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QuickSelect

Plugin for Cinema 4d

QuickSelect provides a new window and gives you the possibility to connect any often needed objects with buttons in this window so that these objects can now be activated at any time regardless how deeply they are hidden in the object-managers hierarchy. Especially with complex projects this can save a lot of time scrolling and looking for objects in the object-manager.

• **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:** To connect the active object with any button in the QuickSelect window [1] press the according "Set"-button [2] right next to it. The button then displays the name of the active object and a new object named "••QuickSelect_Object" [3] appears in the object-manager. This object's only function is to hold the tag next to it on the right hand side which is needed to save all of your QuickSelect settings with the document. If you delete object or tag they appear again as soon as a "Set"-button is pressed. By pressing a button [4] the connected object can be activated at any time regardless wether it is visible in the object-manager at this time. With the "Reset..."-button at the bottom of any of the window's three pages you can delete all settings you made for this page.

• **Layout:** QuickSelect is made for being permanently docked in your Cinema layout. I use it on the right hand side next to my editor window and the window's dimension represent my monitor resolution. The window provides altogether 90 positions on three pages. There's no scrolling because that's what I wanted to avoid in the first place. Quick Select is a open-source-plugin. If you don't like the layout, feel free to change it for your personal needs. If you dock the command "find active object" [5] with a command-palette under your object-manager's menu – like shown in the (german) image – you can activate an object and display it in the object-manager with just two mouse-clicks.

• **Important:** QuickSelect recognizes objects only by their names. So please use unique names, which is anyway a good idea to do always.

• **System requirements:** I have written QuickSelect 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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