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Generator Editor

This section details the purpose and use of the 'Generation Editor' window.

Keyboard Shortcuts

Overview

The generation bar is the area where tree models are constructed at the highest conceptual level. Generators are added to represent the branches, roots, fronds, leaves, and every other component of a tree. The structure of a tree is defined by how the generators are linked.

Adding Generators

Add generators by selecting any generator and using the “Add default” options on the right-click menu. Alternatively, use the the toolbar's “Add” button to add generators to the selected generator.

Adding From Templates

A convenient way to build a tree is out of templates. Choose the desired templates from the right-click menu and add them to the existing tree, or use the default generator templates.

Deleting Generators

Delete generators by selecting them and pressing "Delete" or using the delete button on the toolbar.

Linking, Grouping, and Moving Icons

The links between generators define the conceptual structure of a tree. The lower generator in a pair of linked generators is considered the parent of the higher generator. Make new links between generators by dragging the desired child generator onto the icon of the desired parent. A crosshair will appear over valid parent generators. Delete links by selecting them and pressing "Delete" or using the delete button on the toolbar.

Generator Groups

Double click on a generator to hide its children in a group. Double click again to reveal its children.

Moving Icons

To change the display order of the generator icons, drag the icons to the desired spot. You cannot move a generator to a level equal to or lower than its parent, but you can move them sideways or up higher. Press the "auto-arrange" toolbar button to automatically layout the icons.

Force, Mesh Forces

Forces, mesh forces, and zones are represented in the 'Generation Editor' as icons below the ground plane. Click on each icon to select existing objects of each type, or to add new objects of each type.

Each icon displays the current count of each type next to the icon. When each of these types is selected in the 'Tree Window', the relevant icon will become highlighted in the 'Generation Editor'.

See the following sections for more info on each of these types of objects: [Forces](#), [Mesh Forces](#), [Zones](#)

--- ===== Icon Overlays ===== There are three types of overlays that appear in the various

corners of a generator icon: ===== Node Selected Overlay =====

This indicator appears in the top right corner of the generator that created the selected node(s)

while in 'Node Selection Mode'. ===== Active Force Overlay =====

This indicator appears in



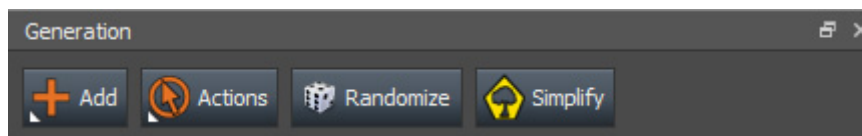
the top left corner of generator icons when a force that is selected in the 'Tree Window' is actively influencing a generator. Individual forces can be turned on or off for each generator via the



'Property Editor'. ===== Hand Drawn Overlay =====

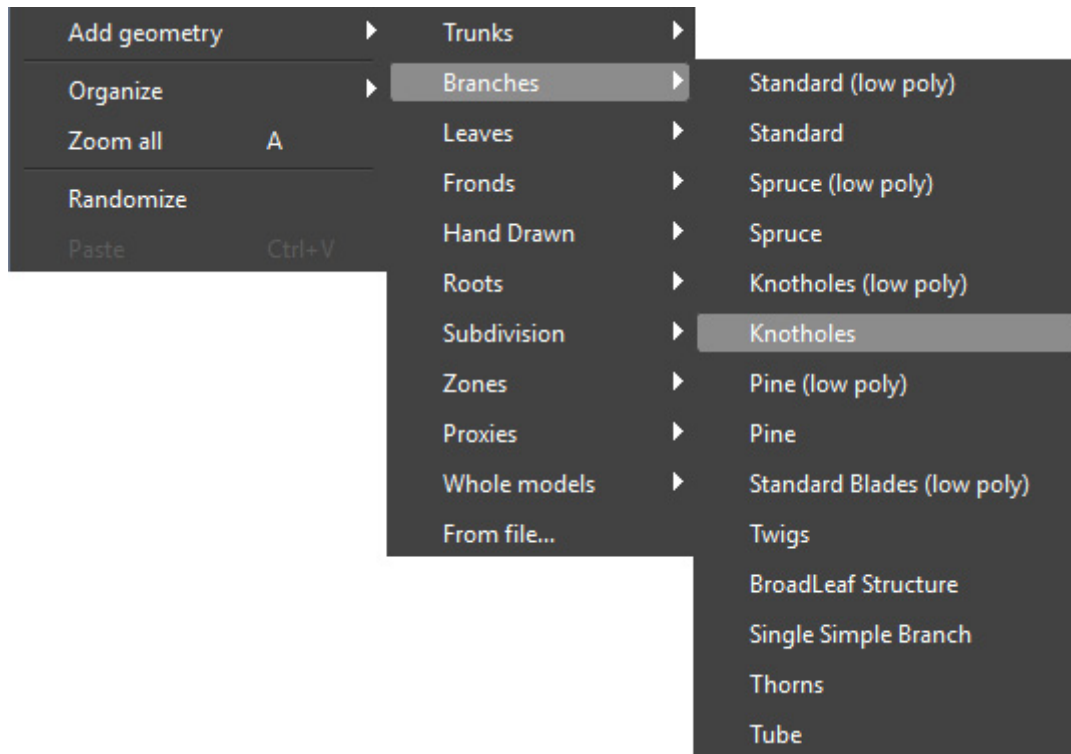
This indicator appears in the bottom right corner of generator icons that are designated for hand drawn branches. See the hand drawing documentation for more info. Additionally, there are two other icons associated with hand drawing: hand drawn target and hand drawn source toggles. They provide additional hand drawn functionality as described in the hand drawing documentation.

--- ===== Toolbar ===== The generation editor toolbar houses many shortcuts, tools and other controls.



===== Add To Selected ===== Use this option to add generators to selected generators. ===== Arrange Generators ===== Automatically organize the layout of generation editor objects (this happens automatically when generators are added). ===== Window Layout ===== Choose between landscape, portrait or automatic layout modes (automatic will switch depending on the aspect ratio of the window). ===== Zoom All ===== Show all objects in the generation editor. ===== Reset ===== This option removes any node edits for the selected generators and any of their descendants. ^ Resetting a generator will clear all node edits. ^|| ===== Toggle Visibility ===== Use this option to hide and restore generators. The nodes associated with hidden generators are never drawn; however, they are computed if they have visible children. ===== Toggle Hand Drawn Target ===== If a hand drawn generator is selected, the target icon becomes available. If the selected generator is already the designated target, the checkmark (✓) will be removed from the generator. Otherwise, it will make that generator the target. There can only be a single target for any common parent. If all targets are disabled for a branch level, any newly drawn branches will be placed into a new “default” hand drawn generator based on a template. ===== Toggle Hand Drawn Lock ===== When a lock icon appears on a generator, no hand drawn children are allowed to be generated. Toggle this via the toolbar icon. ===== Rename Selected ===== Use this option to rename the selected generation editor objects. ===== Delete ===== This option deletes all selected generation editor objects. The 'Tree Generator' cannot be deleted.

--- ===== Templates ===== Adding templates to your tree ===== Preset generators are stored as “template” files (STT files) in the SpeedTree installation folder (e.g., Trunk→medium, Roots→gnarly, etc). They are added to the tree via the right-click menu, or through the “Add to” toolbar button.



==== Saving templates ==== Any generator combination can be saved for future use under the “Add” menus (right-click and toolbar). Select any number of generators, right-click and select “Save selected as template...”, and choose a folder and filename in the “Templates” folder located in the application's installation folder. Each folder will represent a pull-right menu and the filename will be used as the menu option. ^ For example, the template file: “<installation folder>\Templates\Branches\Cool branches.stt” would appear in the “Add” menus as “Add to selected→Branches→Cool branches”. ^||

==== About Templates ====

- * Node edits and materials are not included in templates
- * Templates can contain multiple generators. Just multiple select the desired generators before creating the template.
- * Hand drawn templates can be saved just like any other template. However, keep in mind that procedural content cannot be generated from hand drawn templates. If you would like to convert a hand drawn template to a standard template (and vice versa), use the “Paste Into” command found in the right-click menu of the 'Generation Editor' on a generator of the desired format.

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