What's new in ZScene Manager 1.8 :

- **Fix ZBrush 2018 compatibility!**
  ZScene Manager is now fully compatible with ZBrush 2018.
  You do NOT need any more to do the trick explained here :
  http://www.zbrushcentral.com/showthread.php?198711-ZSceneManager-plugin-(SubTools-folders)&p=1230915&viewfull=1#post1230915

- **Fix "Export FBX selected" bug:**
  Bug: When the mesh to export was too big, (more precisely when the FBX export was taking more than 30 seconds approximately) the FBX files was not exported.
  This bug cannot be fixed properly due to technical limitation in ZScripting but a workaround has been added:
  The previous "**Export FBX selected**" is still here (Right Click > "Export …" Sub Menu > "Export FBX selected")
  A new one for Big meshes has been added: "**Export FBX selected (BIG Mesh)**"

  You can use them like this:
  1- First, try the standard one "Export FBX selected".
  2- If it doesn't work (because your scene is too big) : you don't see the fbx on your disk.
  3- Then try the "Export FBX Selected (BIG Mesh)"

  NB: When using "Export FBX Selected (BIG Mesh)" YOU MUST:
  - Wait for the end of the export: you must see "File Exported" message in ZBrush
  - Then you must RightClick in ZScene Manager and click on "Restore Visibilities after BIG Mesh FBX export"

- **Fix OBJ export:**
  The OBJ export was broken with ZBrush 4R8 and 2018. This is fixed.

What's new in ZScene Manager 1.7 :

- **More bug fixed related to ZBrush 4R8.**

- **New "Boolean" Column :**
  - Click on this column to Cycle between the Boolean options: Union / Inter / Diff.
  - Shift-Click : allows to set on/off the START flag. It allows to define groups as you can do in ZBrush 4R8.
    This offers a new way to create groups in ZSceneManager.

    Using "START" groups has one advantage: it better sticks to ZBrush concepts!
    So, ZSceneManager don't have to modify SubTool names anymore (ex: userSubToolName__1__MyGroup_).
    Moreover, If you have defined groups in ZBrush without ZSceneManager, you can open ZSceneManager and you will see your groups.
    If you have defined some "START" groups with ZSceneManager, and send your ZTL to someone who doesn't have ZSceneManager, he will see your groups.

    Using "START" groups has one drawback compared to ZSceneManager's grouping: Like in ZBrush, you can't put START groups inside of another START group. It's not possible to have nested groups.

NB: Previous grouping method is still active in ZSceneManager 1.7. You have the choice to use the new "START" groups or the previous ones.

It's not advised to mix both method.

- **"Recover Merge For Sculpt":**

This new command is use full in this case:
- Let imagine that you have started to sculpt multiple SubTools simultaneously using '**Merge For Sculpt'**
- You have worked for a long time on it…
- then… ZBrush crashes OR you close ZBrush unexpectedly OR you close ZSceneManager …
- the new **"Recover Merge For Sculpt"** command allows to avoid to lose your work in this case:
- You re-open ZBrush, re-open or recover your Tool.
- Then open ZSceneManager, select the 'MergeResult' subTool (last SubTool)
- And click on "**Recover Merge For sculpt**" in the "**Misc…"** sub-menu.
- This will put you in the Merge For sculpt step. (just as when ZBrush crashed)
- You can continue to sculpt and then Transfer the modification to the original SubTools.
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What's new in ZSceneManager 1.6 :

- **Compatibility with ZBrush 4R8!**
- **Various bugs fixed.**

What's new in ZSceneManager 1.5 :

- **New columns:**
  ZSceneManager can be used to have a quick look at all your SubTools and control some of their characteristics/options (VertexCount, Visibility, SubDiv Levels…).

