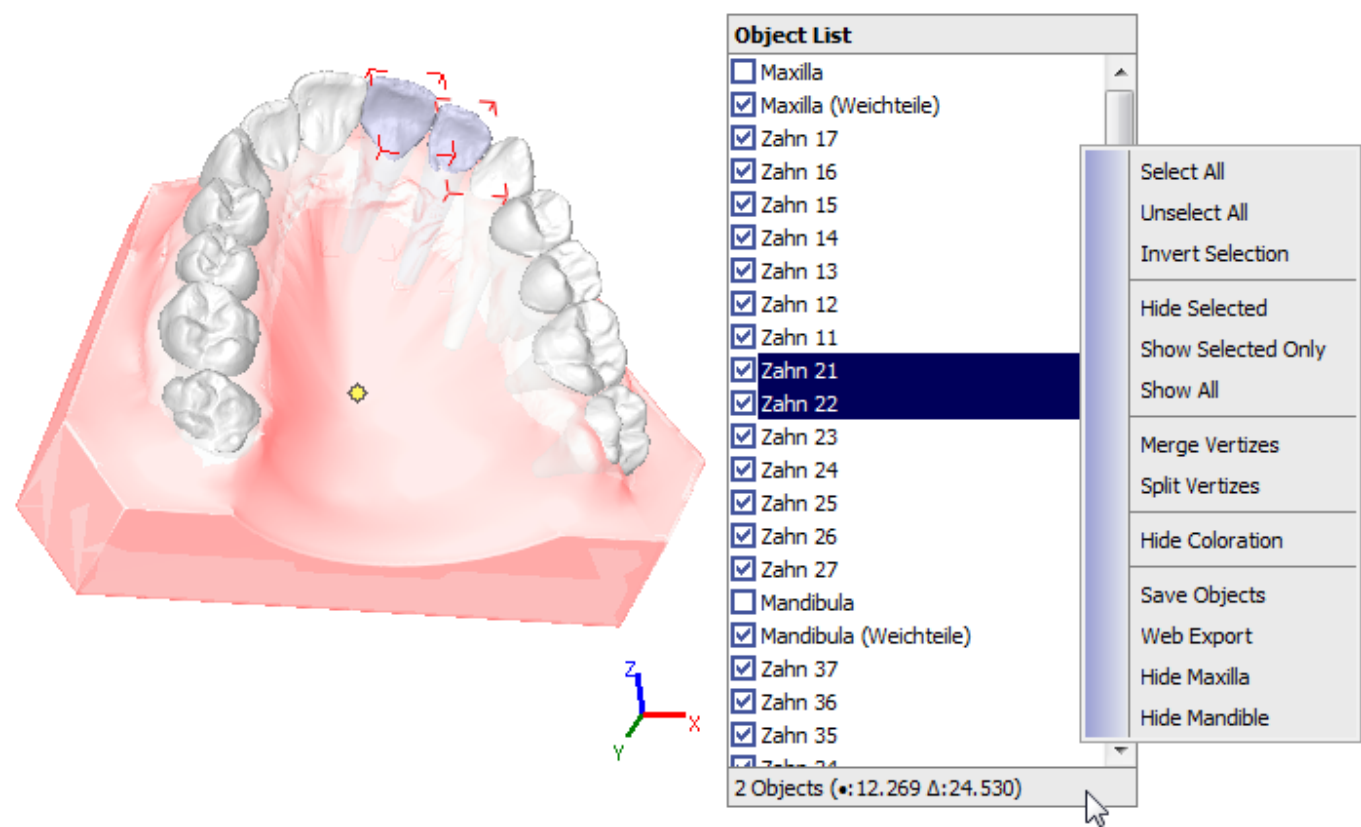


## Panel Object List

For each 3D scene (e.g., in 3D modules or in 3D full screens) an object list is available. Therein, all 3D subobjects of the used 3D dataset are listed. Single or multiple list entries (subobjects) can be selected by a left mouse click resp by [CTRL] + left mouse click.

If no subobject is selected, all actions, manipulations or other changes performed in panel [object options](#) or in panel [view options](#) are applied to the whole scene (all subobjects).

If single or multiple subobject are selected, all actions, manipulations or other changes performed in panel [object options](#) or in panel [view options](#) are applied to the selected subobjects only.



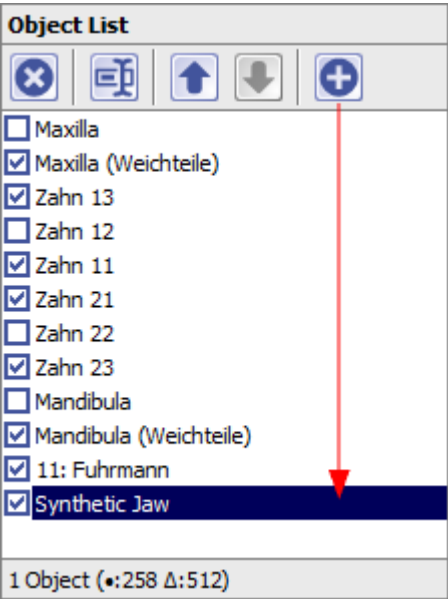
**Context menu:**

In the object list context menu, several items for preselection, visibility, mesh type and representation, colorization etc. are available. For different modules, the context menu items can slightly differ depending on the characteristics of the module itself.

