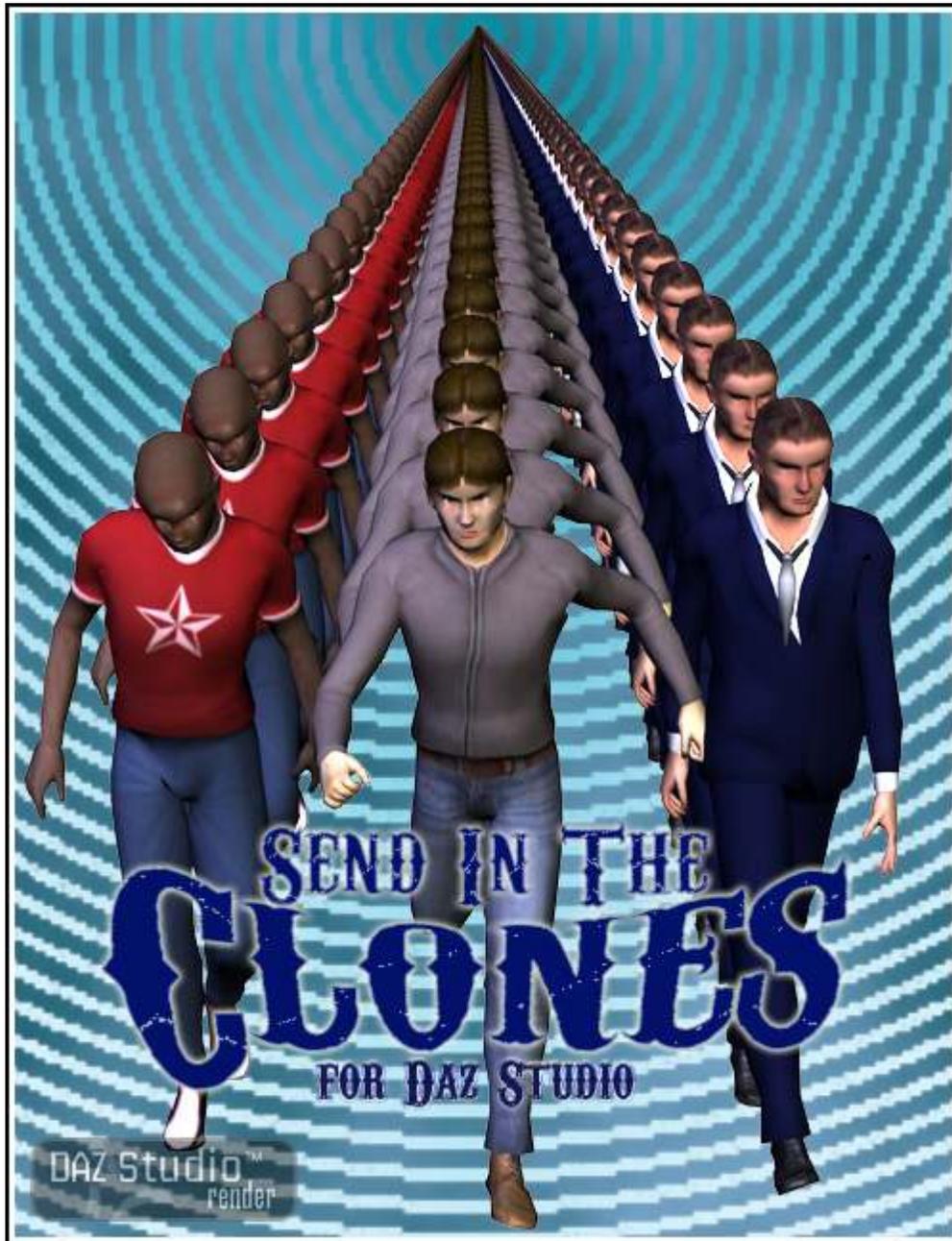


Send In The Clones Tutorial

By DraagonStorm



Version 1.0

Thank you for purchasing **Send In The Clones**. I know you're going to love using this prop duplicating script in DAZ Studio 2 or DAZ Studio 3.