  In ZScenemanager 1.5, I have added more columns:

  - Dynamic SubD: Shows if Dynamic SubD is enabled. [editable]
  - Symmetry :   shows if Symmetry is enabled/disabled and which axis are activated (X; Y; Z; R) [editable]
  - Noise: Shows if 'Noise' is enabled or disabled.
  - Double Display   Show Double Display mode for each SubTools [editable]
  - Mask   Shows if the SubTool currently has a mask.
  - VertexCount column is now more readable

- Some important Bug fixes and polish:
  - The bug fixes concerns the following features: MergeForSculpt, Renaming, export scaling, moving and grouping SubTools…
  - Better synchronization of ZSceneManager window with ZBrush.

- New UserCommands :
  Switch On and Off : Allows to Switch On/Off any ZBrush switch/button for all selected subtools in one click.

What's new in ZSceneManager 1.4 :

- **Advanced renaming functions:**
  - Add or Remove **prefix** and **suffix** commands **:** It easily allow to add and remove suffix or prefix in your SubTools names!
  - Find & Replace: Search a specific string in SubTools names, and replace it by a new one.

- **Mask Layers :** allows to save different mask in ZBrush's Layers.

  (in "Mask Layers …" sub menu)
  - "Load current Layer Mask" : Loads the mask from the currently selected Layer in ZBrush.
  - "Save Mask in new Layer" : Creates a new Layer containing the current mask.
  - "Update Mask in current Layer" : Saves the mask in the current layer.

- **'Buffers Window' :** improves the '*MergeForSculpt*'

  The Buffers window contains multiple buffers (optionally arranged in groups)

  - One **Buffer** contains
  . a list of selected SubTools
  . [optionally] one mask for each SubTool
  . [optionally] polygrouping for each SubTool
  . [optionally] the Transpose Action Line (positions + orientation)

  Buffers are useful for:
  . Saving a configuration for *MergeForSculpt* (selected SubTools + masking for all of them)
  . Saving a selection of SubTools
  . Saving/Reusing the polygrouping of one (or multiple) SubTools.

  - Buffers are saved beside the ZTL in a 'YourZTLFile.zsmdata' folder.
  (NB: the plugin need to find the full path of the ZTL in its 1st SubTool popup)

- **"Align/Center"**: Align SubTools with min, max, center of each side of bounding boxes.

  You can also do alignments based on Transpose action line.
  - "***Align X min***" …. « ***Align Z Max*** »: Align all selected SubTool based on one of the 6 sides of their bounding boxes or based on the center of the bounding boxes.
  - "***Align To Action line xxx***": Whereas the 9 commands above allows to align with 3 main direction (X, Y, Z), Align To Action line xxx allows to align with the TransposeLine direction.
  - ***"Set action line starting point/direction For Move/Rotate" + "Move+orient" :***
    These 4 commands allows to move the selected SubTool from a **source** position+axis to a **target** position+axis.
    This works like this:
    . Draw the **source** position+axis with the Transpose action line.
    . Click on ***"Set action line starting point/direction For Move/Rotate"***
    . Draw the **target** position+axis with the Transpose action line.
    . Select the SubTool to move/rotate
    . Click on ***"Move to Current ActionLine"*** or ***"Move+Orient to Current ActionLine"***

- **Copy/Paste** system to copy SubTools from one Tool to another !

- **Keeps columns width between sessions**!

- BUG FIX + minor improvements:
    - "Merge For Sculpt" keeps Edge-Creasing back and forth.
    - Fix Export scaling issues during "Merge For Sculpt"
    - Fix crash and issues in "Merge For Sculpt"
    - Fix crash with tool long names.

What's new in ZSceneManager 1.3 :

New ZSceneManager update **1.3** is not an update with a "big main feature" as 1.2 was with "Merge for sculpt".
Anyway, it adds important things (for "Merge for sculpt"), few new features, and polish or fix other things!
So, it's highly recommended to update to 1.3!

- "**Merge for Sculpt/Paint**": Now, UVs, Polygroups, Masking and Edge Creasing are maintained in "Merge for sculpt" / "Transfer To SubTools" actions!

- New column: "**Points Count**" : It shows the Point Count on each SubTools.

- New column: "**Has Layer**". It tells if you have some layers on each SubTools.

