

## 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.

- **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.