

# setEditorTypeScope



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

## • Notes

