ToolMemory

• Overview

The Tool Memory plugin stores the active tool (i.e. "Move", "Rotate"...), the active mode (i.e. "Model", "Polygon"...) and the axis lock settings for the active tool with every object in your scene. So if you have for example an object where you are tweeking the points with the brush tool and a light you are moving around to judge the result, your current workflow is: select the polygon object, select the polygon mode, select the brush tool, work a little, select your light, change the mode to object, select the move tool and so on. This requires three steps whenever you switch back and forth between your object and your light. With the Tool Memory plugin, all you have to do is to select the object or the light. The plugin remembers the tool and mode you used last with that object.

• The Dialog

The dialog is divided in three parts: Tool (indicated in red), Mode (indicated in green) and Axis Lock (indicated in blue). In each part you can define if you want to store the current tool, mode or axis lock with the active object and if you want the plugin to restore the tool, mode or axis lock stored with an object, when ever you select this object again.

Below you can see, which tool, mode and axis lock is currently stored with the active object. The lock checkbox allows you to keep the currently stored tool, mode or axis lock so that this will always be the tool, mode or axis lock restored for that object, no matter what tool, mode or axis lock you use with that object in the meantime. Say you want the move tool to always be active, when you select your light, but right now you need to rotate it. All you have to do is to activate the "Lock" checkbox in the tool part while the move tool is still active, then change to the rotate tool. Now the rotate tool will not be stored and the move tool will become active instead the next time you select your light.

The plugin will only work, when the dialog is open. So if you want to use it frequently, you probably want to add it to your layout. The "Active" checkbox allows to temporaly disable the plugin without the need to close the dialog.
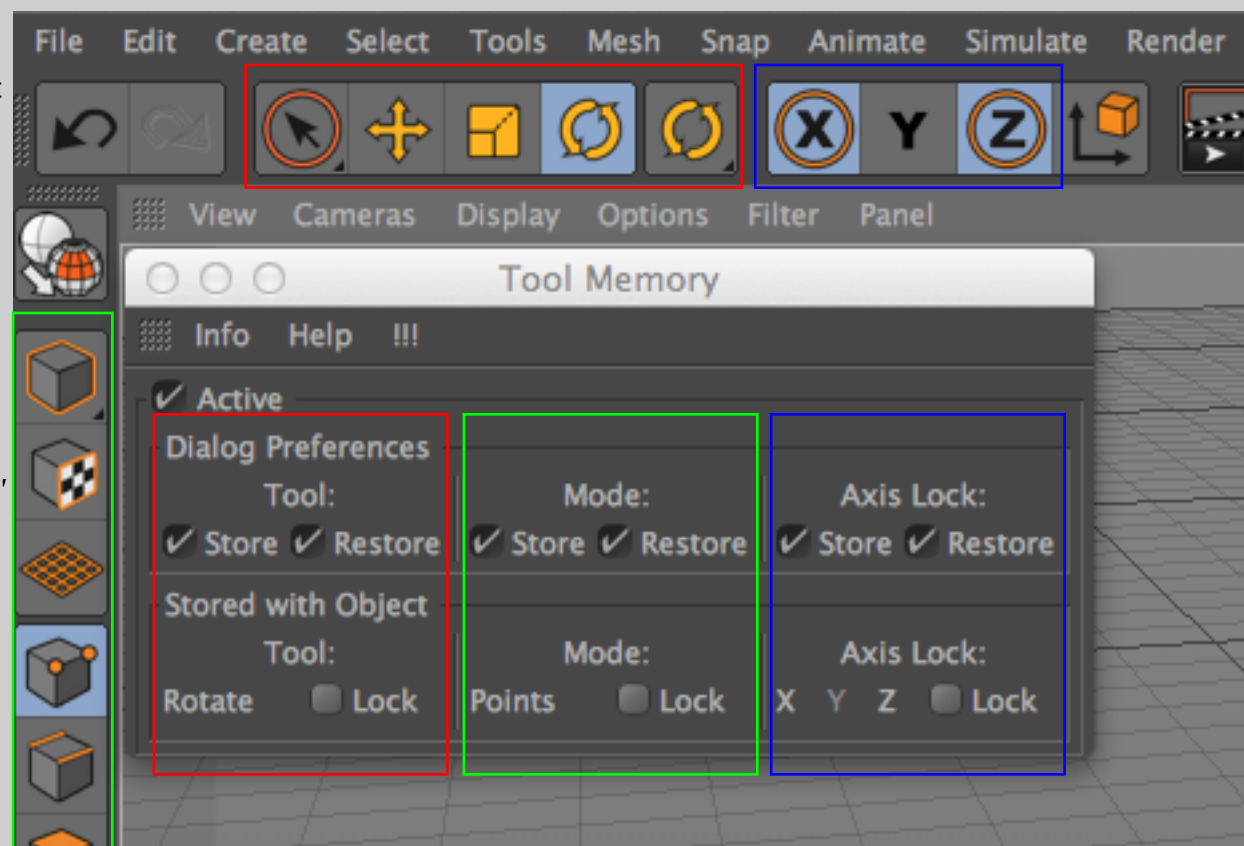
Note that the axis lock settings in Cinema are normally stored with the active tool. So these might change when selecting new objects, even though "Restore" is disabled, simply because the tool was restored by the plugin.

As always, the plugin in free and open source. I tried to test it as good as possible, but use it at your own risk and don't blame me if something goes wrong. I appreciate any kind of feedback.

Thanks to Michael Vance for giving me the idea and bugging me to finally release it.

Have fun! - Fabian Rosenkranz