

Multiple, non-local groups in a workspace.

#### GROUP RULES:

There is no limit to the number of groups

All editable objects can be added to a group

Groups all share a default UI

Groups being used have a separate UI depending if local user or not. Differ from activity indicators

Any group that is being interacted with must be selected and becomes temporarily “owned” by the user.

Groups must have more than one item in them to persist.

#### CREATING / EDITING RULES:

Group mode must be enabled to create a group or “own” one.

Groups are not permanent until more than one item are included.

Groups are destroyed if reduced to one object or by context menu

Existing unowned groups can be made active by selecting them

Adding and subtracting items from a group is done via click/tap.

While in group mode, group owner can arrange group content.

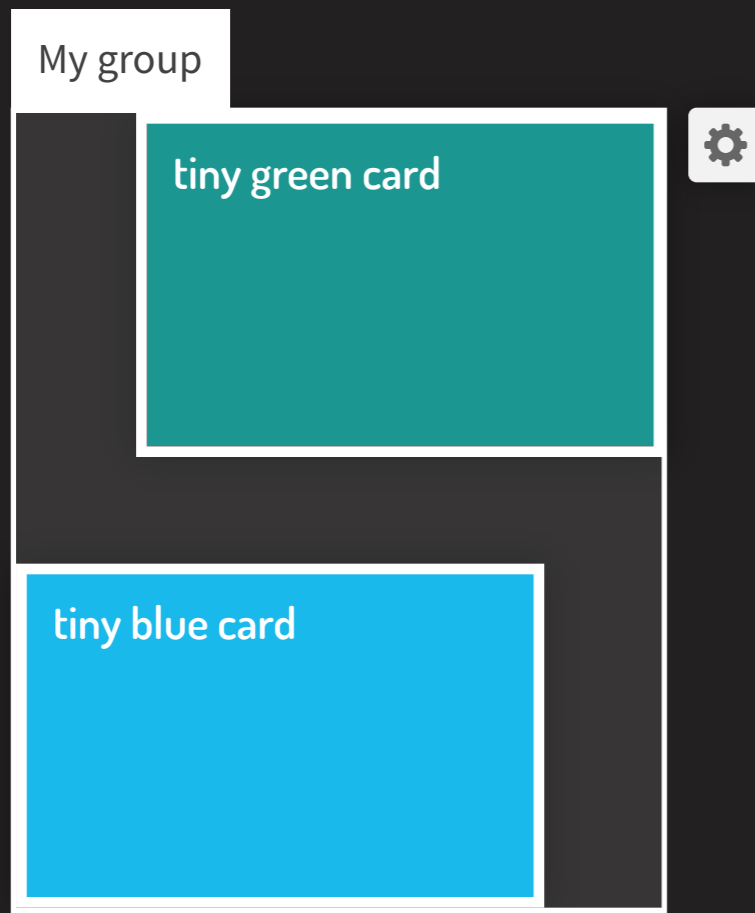
If not in group mode, only dragging/relocating group is allowed.

There can be multiple groups in any workspace.

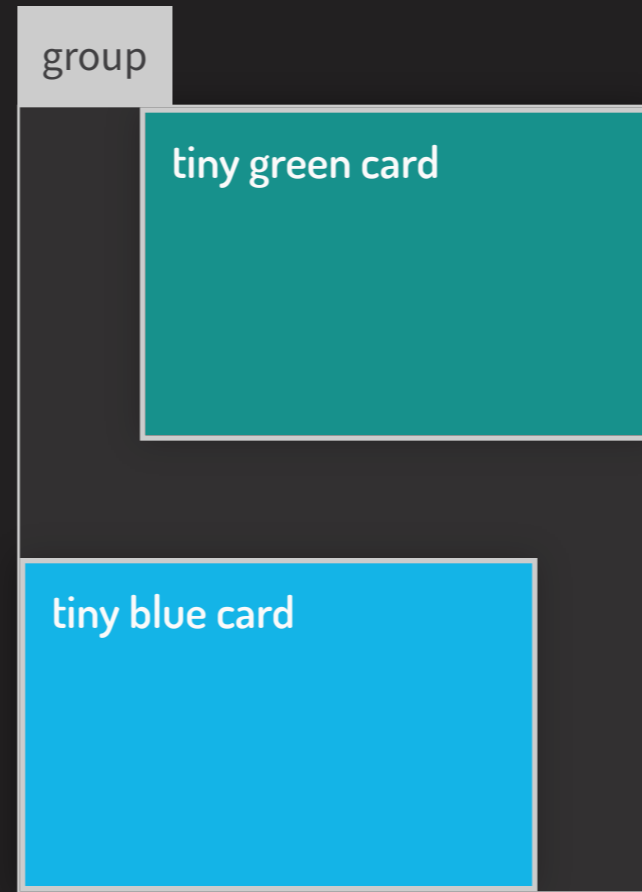
Selecting a group makes that your active group. If group mode is enabled

Local user is “owner of group” while selected and Group mode is enabled.

