Main Window

SimLab Composer interface is organized into workbenches. Upon selecting a workbench the allocated tools in that workbench will appear, and the interface will be changed to display the defaults of that selected workbench.

There are several elements that provide structure to how the commands are presented in the user interface. In addition to the 3D Area, the Main Window includes the following components:

- Main Toolbar
- Scene Browser
- Properties Panel
- Library
  - Assets Library
  - Material Library
  - Animation Timeline
  - Sequences Library
  - Scene States Library
- Common Tool Bar
- Quick Access Tool Bar
- Active Camera

These components are shown in the following image



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