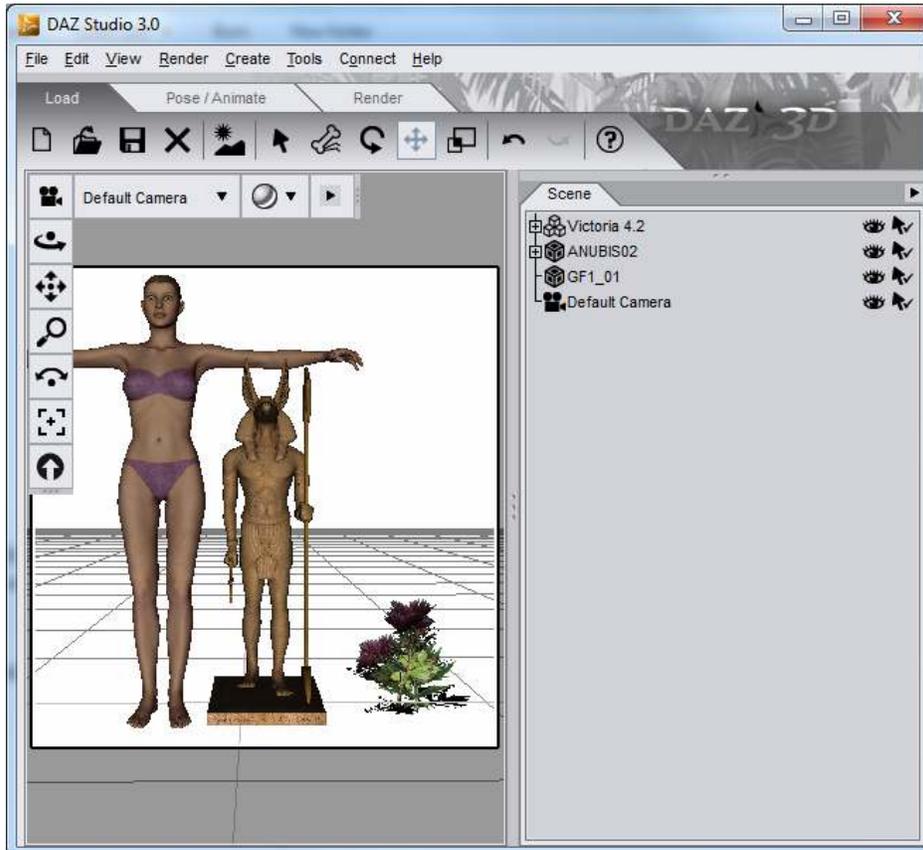
First , here are some notes on this script and your workflow. Please be aware of the limitations of your computer's memory. There is no magic memory saving coding in this script. If you make 100 clones of an object, it affects your scene just as if you loaded an instance of that object manually 100 times. If your computer can't handle you loading them manually, it can't handle you loading them from this script.

There is one memory saving thing that is done which each clone of the parent shares the parents materials. With this you will not be able to change the material setting of the clones individually.

So enough of all this, and on with the tutorial!

Knowing What You Can Clone

The first thing you need to know is that this script will only work with 'single node objects'. "What are single node objects?"



Above you will see that I have a screen shot of a DS3 session with 3 things loaded into the screen. Ignoring the Camera... you see two different icons; the triple box, and the single box.

Firstly, the triple box is a figure, and cannot be used with the **Send In The Clones** product. A figure can be exported as Wavefront.obj, which then converts the figure to a single node object. Then you can import that obj file and use it with **Send In The Clones**. You will not be able to change the pose of this single node object, so be sure to set the pose and morphs before you export. And beware of the size of the object and you computer's limitation. Your mileage will vary.

Second is a single box, which is an object. But in the case of the example above, you would not be able to use the ANUBIS02 object with **Send In The Clones**. Why? To the left of the single box there is a plus sign in a box. This means that the object was loaded with other objects parented to it. Which makes this **NOT** a

single node object. You can 'unparent' the parented objects and then use the object in **Send In The Clones**.

The third item in the single box, GF1_01, is a single node object, and can be cloned.

The Send In The Clones Interface

The first box is where you 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 **Send In The Clones** 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, or by clicking on the number, and typing in a value. If the slider/number is grayed out, then that value is not used with the type of cloning that has been selected.