- Clicking on 'Tex' column of SubTools will switch the "Texture Enabled" button in ZBrush.

- New commands : "**Enable Texture**" and "**Disable Texture**" (works on all selected SubTools)

- **"Need Update Full Tree" ->** a 'red text' button appears when the need for an "Update Full Tree" is detected. This makes things clearer and workflow faster.

- **MacOSX**: faster launch

- Fix some bugs related to ZSphere (Brush Imbed at 70, …)

What's new in ZSceneManager 1.2 :

- "**Merge for Sculpt/Paint**": allows to **Sculpt and polypaint on multiple SubTools !!!**
  This feature looks like TransposeMaster, but is designed for sculpting and paint rather than posing.

TransposeMaster (TPoseMesh)	Merge for Sculpt/Paint
It merges SubTools into a new **Tool** (can't see other SubTools, while editing some SubTools)	It merges SubTools in a new **SubTool** (allows to see both edited and non-edited SubTools) (doesn't leave a new Tool for each TPose Mesh operation)
Force to work on Level 1 (good for posing)	Can sculpt or paint on any SubDiv levels (good for posing, sculpting & painting)
Transfer only points positions.	Transfer points and polypainting
	'merge'and 'unmerge' are faster.

- Customizable **HotKeys** for main commands:

  > default hotkeys:
  > . 'J' :   Open/minimize/maximize ZSceneManager window.
  > . ALT-'U': Update Full Tree
  > . ALT-'G': Group
  > . 'M':   Merge for Sculpt / Transfer Sculpt to SubTools
  > . ALT-'V': Switch Visibility
  > . ALT-'D': Duplicate
  > . ALT-'M': Merge
  > . ALT-'R': Remove/delete
  > . ALT-'N': Rename
  > . ALT-'T': TPoseMesh Selected / TPose->SubTool

  You can define your own hotkeys by assigning hotkeys to related button in ZBrush palette:
  Zplugin menu > ZSceneManager palette > hotkeys subpalette.
  (Using standard CONTRLOL-ALT-Click to change hotkeys on ZBrush buttons)

- **ZBrush Commands** : call ZBrush commands on multiple SubTools at once (selected subtools)
  As an example you can increase/decrease the SubDiv Levels on all selected SubTools in one click.
  You can ZRemesher all selected SubTools in one click.....

- **User Commands** :User Defined Commands !
  You can add your own ZBrush commands that you want to apply on all selected SubTools.

- **New 'Tex' column** : show Texture Size for all SubTools

- SubTool names **compatible with MAYA**! (no more # and @ in SubTools names)

- **Duplicate folder** : now, 'duplicate' allows to duplicate folders.

- New "**Expand/Close all groups**" command: expand/close all selected groups if multiple groups are selected. If only 1 or 0 groups are selected -> expand/close all the groups in the Tool.

- **Transparent** window!

- Save Expanded/Closed + Visible States for Groups !

What's new in ZSceneManager 1.1 :

- **« TPose selected / TPose > SubT »** : allows to use TransposeMaster with the selected SubTools.
  ex: select 3 SubTools in ZSceneManager, press "TPoseMesh selected", …now you can sculpt/modify the 3 SubTools together…, press "TPose > Sub" to restore your 3 SubTools
  NB: In FREE version, this feature is limited to 3 SubTools.

- New **MorphTarget column** : There is a new column which shows if your SubTools have MorphTargets or not.

- Use **Icons** for Visibility, Polypainting and columns.

- New 'Invert All Visibility' command: switch all visibility flags.

- "**Select By Name**" command **[PRO only]**: Select all Subtools matching with a word. For example:
  ex1: SelectByName -> *"*body*"* will select all SubTools having *"body"* in their names.
  ex2: SelectByName -> *"body*"* will select all subtools starting with "body".

- **Choose displayed columns [PRO only]** : In 'Options' Sub menu, you can enable or disable each column.
  This allows to have a smaller window.

- And multiple minor bugs fixed…