

ObjectTools Editor 4.0

The ObjectTools Editor is a standalone 4D v12 database that allows you to inspect, modify, load and save objects.

Before using the editor, you must copy the ObjectTools plugin (or a link to it) into the Plugins folder of the editor. The Plugins folder is inside the “ObjectTools Editor.4dbase” folder.

Once the database is open, select “Object Editor...” from the File menu. Then click OK in the confirm dialog that appears. The editor dialog will appear. From there the dialog should be self-explanatory.

Note that in the editor ObjectTools will be running in trial mode by default, which means it will stop functioning after 15 minutes. If you have an ObjectTools serial number, you can replace the dummy serial number in the call to **OT Register** in the **otInit** method.