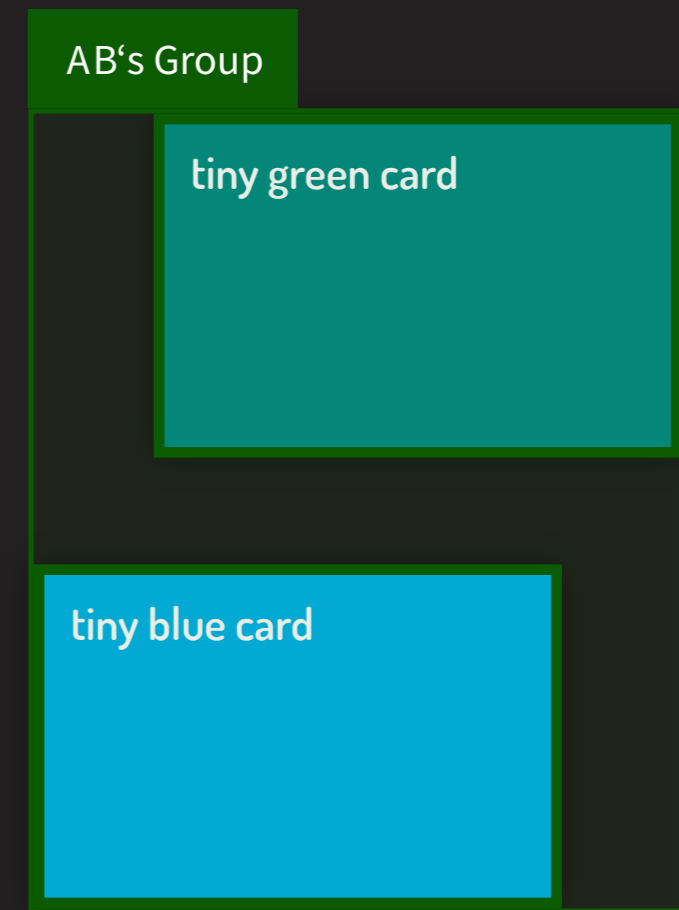
### SELECTION OWNER



### UNOWNED SELECTION



### EXTERNAL USER

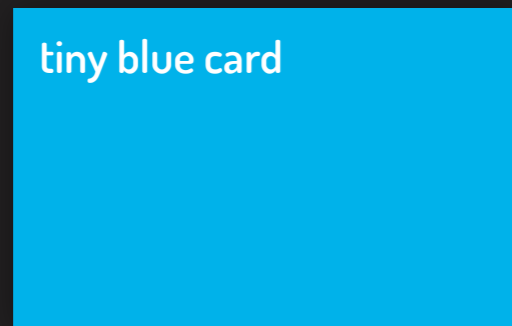
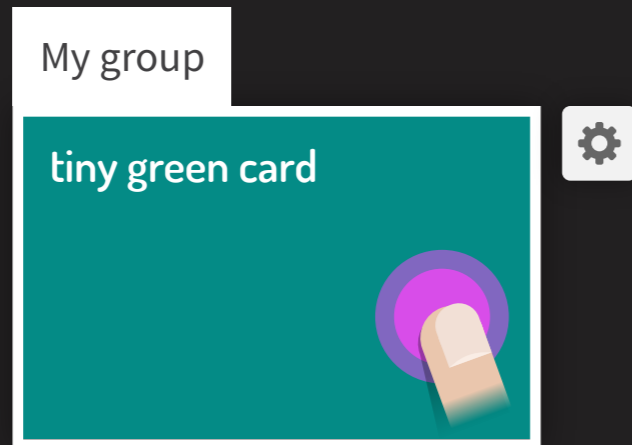




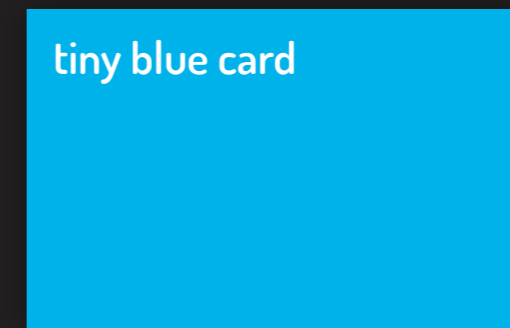
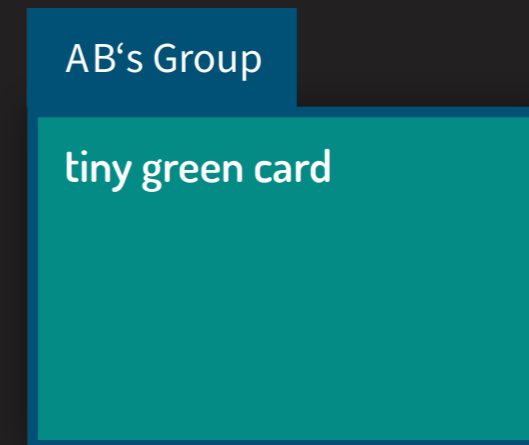
Single selection creates group of one.

