

Open_Edit_Dialogs

This command will open the the “All Events” interface and “Create Events” interface if command is TRUE.

If SHOW_CREATE_EVENTS_DIALOG = TRUE, the command CREATE_EVENT_LIST can be populated to add additional events to the event list. Similarly, CLEAR_EXISTING_EVENT_LIST will remove chosen events.

Open Edit Dialogs

```
! /SHOW_ALL_EVENTS_DIALOG=FALSE
! /SHOW_CREATE_EVENTS_DIALOG=FALSE
! /CREATE_EVENT_LIST=
! /CLEAR_EXISTING_EVENT_LIST=FALSE
```

Example 1

Open Edit Dialogs

```
/SHOW_ALL_EVENTS_DIALOG=TRUE
! /SHOW_CREATE_EVENTS_DIALOG=FALSE
! /CREATE_EVENT_LIST=
! /CLEAR_EXISTING_EVENT_LIST=FALSE
```



Example 2

Open Edit Dialogs

```
! /SHOW_ALL_EVENTS_DIALOG=FALSE
/SHOW_CREATE_EVENTS_DIALOG=TRUE
/CREATE_EVENT_LIST=RHS+RTOE
! /CLEAR_EXISTING_EVENT_LIST=FALSE
```



From:
<https://has-motion.com/wiki/> - Wiki Documentation Site

Permanent link:
https://has-motion.com/wiki/doku.php?id=visual3d:documentation:dialogs:open_edit_dialogs&rev=1721149022

Last update: **2024/07/16 16:57**



