



ModExplorer [add-on]

Scene Selection

Show Tree Objects Only

- Scene_Root
 - Camera_Root
 - light
 - Lamp
 - grid
 - null1
 - null
 - base_msh
 - joint_root
 - lr_bone
 - upr_bone
 - arm_cube1
 - arm_cube
 - elbow_cylinder
 - sphere_joint
 - eff
 - shade_root
 - shade_bone
 - shade_msh
 - bulb_msh
 - shade_eff