	Entry
01	Select All
02	Unselect All
03	Invert selection
04	Hide Selected
05	Show Selected Only
06	Show All
07	Reset Position
08	Merge Vertices
09	Split Vertices
10	Colorize Regions

	Entry
11	Hide Coloration
12	Split Object
13	Merge Objects
14	Web Export
15	Hide Maxilla
16	Hide Mandibula
17	Show Maxilla Only
18	Show Mandibula Only
19	Plane Maxilla
20	Plane Mandibula
21	Mark All Teeth
22	Only Borer Teeth Visible
23	Shift Mandible
24	Select Brackets
25	Select Kylix
26	Select Base
27	Show Crowns Only
28	Show malocclusion Only
29	Show All

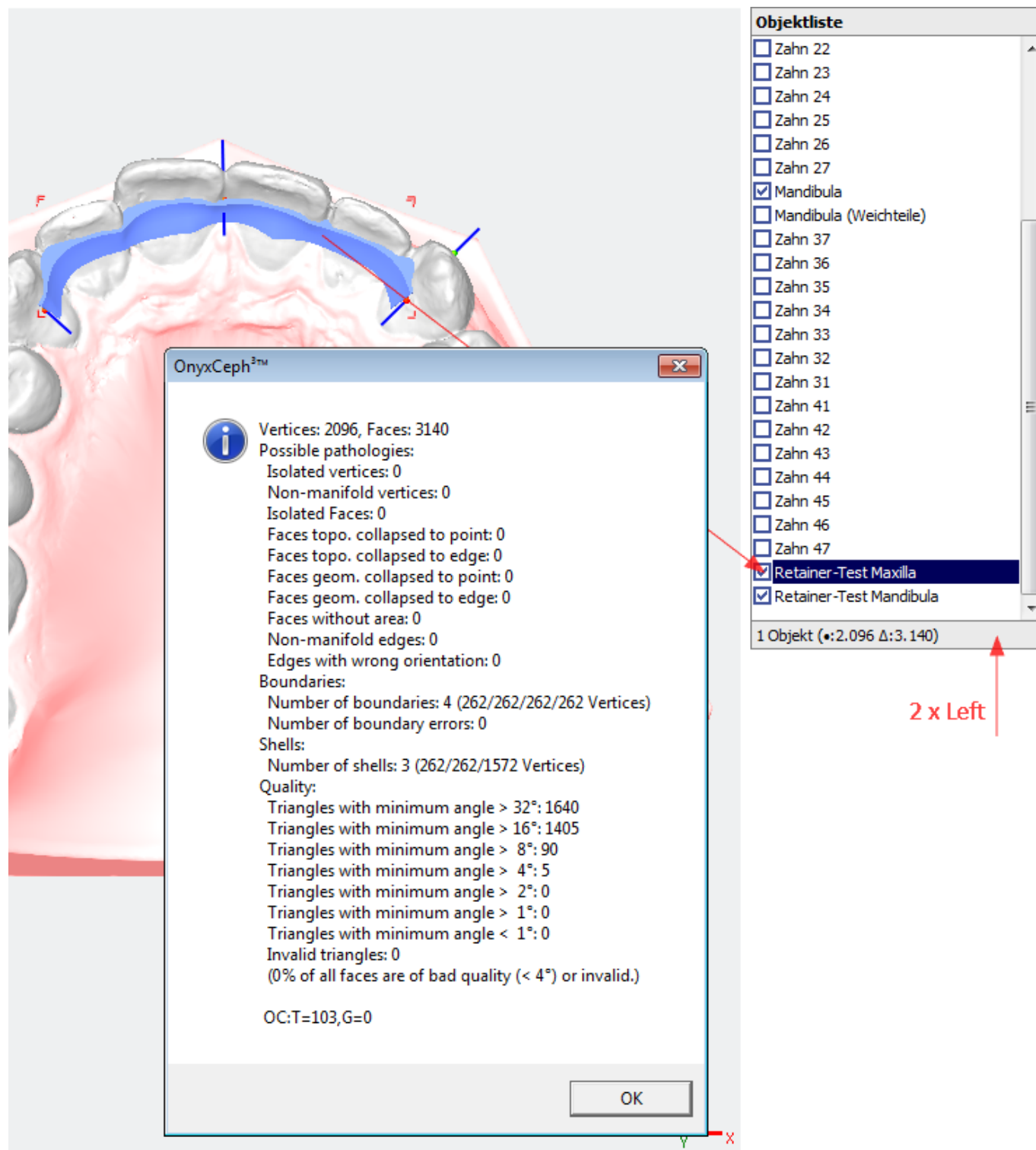
In Module [Adjust Image 3D](#) (only there) on top of the object list an icon menu appears ersscheint which allows several actions to modify the object list entries. The icon bar replaces the former available panel Object Modification.



	Icon
01	Delete List Entry/Object
02	Rename List Entry/Object
03	Move List Entry/Object up
04	Move List Entry/Object down
05	Add List Entry/Object

## Mesh Inspection

By doubleclicking the statusbar a the bottom end of the panel, several topological inspection results for the single subobject surface mesh selected in the object list will be displayed → #3268.



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Last update: **2016/07/12 10:24**

