

Model Catalog

The model catalog shows a list of all the assets available in your project. This includes all of the assets installed in Pragma, as well as all of the assets available through your installed Source Engine (and Source 2) Steam Games.

You can open the model catalog from the menu bar via **Windows > Model Catalog**. The first time you open the model catalog, or a new directory in it, Pragma may run slow for a few seconds while it's generating the model index.

The screenshot displays the Model Catalog interface with a grid of 3D models. A yellow box highlights the 'Import asset' button. A white box highlights the 'Show external assets' checkbox, which is currently unchecked. A white box highlights the 'Filter:' text input field at the bottom. A white box highlights the 'player.mdl' model icon, which is marked with a blue 'X' indicating it is not immediately available. A white box highlights the 'bar table.pmdl b' model icon. A white box highlights the 'medieval scroll.pmdl b' model icon. A white box highlights the 'training dummy.pmdl b' model icon. A white box highlights the 'portcullis.pmdl b' model icon. A white box highlights the 'dieval stairs001a.pmdl' model icon. A white box highlights the 'al small window frame' model icon. A white box highlights the 'brazier.pmdl b' model icon. A white box highlights the 'lacksmith tongs.pmdl' model icon. A white box highlights the 'anvil.pmdl b' model icon. A white box highlights the 'bench.pmdl b' model icon. A white box highlights the 'lacksmith hammer.pmdl' model icon. A white box highlights the 'fort wall, short.pmdl b' model icon. A white box highlights the 'medieval door and frame.pmdl b' model icon. A white box highlights the 'source' logo in the center of the grid.

If you see an icon such as **player.mdl** that means the asset is not immediately available and has to be imported and/or converted to Pragma's formats first. This is done automatically the first time the asset is used. If you want to do it manually, you can also right-click the icon and choose **Import asset**. You can also change the option to **Show external assets** to **No**.

Search and Filter

If you know roughly what you're looking for, you can type it into the **Filter:** entry at the bottom and press enter. The items will be displayed in the order of most similar to least similar.

Scene-Drop

If you want to place an object from the model catalog, you can simply drag-and-drop it into the scene and an actor will be created for it: