

CSV Attributes Manager

The **CSV Attributes Manager** is a powerful productivity tool in SimLab Composer 15 designed to manage metadata for hundreds or thousands of objects simultaneously. Instead of manually entering attributes for individual items (such as a scene containing every country in the world), you can export, edit, and import data using standard CSV files.

Key Functions

The add-on interface is divided into four main utilities to ensure your scene data is organized and easily accessible for logic-heavy experiences.

1. Guarantee Unique Names

In large scenes, identical object names can cause issues with logic and tracking.

- **Fix Duplicates:** Automatically scans your selection and renames duplicate objects by adding a numerical suffix (e.g., "Chair" becomes "Chair#1", "Chair#2").

2. Add Unique Identifier (GUID)

- **Add GUIDs:** Adds a unique "ID" attribute to every selected object. This is essential for developers who need a permanent, unique reference for objects that persists even if names are changed later.

3. Export CSV

This section allows you to pull data out of SimLab Composer to edit it in external programs like Microsoft Excel or Google Sheets.

- **Export Names Only:** Creates a CSV file with a single column titled "**name**". This is the perfect starting point for adding new data to a scene.
- **Export Names with Attributes:** Exports the object names along with any existing attributes they already possess.

4. Import CSV – Apply Attributes

This is the core of the workflow. It reads data from your spreadsheet and applies it to the corresponding objects in your 3D scene.

- **Select CSV File:** Once you have edited your CSV, select your objects in the scene and use this button to apply the new data.

The Workflow: Adding Data in Bulk

To add complex data (like Capital, Population, and Area) to many objects at once, follow these steps:

1. **Selection:** Select all objects in the scene tree that require attributes.
2. **Export:** Use **Export Names Only** to generate your base file.
3. **External Edit:** Open the CSV in Excel or a similar tool.

“**[!IMPORTANT]**
Column Formatting: The first column **MUST** be titled name in all lowercase letters for the importer to recognize the objects.

4. **Add Attributes:** Create new columns for each attribute you want (e.g., a "Population" column). Fill in the rows with the corresponding data.
5. **Import:** Back in SimLab Composer, with the objects still selected, click **Select CSV File** and choose your edited document.

Summary Table

Feature	Best Use Case	Benefit
Fix Duplicates	Scenes with many repeated assets (trees, chairs).	Prevents naming conflicts in logic.
Add GUIDs	Complex VR training or database-driven scenes.	Provides a permanent "ID" for every object.
Export Names	Initializing a new project's data.	Quickly creates a "master list" of your scene.

Feature	Best Use Case	Benefit
Import CSV	Applying population, price, or technical data.	Saves hours of manual data entry.

Watch this Tutorial to lean more

https://www.youtube.com/embed/OJ_s2mFd9yA

Revision #2
Created 2025-12-23 09:09:47 UTC by Khalid Abu Eid
Updated 2026-01-18 08:09:55 UTC by Khalid Abu Eid