

setEditorTypeScope



Introduced in	
Version:	1.19
Description	
Description:	Sets the default scope for the specified Editor Object type. Does not affect already created Editor Objects.
Syntax	
Syntax:	map setEditorTypeScope [objectType, scope]
Parameters:	<ul style="list-style-type: none">map: Control - Map control.objectType: String - Editor Object type.scope: String - Can be:<ul style="list-style-type: none">"All": You can do anything with the given Editor Objects."AllNoCopy": You cannot copy the given Editor Objects."AllNoDrag": You cannot drag the given Editor Objects."AllNoTree": The given Editor Objects are not visible in the Scenario Objects Tree."AllNoCopyNoTree": You cannot copy the given Editor Objects, and they do not appear in the Scenario Objects Tree (V1.22+)."AllNoCopyNoTreeNoEdit": You cannot copy or edit the given Editor Objects, and they do not appear in the Scenario Objects Tree (V1.22+)."Hide": The given Editor Objects are invisible (you cannot change them in any way)."LinkTo": You can only link to the given Editor Objects."LinkFrom": You can only link from the given Editor Objects."Select": You can only select the given Editor Objects."View": Only the given Editor Objects are visible, no changes are possible.
Return Value:	Nothing
• Examples	
Examples:	<pre>_map setEditorTypeScope ["marker" , "VIEW"] ;</pre>
• Additional Information	
See also:	setDefaultScope , setEditorObjectScope
Multiplayer:	
Problems:	

• Notes