The value ranges are:

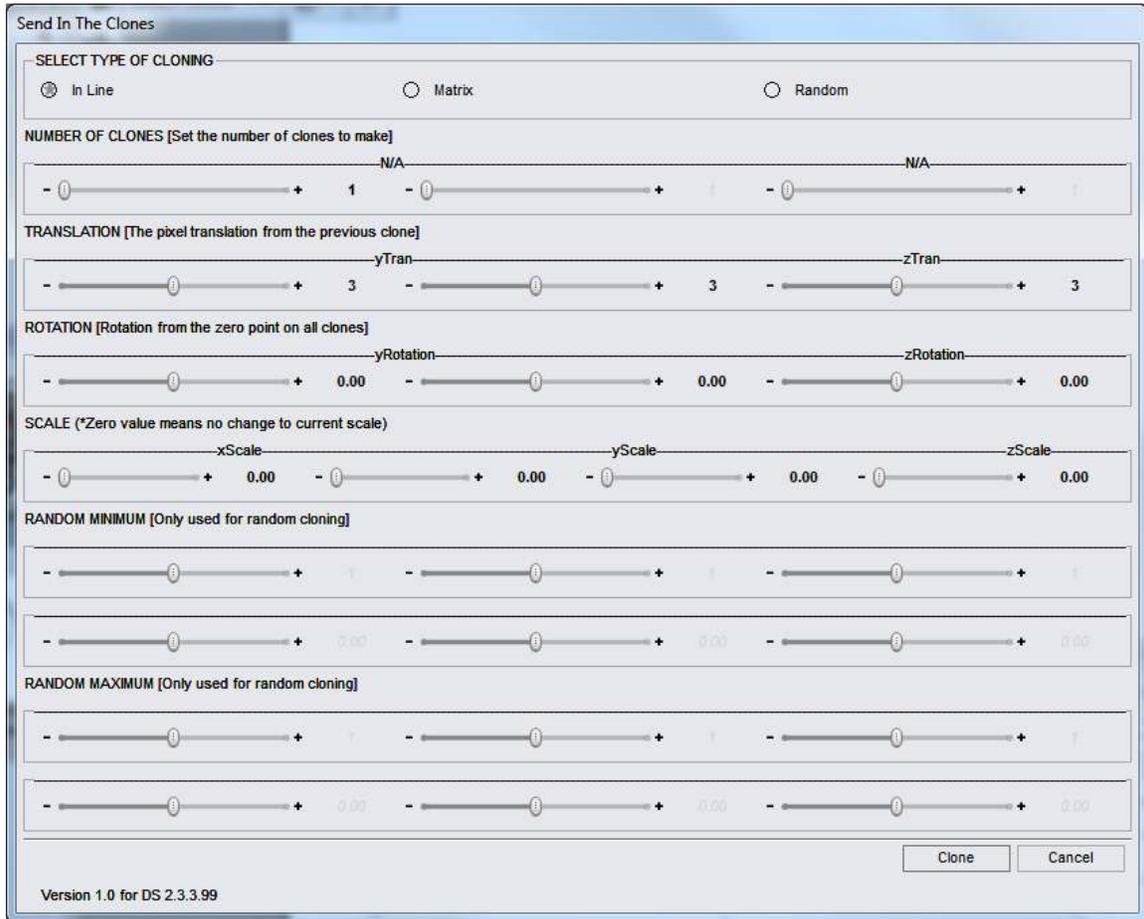
- Inline Cloning:
 - Number of Copies (up to 250)
 - xAxis, yAxis and zAxis offset to range of -5000 to 5000
 - Overall Scale, xScale, yScale and zScale offset to range of 0 to 1000
 - xRotation, yRotation, and zRotation to range of -180 to 180

- Matrix Cloning:
 - Number of Copies along xAxis, yAxis and zAxis (up to 60 on each Axis)
 - xAxis, yAxis and zAxis offset to range of -5000 to 5000
 - xScale, yScale and zScale offset to range of 0 to 1000
 - xRotation, yRotation, and zRotation to range of -180 to 180

- Random Cloning:
 - Number of Copies (up to 250)
 - Overall Scale, xScale, yScale and zScale offset to range of 0 to 1000
 - Minimum xAxis, yAxis and zAxis offset to range of -5000 to 5000
 - Minimum xRotation, yRotation, and zRotation to range of -180 to 180
 - Maximum xAxis, yAxis and zAxis offset to range of -5000 to 5000
 - Maximum xRotation, yRotation, and zRotation to range of -180 to 180

