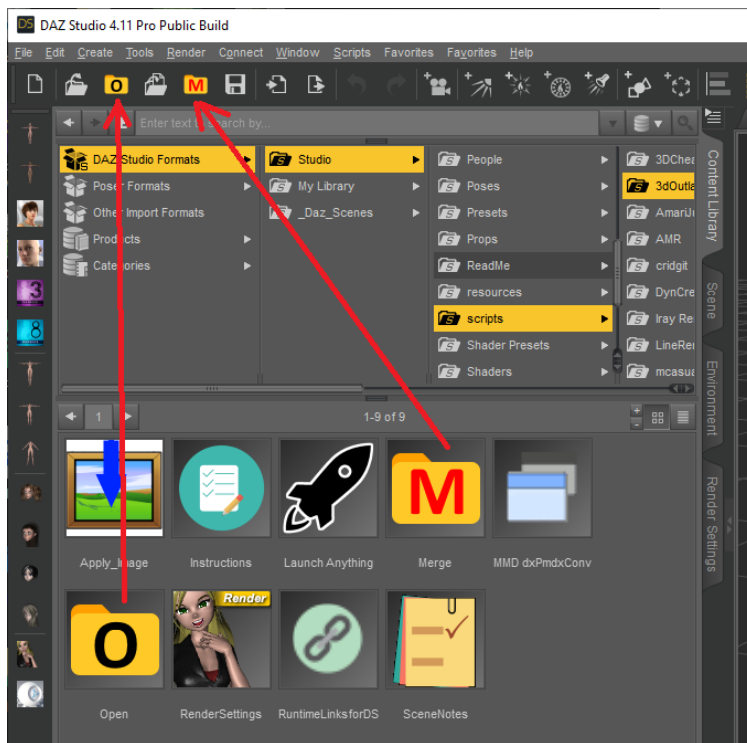


This includes two scripts to either open or merge a scene or file. Why is it special?

It browses the PNG (image!) files and opens the corresponding scene, so that you can actually see what DUF you are opening!

- 1) Copy the contents of this Zip into your content directory.
- 2) (OPTIONAL) - The top line of the script has a "starting directory" for where it opens on default. Feel free to modify, and resave...but use forward slashes!
- 3) (OPTIONAL) - If you want them as Icons in the top menu bar, like below, do the following:
 - a) right-click on them in the content pane, and Create Custom Actions.
 - b) go to Windows - Workspace - Customize
 - c) on the left, open the Custom area (they should be there), on the left click on the Toolbars tab and open the main
 - d) Drag and drop them in there
 - e) (NOTE: these instructions were using the latest 4.11 Beta, may be different using older)

The Scripts will be in ..\Content\Scripts\3dOutlaw\



To use:

- Double Click either the Merge or Open script from the Content Library, and browse using images!

Have fun!

3dOutlaw

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Credit to Richard Haseltine, and Rob Whisenant for examples and code samples found on Daz3d site, and the API doco.

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