Local user is “owner of group” while selected and Group mode is enabled.

### SELECTION OWNER

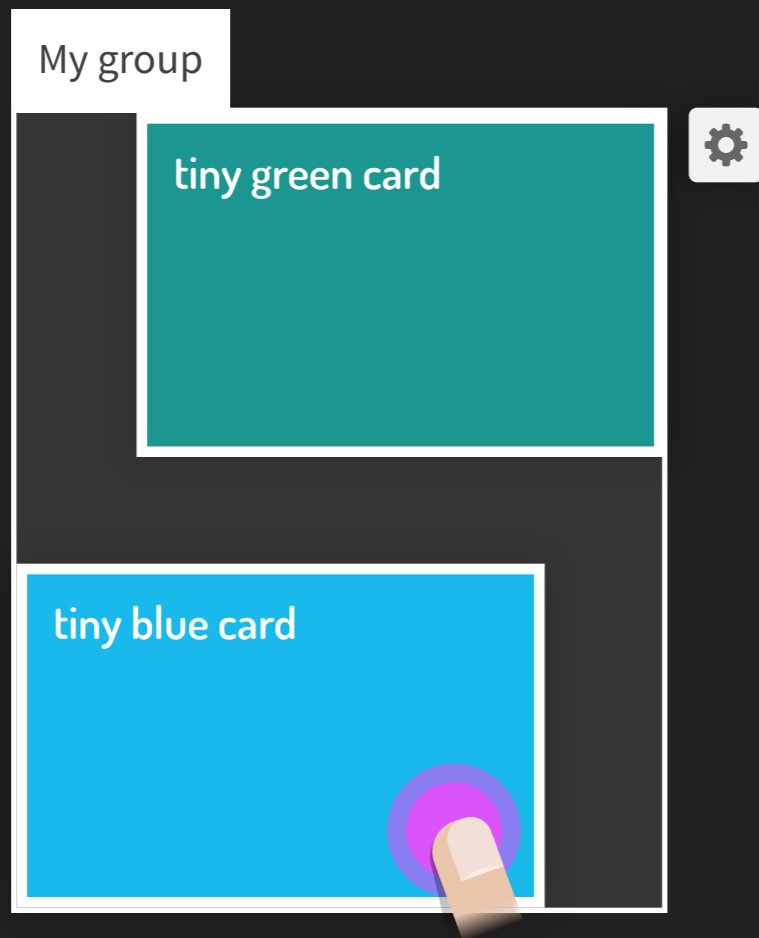


### ALL OTHER USERS

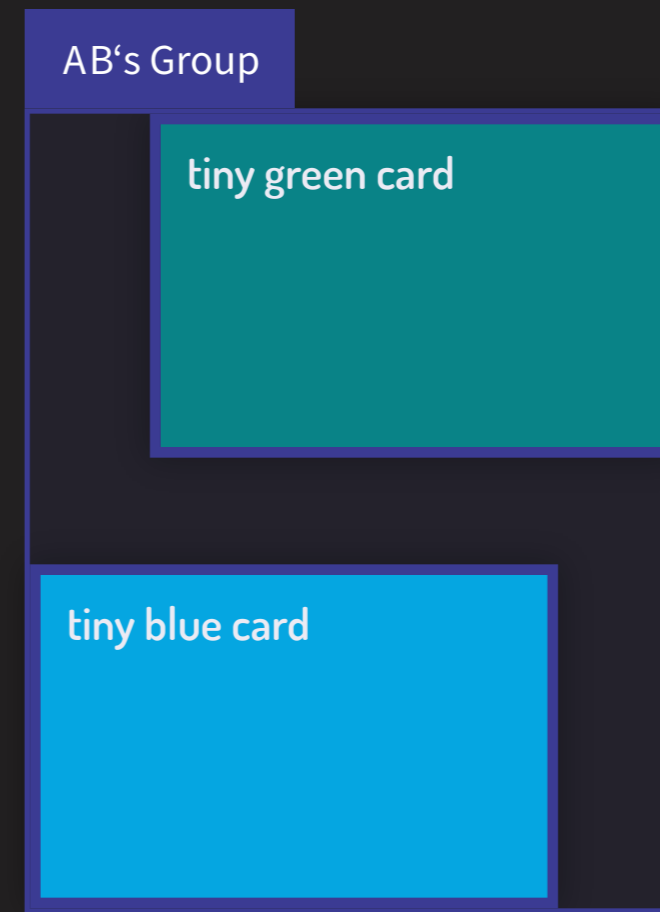


Selecting an additional object will preserve the group. Even if Group mode is disabled

### SELECTION OWNER



### ALL OTHER USERS



Tapping outside of the group will deselect the group. And destroy any single object groups.

Deselecting all objects destroys the group.

