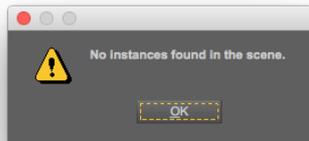


Instances to Objects

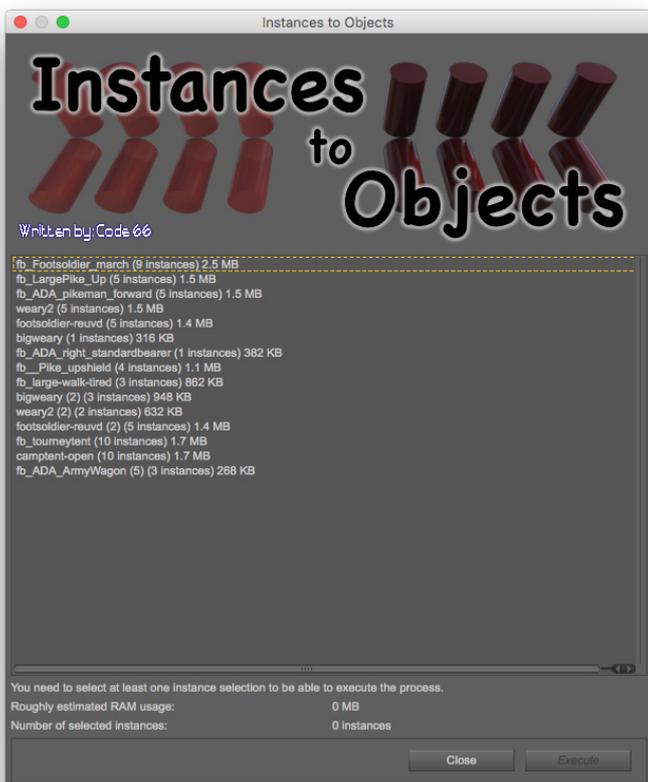
The quick users guide

Getting started

If you try to run Instances to Objects without any instances in the scene, the script will tell you so and bravely exit, no harm is done.



When you have a scene with instances it will show the Instance to Objects dialog.



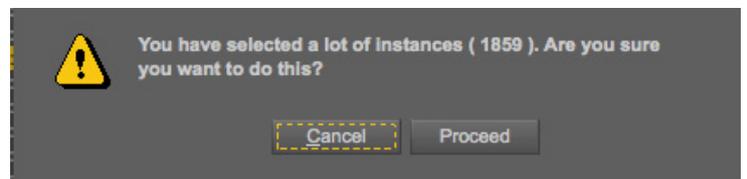
The dialog shows a list of all instantiated objects and the number of instances there are of that object, and also a rough estimate of how much RAM it will take to hold objects instead of instances. Just click on the lines in the list to select which Instances you want to convert to objects.

When you select entries, the instance count and estimated RAM usage is automatically updated. You cannot click on the Execute-button unless you have selected at least one set of instances to turn into objects.

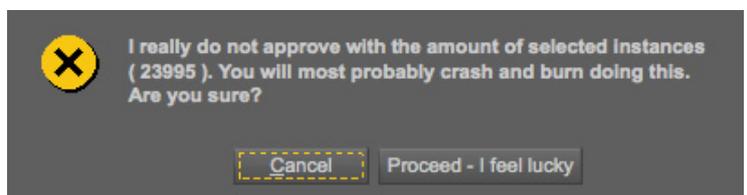


When you have made your selection, click the Execute-button and the script does the rest, just sit back and relax. The script is usually fast, but your mileage may vary.

If you decide to convert a lot of instances, the script will warn you, like this:



And if you select a huge amount of instances, the warning will be slightly different:



Enjoy Instances to Objects!

/ Totte - Code 66