

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, ...)