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QuickDelete

Plugin für Cinema 4d

QuickDelete is a simple plugin that enables you to delete either all or only certain of an object's tags as well as optionally all of its children at once. That can be helpful if you unite many polygon objects to one single object and want to get rid of all those polygon selection tags in order to keep control. Also if you have an complex character that has been set up for animation and you copy it in order to make a morph target – like for to use with my MorphMixer plugin – QuickDelete helps you to keep your document from using unnecessary amounts of memory.

- **Installation:** Simply drag the unzipped QuickSelect-folder in the Plugins-folder inside your Cinema 4d application folder and – in case Cinema is already started – reload your plugins.

- **Use:** When you open the QuickDelete plugin a dialogue appears in which you can choose what you want to delete. You can choose tags and/or children. For the tags you can choose if you want to delete either all or one or more of the four available kinds of tags. Available are polygon selection tags, point selection tags, vertexmap tags and texture tags. I decided not to list other tags, because they rarely appear in higher numbers. Click OK to delete your selection. You can undo this action with cinema's normal command.

- **Layout:** Even if you can of cause open QuickDelete any time from the plugin menu in the editor window, it makes sense to add it as well for example to the object manager's context menu. To do so open the command manager and the menu manager and drag the QuickDelete icon from the command manager to your preferred location in the menu manager.

- **System requirements:** I have written QuickDelete on the Mac and tested it with Cinema 4d XL 7.2 under Os 9.2 and 10.1, but it should work with all Cinema versions since 6.x on both platforms. I will not take responsibility for any kind of data-loss.

- **Contact:** I'm very glad to receive any kind of comments and feedback
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