

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...