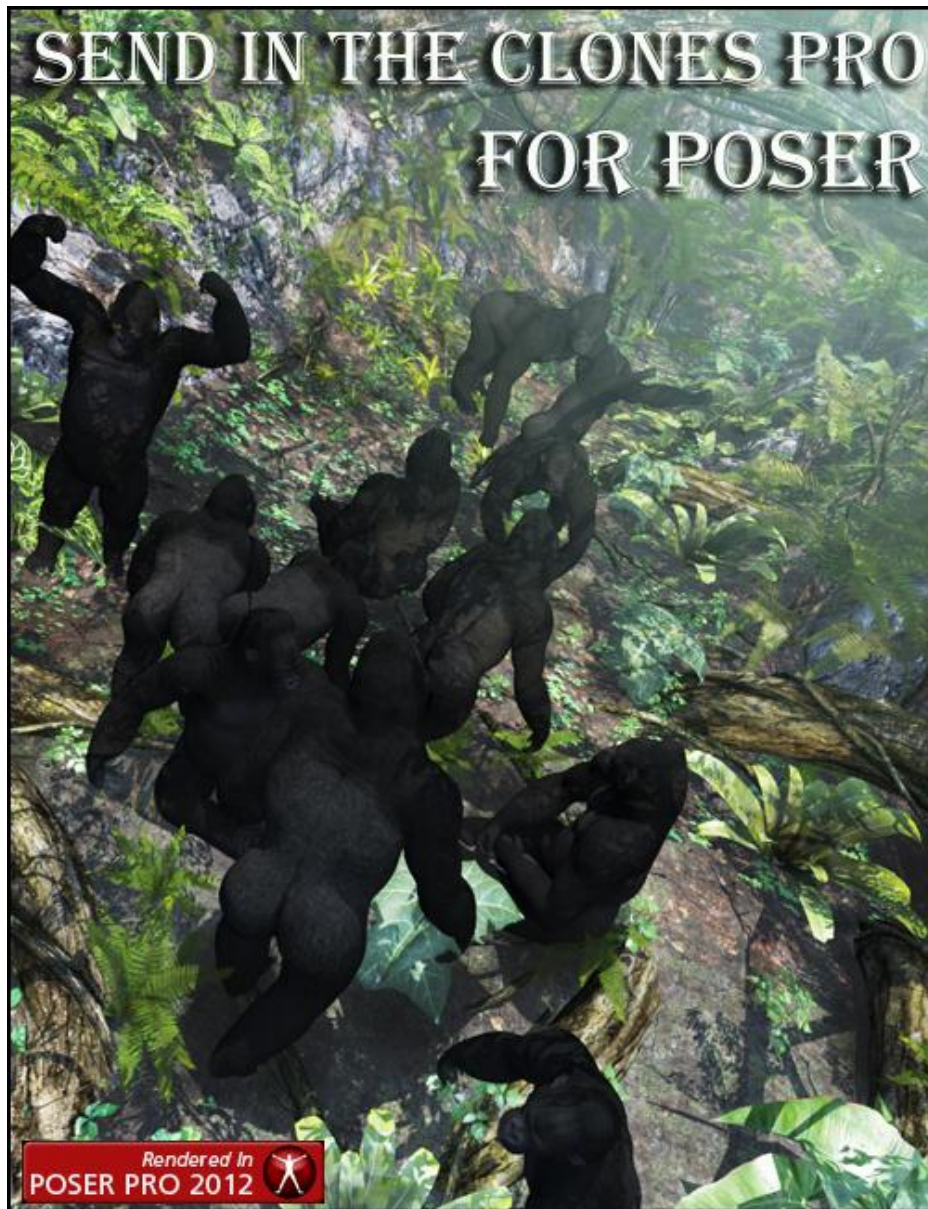# Send In The Clones Pro for Poser

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

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.

I know for sure, that Poser Pro 2012 needs SR3, or this script will cause the PP 2012 to stop running. Not sure about Poser 9 as I already had SR3 installed before writing this script.

While clones are being created and figures/poses/props, etc. are being applied the screen may or may not update and show the process. Especially with large items like Gen4 or Genesis it may seem as if the program has stopped processing, and you may see 'Not Responding', But it is working, just be patient it takes a while to complete.
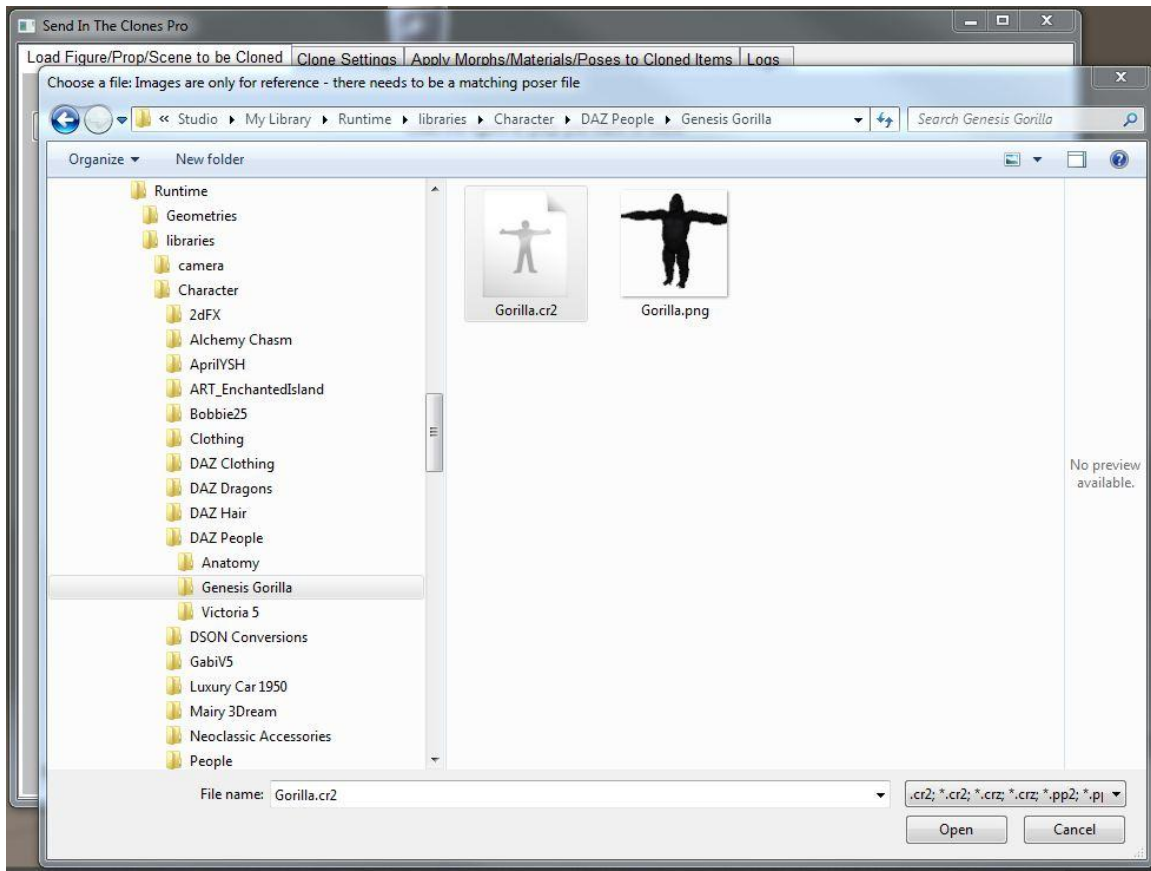
So enough of all this, and on with the tutorial!

DraagonStorm

**Loading figures(.cr2), props(.pp2) to be cloned**

When you first start up Send In The Clones Pro for Poser, you will see this screen:
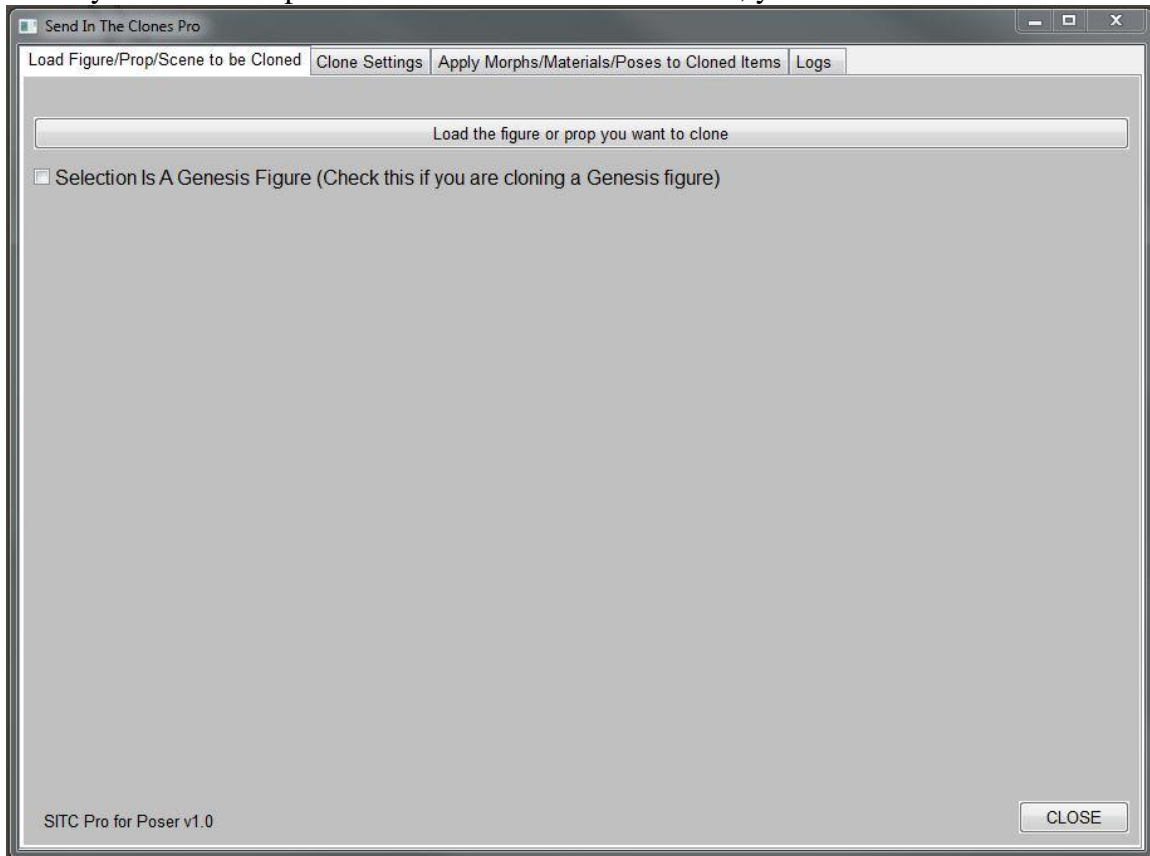
You click on the "Load the figure or prop you want to clone" button and a file dialog will open for you to select which file to load.

The screen will show .cr2, crz, pp2 and .ppz files, alone with any .png or rsr files. The .png or .rsr files are just for reference. If you select them the program will do nothing. If all you see are images, then there are no files in that folder of the passed file types. This is also true for the other file selection categories.
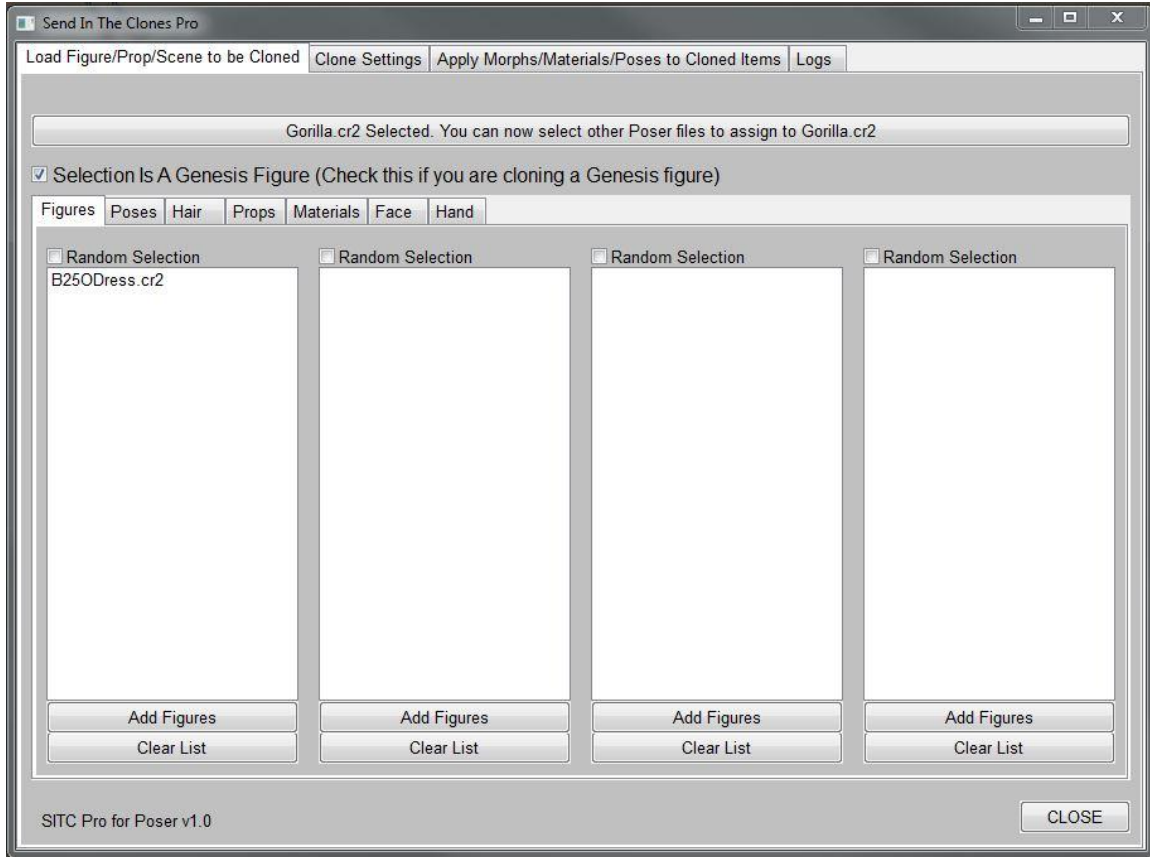
After selecting the figure/prop to clone, you will see this screen. Note if you have chosen Genesis, you need to click on the 'Selection Is A Genesis Figure (Check this if you are cloning a Genesis figure). This is so that this script process figures like clothes, or hair properly for Genesis.

As you see, there are 7 categories, each having 4 lists. Depending on what you are cloning some of the categories will not be used. For example… Let's say you have selected to clone a chair prop… Of course you would have no need to add hair or face and hand poses…

The multiple lists are used if you want to apply more categories to your clone. For example: You are cloning V4 and you want to apply a character, a texture, and a standing pose(.pz2 files). You would use the Poses categories and put character(s)s in the first list, texture(s) in the second list, and pose(s) in the third. As the program loops thru creating each clone, it will create the clone, and then look at each list and select one item from that list to apply to the newly created clone. The selection is done (by default) in order, unless you have selected 'Random Selection'.

A little more explanation on the tabs and lists:

Each tab has 4 lists... Each tab lets you list specific types of files (.cr2 in figures; pp2 in Props; pz2 in Poses; .hr2 in Hair.. etc). You will usually only use one of these lists from each column for things like hair, face, hands... It doesn't make sense to use more then one list... Exemptions could be Hair... Let's say you have hair for a character head, and also hair for pubic area... You would put head hair(s) in one list, and pubic hair(s) in the other list, so that both are applied to one clone.

Poses I would see were multiple list are used most... One list to apply character morphs, the other to apply texture sets (not all texture sets are in the Materials folder[.mc6]), and then actual poses in another list (sitting, standing, jumping).. Then when a clone is created the program will go to the first list and select a file and load it to the clone, then go to the next list and load that to the clone, and then the next list.. and so forth.

Cloning variables:

The first 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 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. If you hold down the mouse on the slider notch the value changes if larger amounts. To change the values in the smallest increments, click on either side of the slider notch.

*Note if the user enters a minimum that is larger then the maximum, the script will swap the values.
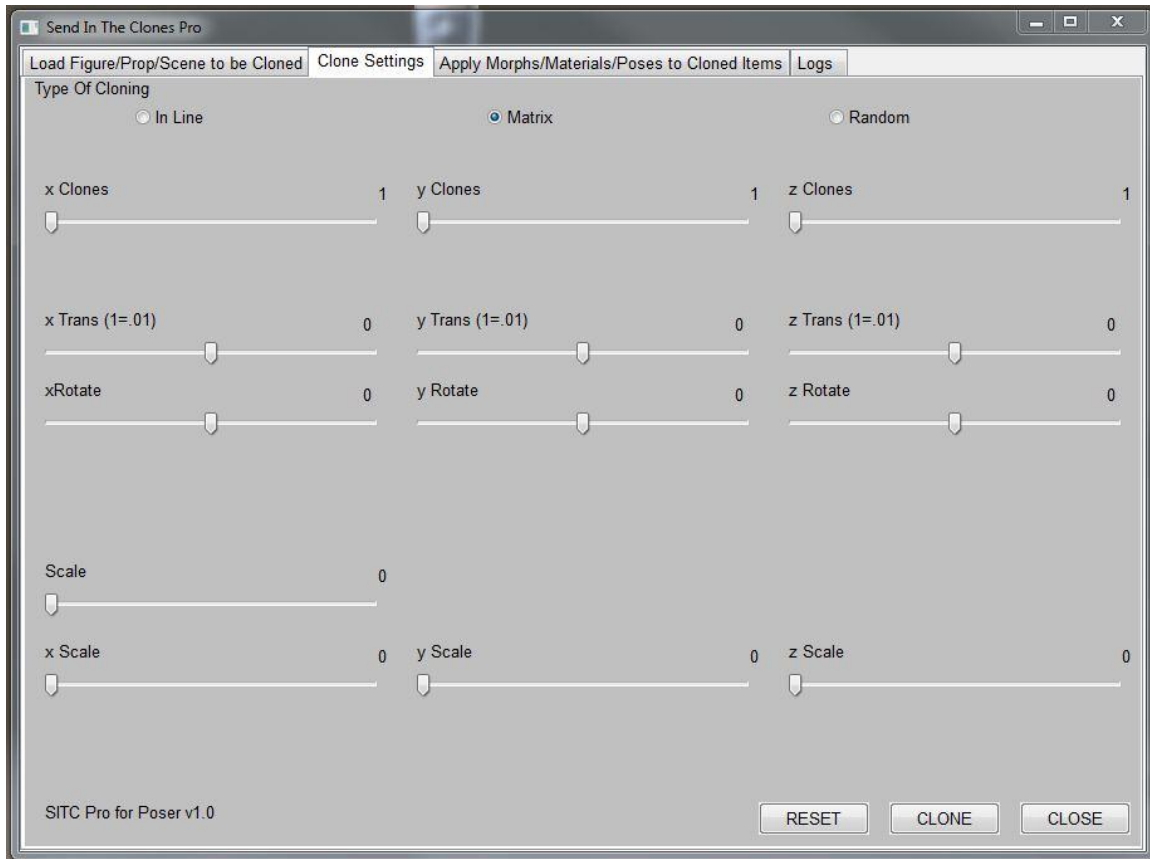
Inline Cloning:
- Number of Copies (up to 250)
- xAxis, yAxis and zAxis offset to range of -16000 to 16000 (Where 1 = .01)
- Overall Scale, xScale, yScale and zScale offset to range of 0% to 300%
- xRotation, yRotation, and zRotation to range of -180 to 180
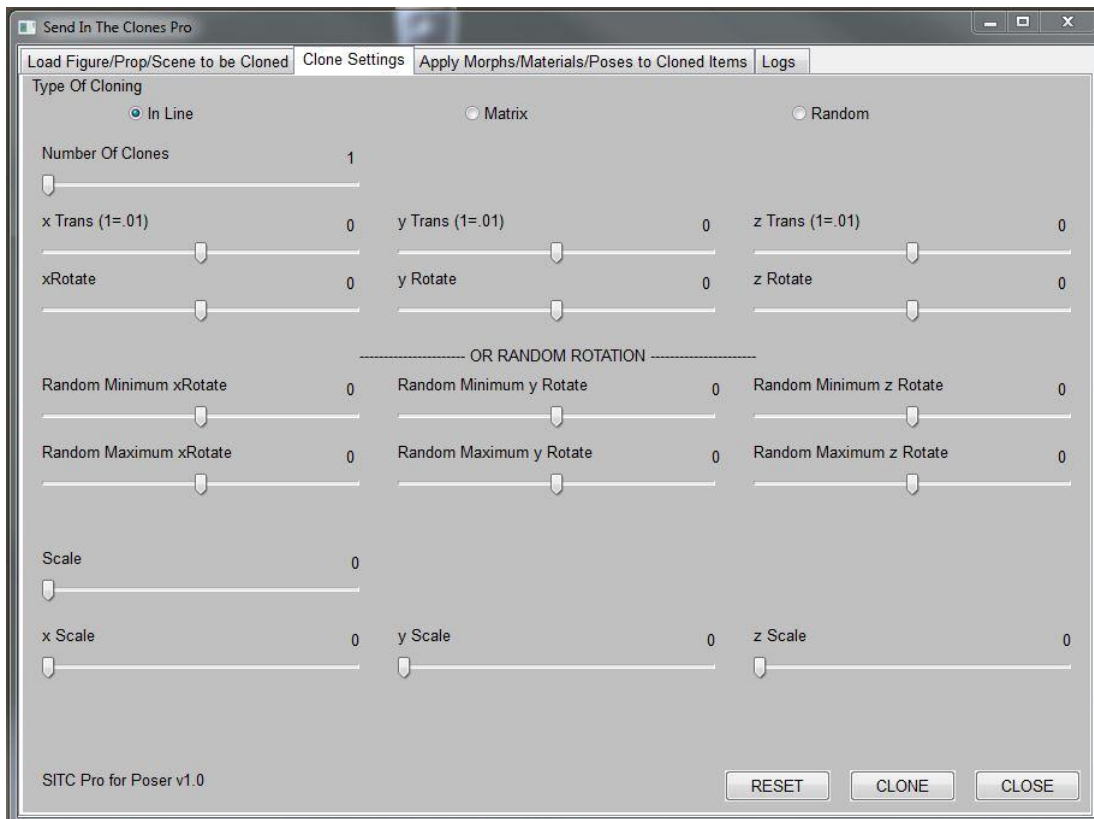
This will make the number of clones input, offset by the values input in the TRANSLATION box of the previous clone.
Rotation and Scale changes are constant.

Matrix Cloning:
- Number of Copies along xAxis, yAxis and zAxis (up to 250 on each Axis)
- xAxis, yAxis and zAxis offset to range of -16000 to 16000 (Where 1 = .01)
- Overall Scale, xScale, yScale and zScale offset to range of 0% to 300%
- xRotation, yRotation, and zRotation to range of -180 to 180

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 xAxis, yAxis and zAxis offset to range of -16000 to 16000 (Where 1 = .01)
- Maximum xAxis, yAxis and zAxis offset to range of -16000 to 16000 (Where 1 = .01)
- Minimum xRotation, yRotation, and zRotation to range of -180 to 180
- Maximum xRotation, yRotation, and zRotation to range of -180 to 180
- Overall Scale, xScale, yScale and zScale offset to range of 0% to 300%
- Minimum Scale, xScale, yScale and zScale offset to range of 0% to 300%
- Maximum Scale, xScale, yScale and zScale offset to range of 0% to 300%
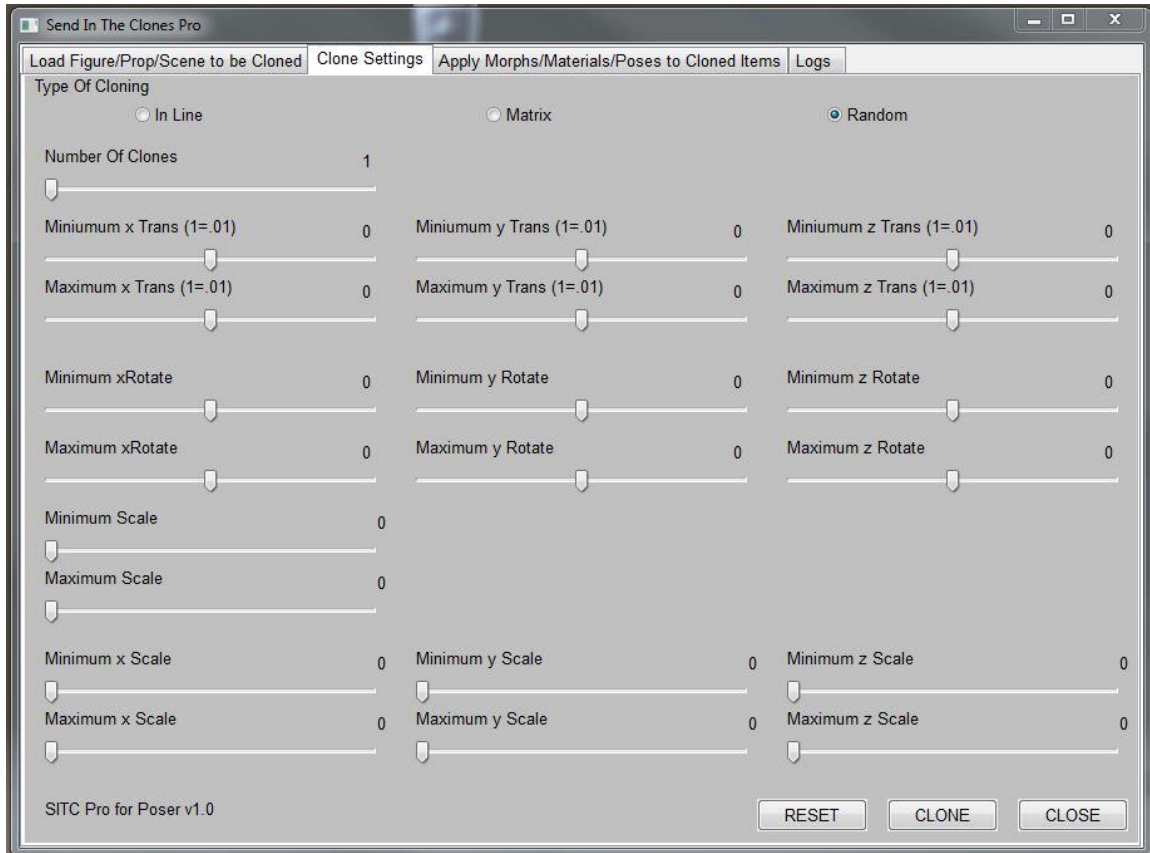
This will randomly scale the cloned object within the minimum and maximum range input, with no consideration of the scale of the parent object or previous clone is.

Each random value is independent of any other value.

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.

Example:

Here I have selected the Genesis Gorilla. So I check the 'Selection Is A Genesis Figure (Check this if you are cloning a Genesis figure).. And now I want to put on some cloths. Below all I have listed is the B25ODress.cr2 file, but before I finished, I add some other things that you see in the screen shot of the Poser GUI.
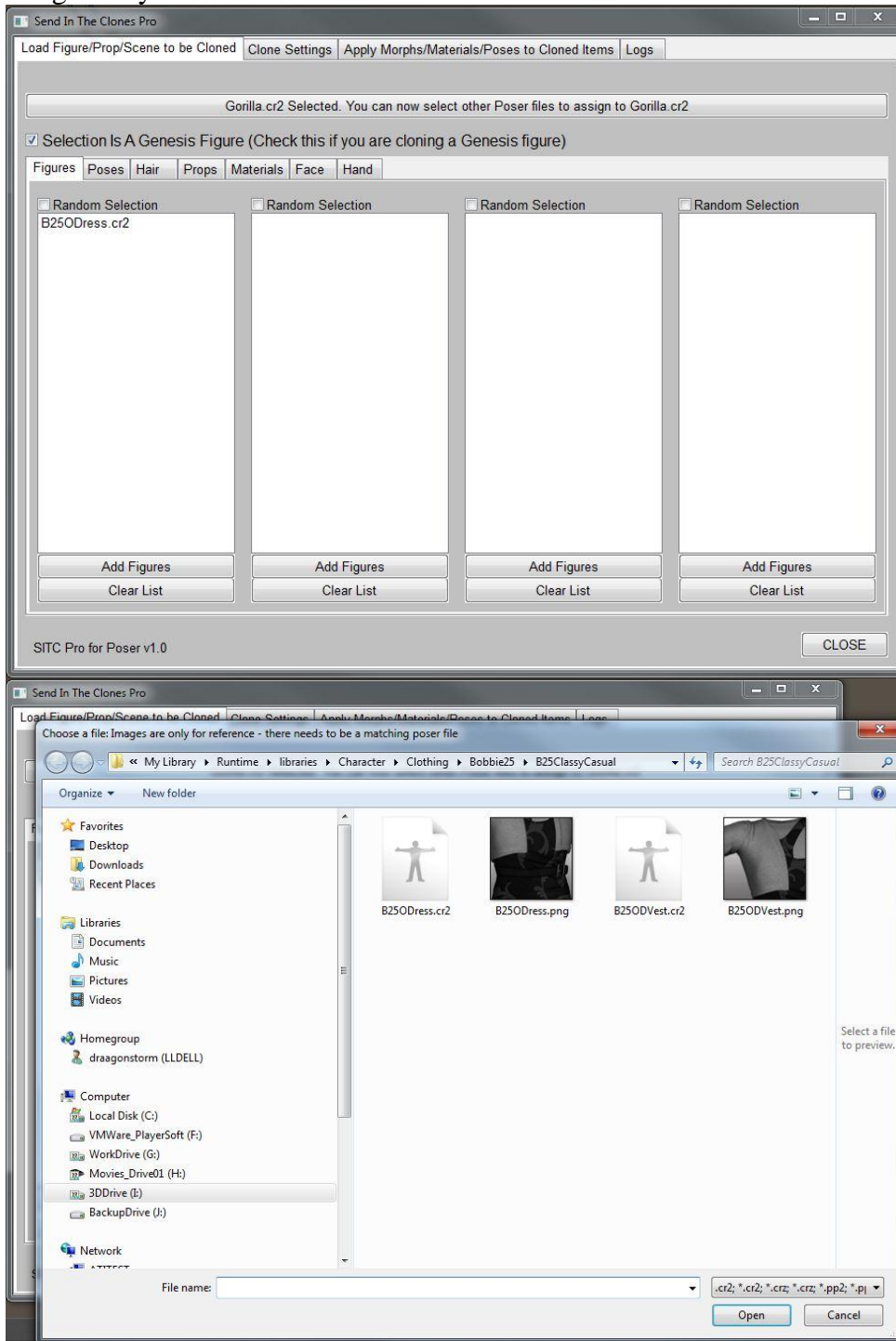
And now I want to apply some poses.
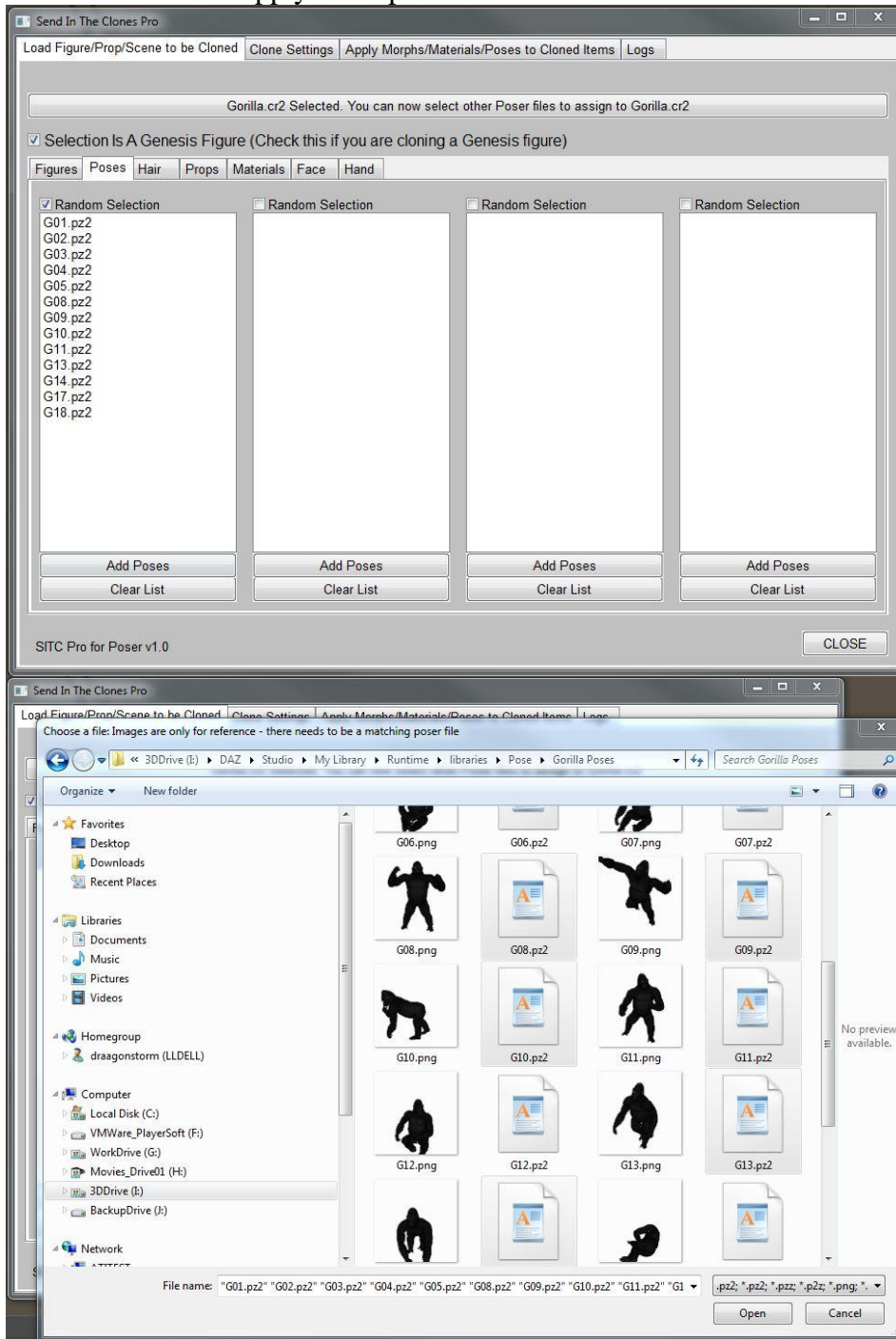
Personally, I really like to use the Random ;) Which I have done here.
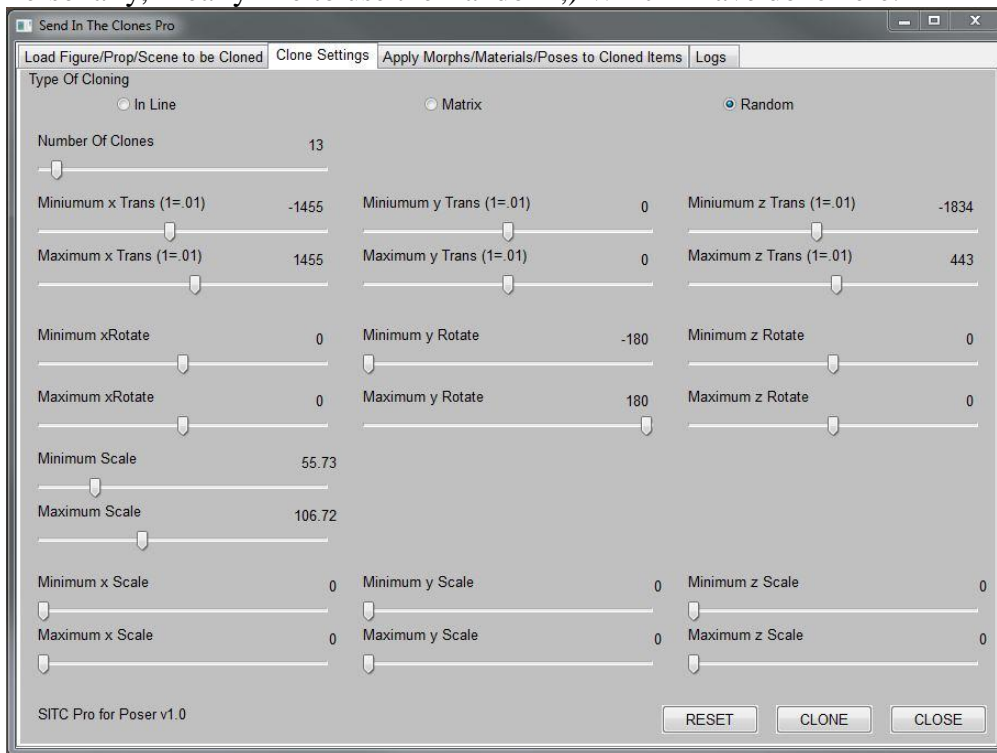
Make my settings and then press the 'CLONE' button… and after a while this is what you get.

