SITC DS4 Pro (Attack of the Figures)



First I would like to say thank you for purchasing this product, and I know you will enjoy using it.

This is the upgrade of Send In The Clones DS Pro, so work with the new technology of DS4.

Here are some notes on this script and your workflow. Please be aware of the limitations of your computer's memory. There is no magic memory saving coding in this script. If you make 100 clones of an object, it affects your scene just as if you loaded an instance of that object manually 100 times. If your computer can't handle you loading them manually, it can't handle you loading them from this script.

There is one memory saving thing that is done when you select a .pp2; and it is a single node; and you select instancing... This is that each clone of the parent shares the parents' materials. With this you will not be able to change the material setting of the clones individually.

So enough of all this, and on with the tutorial!

DraagonStorm

Loading figures(.cr2), props(.pp2) or DAZ Files(.daz, .dsf, .duf) to be cloned

SITC DS Pro - Attack of the Figures		×
Load figure/Prop/Scene to be Cloned Clone Settings Random Clone Settings Only Apply Morphs/MATs/Poses to Selected figure/prop		
		i
Load the figure/prop/scene you want to clone		
Version 1.0 (10/2010)	Clone	Close

When you first start up SITC DS Pro you will see this screen:

You click on the "Load the figure/prop/scene you want to clone" button and a file dialog will open for you to select which file to load.

Computer Local Disk (C:)	► DAZ 3D ► DAZStudio3 32 .144 ►		• 49	Search DAZ	.stua103 .	22.144	_
Organize 🔻 New folder					•		
👉 Favorites	Name	Date modified	Туре	Size			
Downloads	in bin	8/27/2010 2:57 PM	File folder				
Marktop	🔒 displays	8/27/2010 2:57 PM	File folder				
E Pictures	🍌 docs	8/27/2010 2:58 PM	File folder				
强 Recent Places	imageformats	8/27/2010 2:58 PM	File folder				
	J plugins	10/10/2010 10:24	File folder				
a Libraries	resources	8/27/2010 2:58 PM	File folder				
Documents	🃕 scripts	8/27/2010 2:58 PM	File folder				
📄 Expansion Drive (I_)	🌗 shaders	8/27/2010 2:58 PM	File folder				
J Music	🎳 Uninstallers	8/27/2010 2:58 PM	File folder				
Pictures							
Videos							
💐 Homegroup							
톶 Computer							
Local Disk (C:)							
Expansion Drive (I:)							
 Expansion Drive (J:) 							
🎉 My Web Sites on MSN							
Network							
File <u>n</u> ame:			•	CR2 (*.cr2)			•
				CR2 (*.cr2) PP2 (*.pp2)			

Select the file type you want to load from the lower right corner and then navigate to where the file is located that you want to load, $(...\Content\Runtime\Libraries\....)$ and then select the file and press open.

The screen will change depending on the type of file you have loaded.

Figure(.cr2)

SITC DS Pro - Attack of the Figures	Clone Settings Random Clone Settings Only Apply 1	Morphs/MATs/Poses to Selected figure/prop
	I/DAZ/Studio/content/Runtime/libraries/Character/People/Ge	n4/V4/Victoria 4.2 EZ.cr2
Add files that you want to be applied to you	ur selected clone	Random Select
Add Delete	Clear Add Delete C	Dear Add Delete Clear
Version 1.0 (10/2010)		Cione Ciose

With figures you will also be able to create lists of morph, mat, poses and other figure/prop files that will be applied to each clone as it is created. You can decide to just loop thru the list start at the top, or to randomly select files from the list to apply.

*Note on figure files (.cr2) and prop files (.pp2) ... For these to make any sense they need to be configured or parented... If they aren't they will just be created at 0,0,0.

Prop(.pp2)

Clone Prop as instance (This i	I:/DAZ/Studio/content/Runtime/libraries/props/LoRes Plants/Fl s faster, but you will not be able to individually control surfaces	· · · · · · · · · · · · · · · · · · ·
d files that you want to be applied to yo		
Random Select	Random Select	Random Select
Add Delete	Clear Add Delete	Clear Add Delete Clear

If you want to instance the cloning you will check the "Clone Prop as instance". This will create clones by instancing the original. Which is faster, but each instance shares surface values. So when you check on the "Clone Prop as instance" option the list boxes will disappear from the screen.