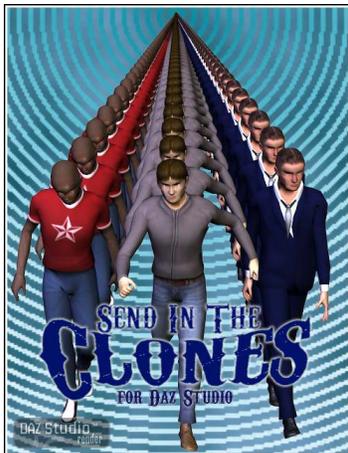
**Note if the user enters a minimum that is larger than the maximum, the script will swap the values.*

Screen Shot of In Line selected:

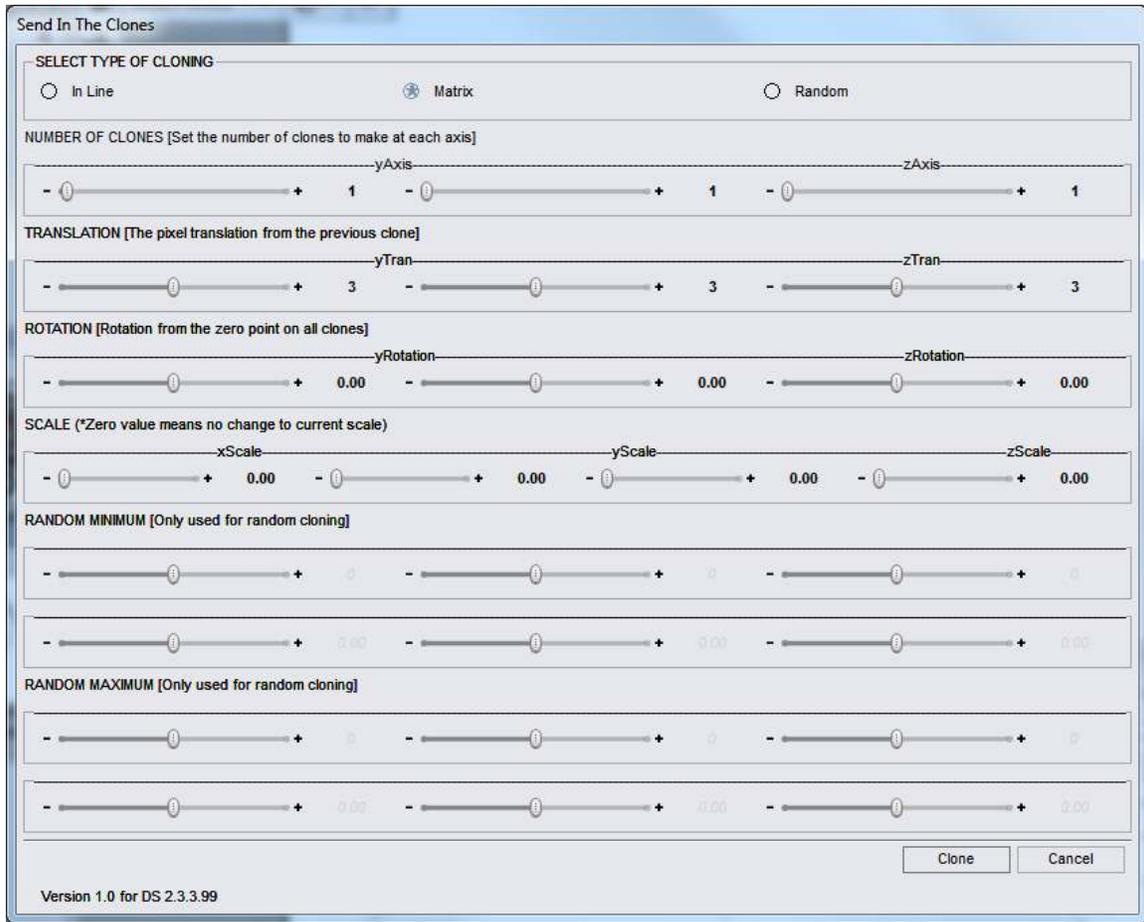


This will make the number of clones input, offset by the values input in the TRANSLATION box of the previous clone.