But we are not done! The clothes have loaded with no textures (or maybe not the textures we want) So, Select the 'Apply Morphs/Materials/Poses to Cloned Items' tab, and let's add on to the clones we have. The list is created/updated after each clone/process we do.
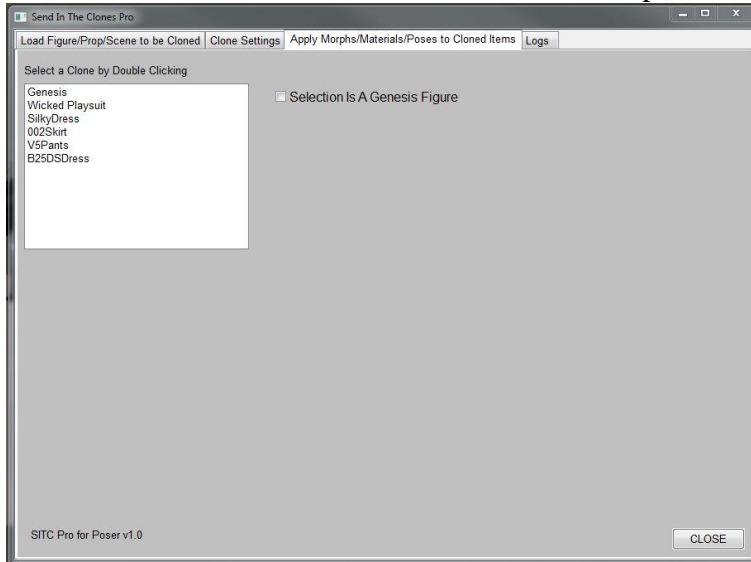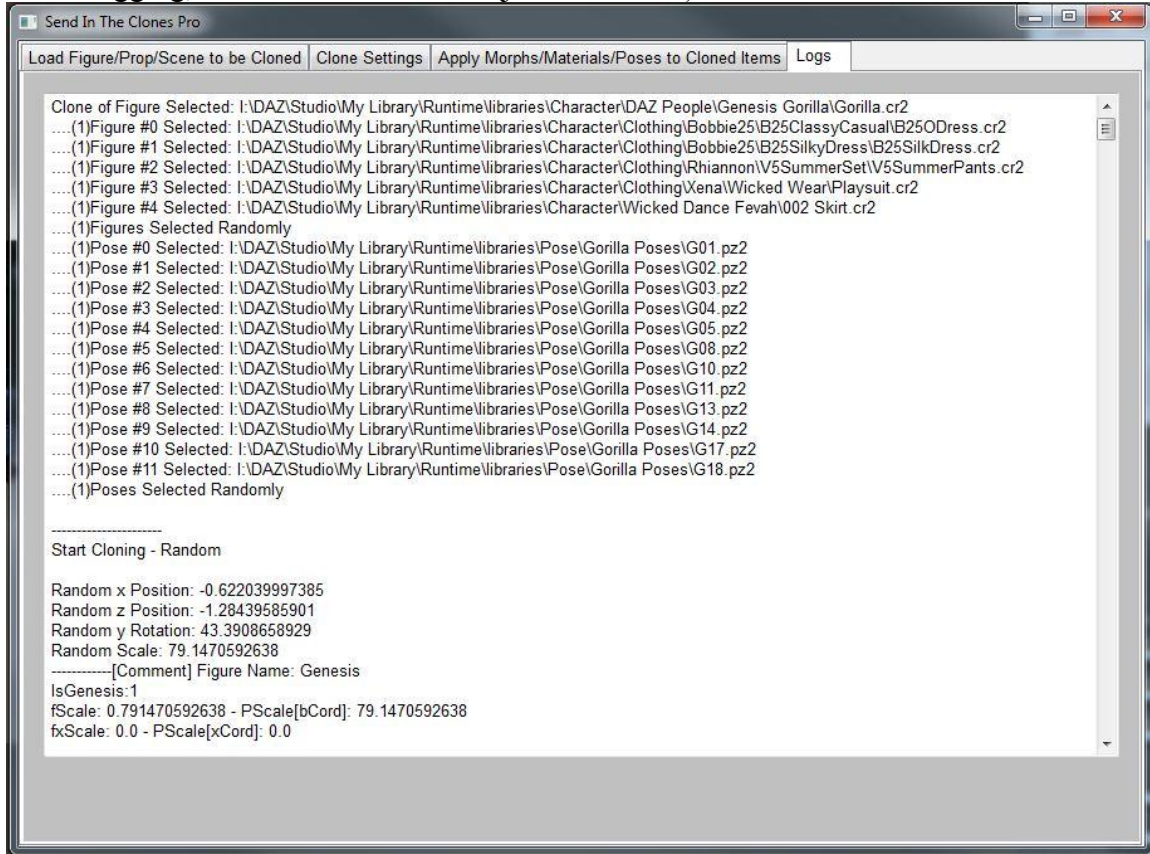
I've first selected the Wicked Playsuit (all I have is one texture set, if I had more I could have selected them also)
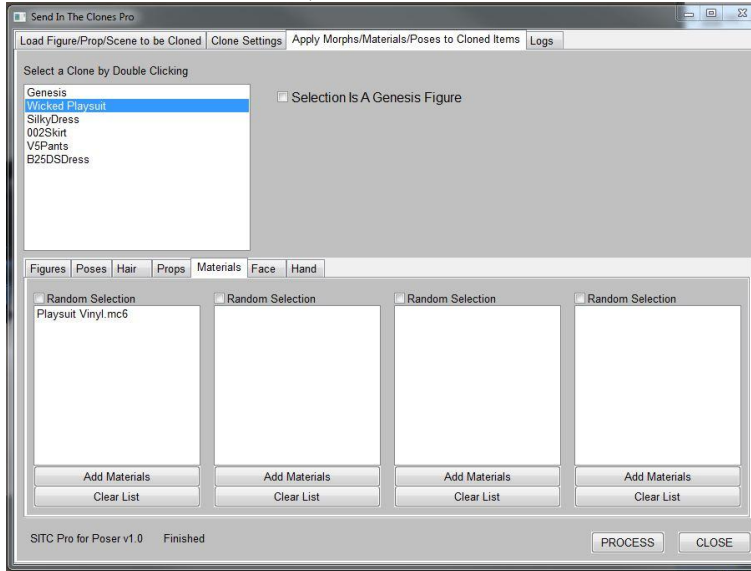
Select the 'PROCESS' button and now the texture is applied to all of the Wicked Playsuits.

This is a log of some of the stuff that is chosen and processed… I basically created this for debugging, but decided to leave it (just in case….)

Thank you again for purchasing Send In The Clones Pro for POSER

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