
SMONSTER_DOC

Release 0.1

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SMONSTER is a Kit compilation for Modo

This page is the Documentation that refer to it. You can find the Kit page on [SMONSTER](#) Kit for Modo 15.0 to 16.0 and up. It offers *simple* and *intuitive* Kits to bring you a quicker workflow of creation within Modo and other tools like RizomUV, Marmoset Toolbag or even Pixaflux. Check out the [Included Kits List](#) section for the list of kits included in Smonster, including how to installation or [Update of Smonster kit](#) it.

SOURCE Edition Kit + TRAINING Kit.

Now SMONSTER consist of the [SOURCE](#) Kit + [TRAINING](#) Kit as 2 zip separate archive.

Note: This Documentation is under active development.

LIVESTREAMS #1

CHAPTER
TWO

LIVESTREAMS #2

CONTENTS

3.1 Installation

3.2 Installation Procedure

After downloading the Zip file from the Gumroad page, please follow those instructions and this Video.

Note: (If you are an owner of SMONSTER v1, v2 or v3, please delete the SMONSTER folder from your Kits folder before install it the installation folder could be found in the Content folder of Modo. You just have to open Modo and open that folder location via the menu **System / Open Content folder**)

SOURCE Edition Kit + TRAINING kit

- Now SMONSTER consist of the SOURCE Kit + TRAINING Kit as 2 zip archive. SMONSTER TRAINING Kit is now a separate kit. It contain all the training files.
-

3.2.1 Automatic Install (via Modo and LPK)

1. Open Modo and Drag and Drop the LPK file into Modo Window (Modo should be started with administrator rights to unpack the files).
2. Restart Modo
3. Now you're ready to go.

3.2.2 Manual Install

1. Open the Zip Archive **SMONSTER_vX.XX_SourceEdition.zip** and Drag and Drop the LPK file into a temp folder.
2. Rename the **SMONSTER_vX.XX_SourceEdition.lpk** to a zip file **SMONSTER_vX.XX_SourceEdition.zip**
3. Open you Modo Content Folder and create a new folder under Kits called SMONSTER, and unzip the files from the last renamed zip in it.
4. Restart Modo
5. Now you're ready to go.

3.2.3 Installation note for MARMOSET LIVELINK

1. Make sure to copy this file SMO_MARMOSET_MODAL_LL.tbbake from the Kit folder SMONSTER/Kits/SMO_MARMOSET_LIVELINK/Marmoset_Script to the folder C:/Users/YOUR_NAME/AppData/Local/Marmoset Toolbag 3/baker if you use Marmoset v3 or/and C:/Users/YOUR_NAME/AppData/Local/Marmoset Toolbag 4/baker if you use Marmoset v4

Note: Also check your **Modo Preferences/Defaults/Application/Item Index Style** It should be set to (Underscore) : Item_2

3.2.4 Keymaps system

3.3 Update Procedure

3.3.1 Update of Smonster kit

If you already have the kit installed, create a backup of the folder as Zip or any archive, just in case you'll have any issue with the new one. The zip file will not be loaded at modo start, you're also free to save it somewhere on a different location.

(If you are an owner of SMONSTER V1 or V2, please delete the SMONSTER Folder from your Kits folder Before install)

1. Delete the folder SMONSTER or SMONSTER_V2 in your Modo Content Kits folder (Available from Modo/System/Modo Content folder *Menu*).
2. Open Modo and drag n drop the new LPK file in it.
3. Restart Modo.

3.4 Top Menu UI

This menu is the HUB to control all the kit. It is available from **SMONSTER** section at the top part of Modo UI.

3.4.1 Documentation

This menu regroup all the current Videos links that describes the usage of the tools organized by kits name sections. It also let you access to Keymaps system , Training Scenes and Options.

3.4.2 Load Training Scene

This menu regroup all the dedicated example scene files for the different kits.

3.4.3 Kit Tail Menu

This menu regroup all the Kits submenu for a quick access.

3.4.4 Options Menu

This menu regroup all the Kits options that are available from the **Modo Preferences** window.

3.4.5 Quick Keymaps Menu

This menu regroup all the Kits Quick Keymaps command that help you set the keymaps to default.

3.4.6 Master Keymaps Commander

This menu lets you define your own keymaps for all the kits commands and tools. From the subsection you can define/set a keymap for instance the 3D viewport - UV Pie Menu. Mouse over a button to reveal **Map button to key** tooltip.

3.5 BAKE Kit

3.5.1 Concept

The BAKE kit is designed to let you organize, tag and automatically export your LowPoly / HighPoly and Cage Meshes in a convenient way that is both simple and structured for preventing any issue during Data processing in your target app for your bakes.

3.5.2 Default Keymaps

- Available from Kit tail menu (Top Right corner of Modo UI):



3.5.3 Training Scenes

Training scenes are available from the **SMONSTER TOP MENU / LOAD TRAINING SCENE / BAKE**

3.5.4 Main Commands

Description

3.5.5 Overview

3.6 BATCH Kit

3.6.1 Concept

The BATH kit is all about Batching a Folder and all files in it to convert or modify a row of Input Files to a defined Output File Format. It also let you add your own script in the process giving you a large control over the desired result.

3.6.2 Default Keymaps

- Available from Kit tail menu (Top Right corner of Modo UI):



3.6.3 Training Scenes

Training scenes are available from the **SMONSTER TOP MENU / LOAD TRAINING SCENE / BATCH**

3.6.4 Main Commands

Description

3.6.5 Overview

3.6.6 Batch Main Commands

3.7 CAD Kit

3.7.1 Concept

The CAD kit is designed to help cleaning meshes that comes from CAD data.

