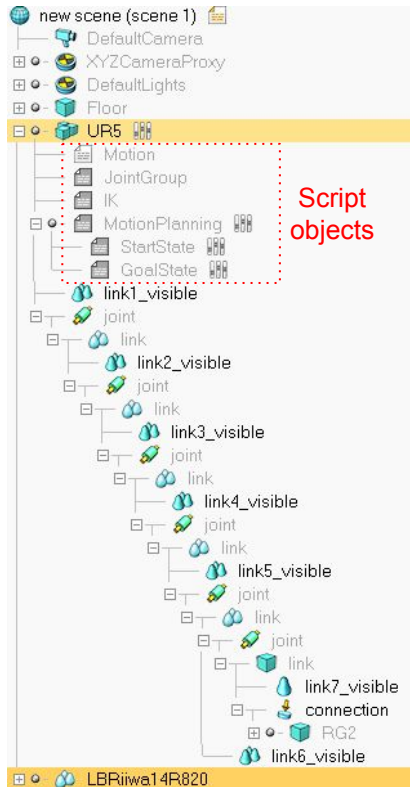


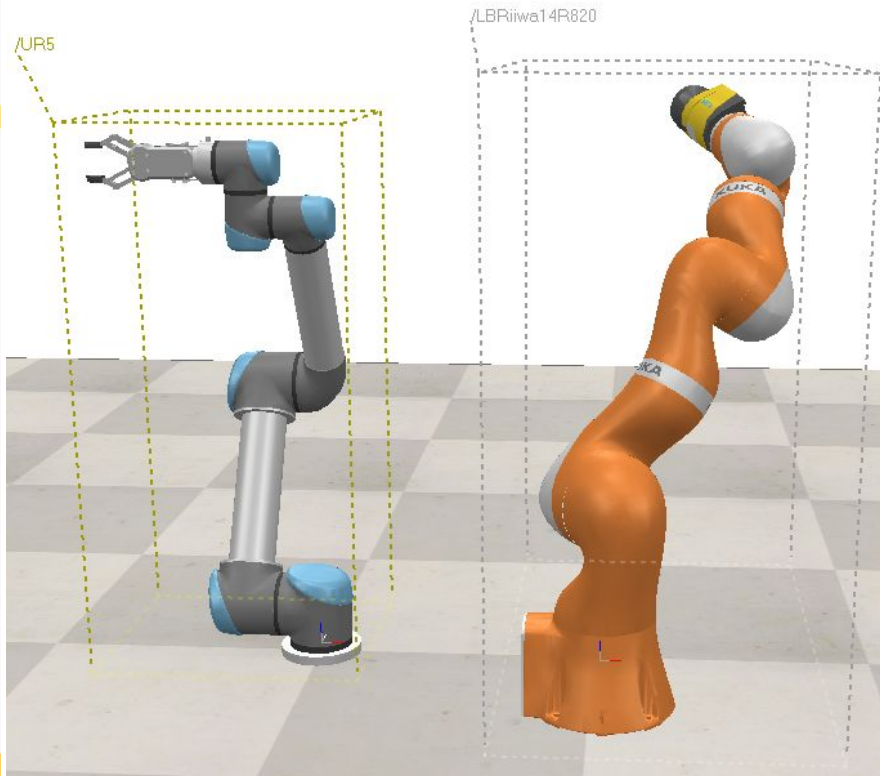
Scene hierarchy



Properties and events

All internal variables or states can be handled as properties: they come as various types (e.g. bool, int, float, table, quaternion, etc.) and modifying them triggers events that can be subscribed to by scripts, add-ons and plugins

Scene view



Scenes

- Contain models and objects
- Have properties triggering change event

Models

- Made from objects and possibly other models
- Have properties triggering change event

Objects

- Connected via parent-child relationship, and possibly via other constraints
- Have properties triggering change events
- Come in several flavors: meshes, joints/motors, cameras, lights, reference frames, proximity sensors, vision sensors, force sensors, paths, graphs, point clouds, OC-trees, script objects

Script objects: special objects

- At the core of CoppeliaSim's distributed control architecture
- Can run embedded Python or Lua code
- Can run threaded or non-threaded
- Used for control, customization, interfacing, monitoring, communication, etc.