

Navigator Window

The Navigator window shows you the set of models that have been loaded into OpenSim, along with their associated objects (such as motions), in a hierarchical, or tree, representation. Topics covered in this section include:

- [Opening, Closing, and Using the Navigator Window](#)
- [Navigator Tree Nodes](#)
- [Node Commands \(Context Menus\)](#)
- [Object-Specific Commands](#)

Next: [Opening, Closing, and Using the Navigator Window](#)