STIC DS Pro - Attack of the Figures		×
Load figure/Prop/Scene to be Cloned Clone Settings Random Clone Settings Only Apply Morphs/MATs/Poses to Selected figure/prop		
I:/DAZ/Studio/content/Runtime/libraries/props/I Stuff/Toolbox/ScrewdriverFlat.pp2		
Clone Prop as instance (This is faster, but you will not be able to individually control surfaces)		
Version 1.0 (10/2010)	Clone	Close
	Luone	Ciuse

DAZ Scene(.daz, .duf)

Default Camera			
Victoria 4.2 EZ			
Bikini Top			
Bikini Bottom Sylphiad V4 valExoticDragonfangClub 3F1_01			
dd files that you want to be applied to your sele Random Select	cted figure/prop	□ R	andom Select
Random Select		Clear	andom Select Add Delete Clear

With this method, you first need to create a .daz or .duf file with all of the items you want to be cloned. You need to have one main item, and all of the rest are to be conformed or parented to it.

When you load a .daz or .duf file you need to select which item will be the control item. In the example above I would need to select Victoria 3 SAE as the control item. This is because in the .daz or .duf scene I have conformed Sylphiad V3, V3 Skeleton P4 Conform and Fantasy Dress to Victoria 3 SAE. By selecting Victoria 3 SAE, the program will move and apply any morphs/mats/poses to Victoria 3 SAE, when the cloning is done.

After all the cloning is done, I can then use the "Apply Morphs/MATs/Poses to Selected figure/prop" tab to make changes to the other items in the scene.

Default Camera			
Victoria 4.2 EZ			
Bikini Top			
Bikini Bottom			
Sylphiad V4			
valExoticDragonfangClub			
GF1_01			
dd files that you want to be applied to your selected fig	gure/prop		
dd files that you want to be applied to your selected fil Random Select	gure/prop	Random Select	
		Random Select	
Random Select	Random Select		Delete
		Clear Add	Delete
Random Select	Random Select		Delete Clear
Random Select	Random Select		Delete Clear

Cloning variables:

The first box is where you select the type of cloning you want to do. As you select which type, the screen will change. Reading the captions of the selection boxes will guide you to making your choices. Go ahead and experiment. I do suggest to start with, that you use small/low poly objects, until you learn what **SITC DS Pro** can do within the limitations of your computer. Also, keep in mind the known issues that are noted at the beginning of this document.

Values are changed by either moving the sliders left or right, or by clicking on the number, and typing in a value. If the slider/number is grayed out, then that value is not used with the type of cloning that has been selected.

*Note if the user enters a minimum that is larger then the maximum, the script will swap the values.

Inline Cloning:

- Number of Copies (up to 250)
- xAxis, yAxis and zAxis offset to range of -5000 to 5000
- Overall Scale, xScale, yScale and zScale offset to range of 0 to 1000
- xRotation, yRotation, and zRotation to range of -180 to 180

SITC DS Pro - Attack of the Figures									
Load figure/Prop/Scene to be Cloned	Clone Settings	Random Clone	Settings O	nly Apply M	orphs/MATs	Poses to Selec	ted figure/prop		
SELECT TYPE OF CLONING									
🛞 In Line		O Matrix				O Random			
NUMBER OF CLONES [Set the number of	of clones to make]								
# of Clones		N/A				N/A			
- 0		- 0		•		- 0			
TRANSLATION [The pixel translation fro	om the previous clone]								
xTran		yTran				zTran			
	+ 0		-0-		0				0
ROTATION [Rotation from the zero point	t on all clones]								
xRotation		yRotation				zRotation -			
0	+ 0.00		-0-	•	0.00		0	+	0.00
SCALE (*Zero value means no change	to original scale) (100 =	100% of original)							
Scale		xScale		ySca	le		zS	cale	
- ()	0.00 - ()	• +	0.00	- 0		+ 0.00	- 0		0.00
RANDOM MAXIMUM[Only used for ra	Indom cloning]								
- ()	a.oo - 0			- 0	0	• 0.00	- 0		
Version 1.0 (10/2010)								Clone	Close

This will make the number of clones input, offset by the values input in the TRANSLATION box of the previous clone.

