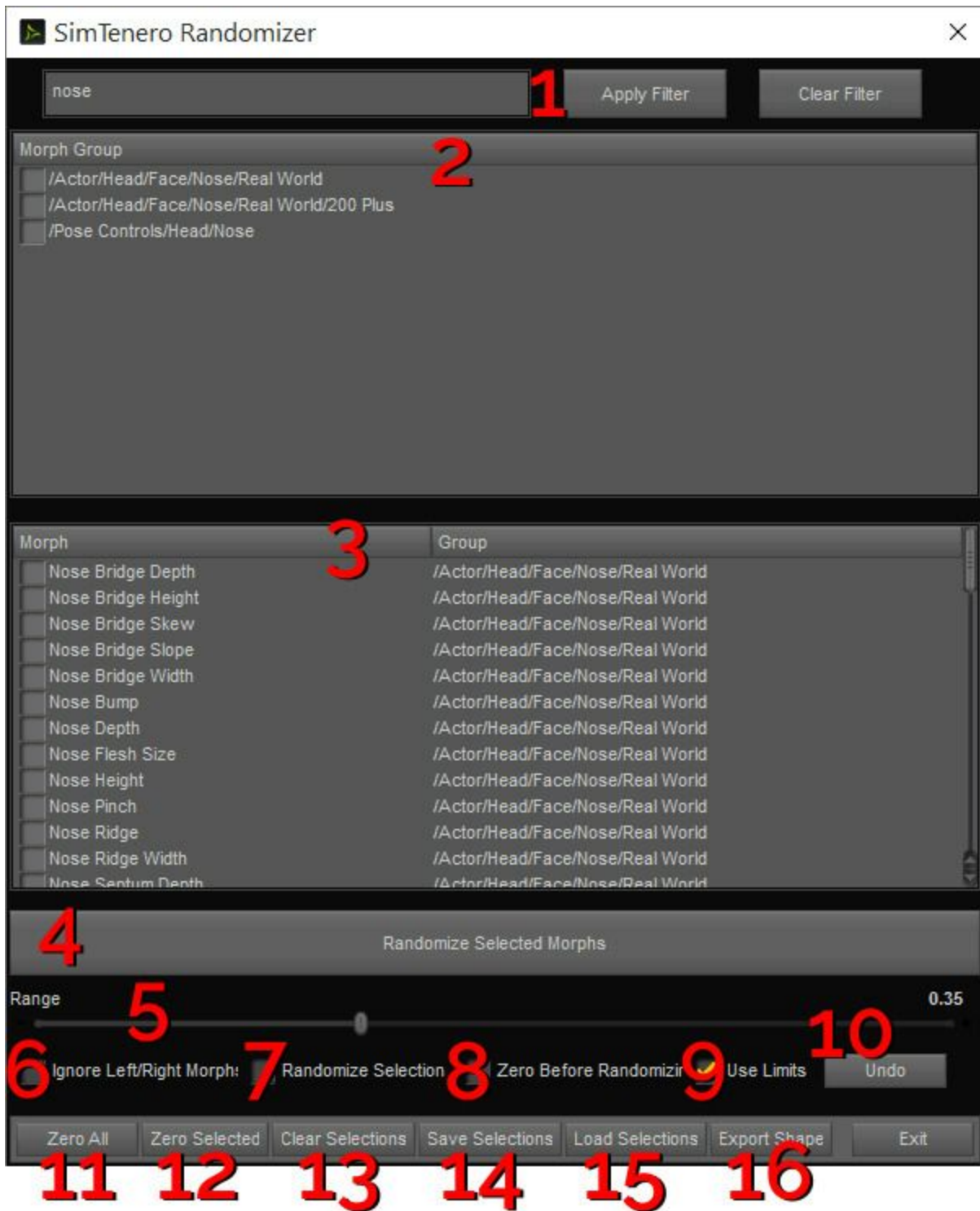


SimTenero Randomizer



1 - Filter - Entering text into this box and clicking “Apply Filter” will narrow the Morph Group and Morph Selection windows to items containing the provided text. Clicking the “Clear Filter” button will remove the filter and display all available morphs..

2 - Morphs Group - Selecting a Morph Group will automatically select morphs contained in that group. These selections will then be visible in the Morph Selection window below.

3 - Morph Selection - Select individual morphs which will be affected when clicking the “Randomize Selected Morphs” button.

4 - Randomize Selected Morphs - Clicking this button randomizes the values of morphs selected above.

5 - Range Slider - This value sets the maximum range within which morph values will be randomized. Larger values will result in more dramatic changes.

6 - Ignore Left/Right Morphs - When this box is checked, morphs with the words “Left” and “Right” in their names will be skipped.

7 - Randomize Selection - When this box is checked, each selected morph will have a 50/50 chance of being applied. This allows for further randomization of results and can prevent results from looking overly similar from one randomization to the next. This works especially well when large numbers of morphs are selected.

8 - Zero Before Randomizing - When this box is checked, all selected morphs will be set to a value of 0 before the next randomization is applied. This effectively gives you a clean slate on each randomization. When this box is not checked, new randomized results will be added to the previous results. Leaving this unchecked can be useful for when first applying large value randomizations and then further fine tuning your results with smaller values.

8 - Undo - Click this button will remove the most recently applied changes and revert the figure back to its previous state. One level of undo is available. Please note, this button will only be visible when a level of Undo is available (typically, after clicking the Randomize button).

9 - Use Limits - When this box is checked, new morph values will be capped at their upper and lower limits as set in their parameter settings. When this box is unchecked, the applied range will be -100% through 100%.

10 - Undo - This button will only appear when the Undo function is available (typically, after the “Randomize Selected Morphs” button is clicked). There is one level of Undo available, which will return all parameters to their previous values.

11 - Zero All - Sets all available morphs (all those visible in the selection window) to a value of 0, whether or not they are selected.

12 - Zero Selected - Sets only morphs selected in the selection window to a value of 0.

13 - Clear Selections Clears (unchecks) all morphs in the selection window.

14 - Save Selections - Saves the current morph selections to a file (.rsp). Highly recommended for your favorite or most used selections, this will save time having to find and re-select morphs in later sessions.

15 - Load Selections - Loads a previously saved selection file (.rsp).

16 - Opens Daz Studio's "Save Shaping Preset" dialog to save the current figure shape to a reusable file. In the "Save Shaping Preset Options" dialog, check the figure's dropdown to specify which morphs will be saved.