Rotation and Scale changes are constant.



Screen shot of Matrix selected:

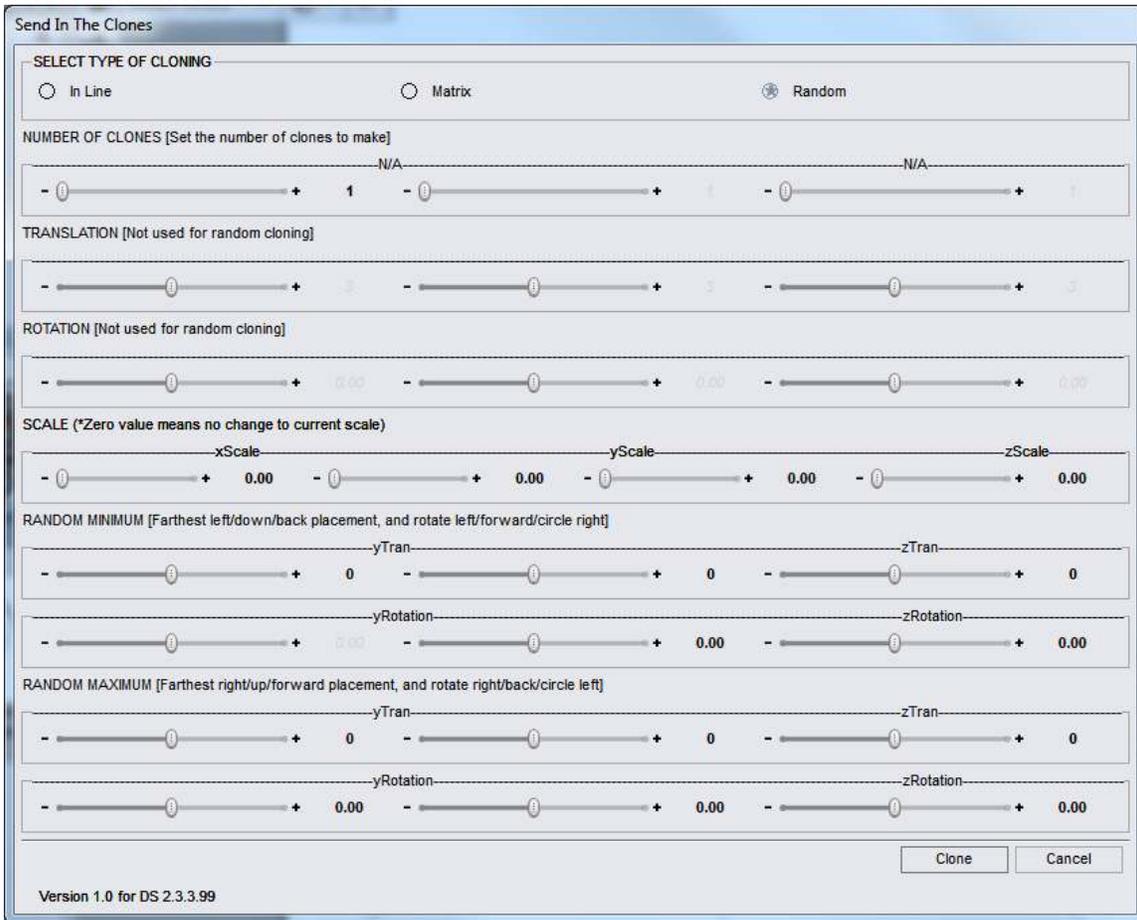


This will make the number of clones input along x, y and z axis, offset by the values input in the TRANSLATION box of the previous clone.

Rotation and Scale changes are constant.

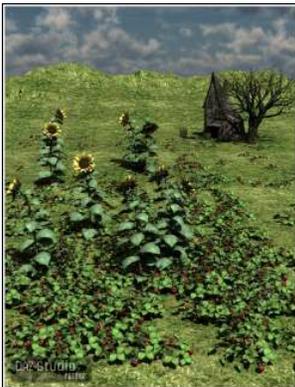


Screen shot of Random selected:



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.





Thank you again for purchasing **Send In The Clones**.

DraagonStorm