Rotation and Scale changes are constant.

Matrix Cloning:

- Number of Copies along xAxis, yAxis and zAxis (up to 60 on each Axis)
- xAxis, yAxis and zAxis offset to range of -5000 to 5000
- xScale, yScale and zScale offset to range of 0 to 1000
- xRotation, yRotation, and zRotation to range of -180 to 180

SITC DS Pro - Attack of the Figures				×
Load figure/Prop/Scene to be Cloned Clone Settings	Random Clone Settings Only	Apply Morphs/MATs/Poses to Select	ed figure/prop	
SELECT TYPE OF CLONING				
O In Line	B Matrix	O Random		
NUMBER OF CLONES [Set the number of clones to make at each a	xis]			
xAxis	yAxis	zAxis		
- 0	- 0			
TRANSLATION [The pixel translation from the previous clone]				
xTran	yTran	zTran		
0	0		()+ 0	0
ROTATION [Rotation from the zero point on all clones]				
xRotation	yRotation	zRotation		
0.00		- + 0.00		00
SCALE (*Zero value means no change to original scale) (100 = 10	0% of original)			
Scalex5	cale	yScale	zScale	i
+ 0.00 - ()	+ 0.00 - ()	+ 0.00	- ()+ 0.0	00
RANDOM MAXIMUM[Only used for random cloning]				
- 0			- ()	50 :
Version 1.0 (10/2010)			Clone	Close
				1030

This will make the number of clones input along x, y and z axis, offset by the values input in the TRANSLATION box of the previous clone.

Rotation and Scale changes are constant.

Random Cloning:

- Number of Copies (up to 250)
- Minimum Scale, xScale, yScale and zScale offset to range of 0 to 500
- Minimum xAxis, yAxis and zAxis offset to range of -5000 to 5000

SELECT TYPE OF CLONING								
O In Line		O Matrix			🛞 Random			
UMBER OF CLONES [Set the number of	clones to make]							
# of Clones		N/A			N/A			
- 0	+ 1	- 0			- 0		+	
RANSLATION [Not used for random clor	ning]							
	•• 0		_0	+ a			+	0
OTATION [Not used for random cloning]	Í							
0	+ 0.00		_0				+	a po
CALE (*Zero value in Minimum means n						an an an		
Minimum Scale	Mi	nimum xScale		-Minimum yScale		Minimum zScale		
- ()	.00 - ()		0.00 - ()		+ 0.00	- 0	+	0.00
Maximum Scale	Ma	ximum xScale		-Maximum yScale		Maximum zScale		
- ()	.00 - ()		0.00 - ()		+ 0.00	- 0	+	0.00

This will randomly scale the cloned object within the minimum and maximum range input, with no consideration of the scale of the parent object or previous clone is.

Each random value is independent of any other value.

Random Clone Settings Only:

- Minimum xAxis, yAxis and zAxis offset to range of -5000 to 5000
- Minimum xRotation, yRotation, and zRotation to range of -180 to 180
- Maximum xAxis, yAxis and zAxis offset to range of -5000 to 5000
- Maximum xRotation, yRotation, and zRotation to range of -180 to 180

	()				()		0				0
xRotation				yRotation				zRotation	•		
		•	0.00		0	•	0.00	-	-0	+	0.00
				yTran	0		0	zTran	-0	•••	0
xRotation								zRotation			
	-0	•	0.00			•	0.00			•	0.00

This will randomly place the cloned object within the minimum and maximum range input, with no consideration of where the parent object or previous clone is.

Each random value is independent of any other value.



Thank you again for purchasing SITC DS Pro

DraagonStorm