

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 CTRL-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 !