It consist of 4 different categories of tools / scripts / macros:

1. CAD for Preparing and Cleaning data that comes from CAD files and simplify the workflow on this task.
2. REBEVEL for rebuilding existing bevels without changing their value and curvature. (Work on Quad polystrip only actually)
3. REBUILD CYLINDER to decrease existing tessellation of High poly selection of polygons along the 3 different axis. Perfect for reducing Polycount of a CAD mesh, to create a lower poly mesh for further use in MOP Booleans kit of William Vaughan for example or via the simple Boolean Tools that Modo include already.
4. REBUILD HOLE same as Rebuild Cylinder but for holes.

3.7.2 Default Keymaps



- Available from Kit tail menu (Top Right corner of Modo UI):
- The Pie Menu is available via **Ctrl Alt H**

3.7.3 Training Scenes

Training scenes are available from the **SMONSTER TOP MENU / LOAD TRAINING SCENE / CAD**

3.7.4 Main Commands

Description

3.7.5 Overview

3.7.6 Cleanup Tools

3.7.7 Star Triple Flat / Rebuild Radial Flat / Rebuild Radial Tube

3.7.8 Rebevel

3.7.9 Automatic Cleanup Benchmark

3.8 COLOR BAR Kit

3.8.1 Concept

The COLOR BAR kit brings you easy tools to gives independent GL drawing to your Mesh items and nodes in Modo.

3.8.2 Default Keymaps



- Available from Kit tail menu (Top Right corner of Modo UI):
- COLOR BAR - By Type **Shift F1**
- COLOR BAR - By Color **Shift F2**
- COLOR BAR - Cycle **Shift F4**

3.8.3 Training Scenes

Training scenes are available from the **SMONSTER TOP MENU / LOAD TRAINING SCENE / COLOR BAR**

3.8.4 Main Commands

Description

3.8.5 By Type

3.8.6 By Type

3.9 GAME CONTENT Kit

3.9.1 Concept

The GAME CONTENT kit is your Go to for about 50 % of your recurent tasks in Modo.

It is designed to speed-up the most common task on your daily basis work. It is composed by a Main pie-menu with dedicated commands and presets as well as UI improvements to default Modo tools.

3.9.2 Default Keymaps

- Master Pie-Menu **Ctrl Q** (on PC) OR **Cmd Q** (on Mac)
- Master Vertical Menu **Ctrl Shift Q** (on PC) OR **Cmd Shift Q** (on Mac)
- Sub Pie Menu **Ctrl Alt F1 to F9** (on PC) OR **Cmd Alt F1 to F9** (on Mac)
- Palette **Ctrl Alt X** (on PC) OR **Cmd Alt X** (on Mac)
- Vertex Normal Pie Menu **Ctrl Alt N** (on PC) OR **Cmd Alt N** (on Mac)

- Baking Pie Menu **Ctrl Alt Shift B** (on PC) OR **Cmd Alt Shift B** (on Mac)

3.9.3 Training Scenes

Training scenes are available from the **SMONSTER TOP MENU / LOAD TRAINING SCENE / GAME CONTENT**

3.9.4 Main Commands

Description

3.9.5 Overview

3.9.6 Options and Preferences

3.9.7 UDIM to Material

Description: This cmd lets you assign automatically Materials based on UDIM ID before exporting your UDIM ready asset to Unity (as it doesn't support UDIM Workflow natively).

Steps: • Select the meshes you want to process, • Set the UV Map you'd like to work on, • Launch the script. • Define the Material Prefix you'd like, • Set the UDIM ID Tile Start and End. • if it takes time, Prepare your coffee.

3.9.8 Project n Fuse / Transfer Vertex Normal from poly under mouse

3.9.9 SETUP - Set Center Position

3.9.10 Set Smart Material

3.9.11 MODELING - Unbevel Corner

3.10 MATH TOOLS Kit

3.10.1 Concept

The MATH TOOLS Kit is giving an easy access to math nodes in the Schematic view.

It is designed to speedup your workflow when you have to create assemblies in the Schematic via a nice pie-menu.

3.10.2 Default Keymaps



- Available from Kit tail menu (Top Right corner of Modo UI):
- COLOR BAR - By Type **Shift F1**
- COLOR BAR - By Color **Shift F2**
- COLOR BAR - Cycle **Shift F4**

3.10.3 Training Scenes

Training scenes are available from the **SMONSTER TOP MENU / LOAD TRAINING SCENE / MATH**

3.10.4 Main Commands

For any unwrap procedure there is a set of 3 smart projection commands. Each are set to specific unwrap.

3.10.5 Overview

3.10.6 Overview by William Vaughan

3.10.7 By Type

3.11 MIFABOMA Kit

3.11.1 Concept

The MIFABOMA kit focused on a large amount of common modeling tools via a packed pie menu that use presets to speedup the workflow. • MIRROR • FALLOFF • BOOLS • MATCH • RADIAL SWEEP • RADIAL ARRAY • FLIP ON AXIS • SLICE ON AXIS

3.11.2 Default Keymaps



- Available from Kit tail menu (Top Right corner of Modo UI):
- Main Pie Menu **Ctrl ALT M** (on PC) OR **Cmd Alt M** (on Mac)

3.11.3 Training Scenes

Training scenes are available from the **SMONSTER TOP MENU / LOAD TRAINING SCENE / MIFABOMA**

3.11.4 Main Commands

For any unwrap procedure there is a set of 3 smart projection commands. Each are set to specific unwrap.

3.11.5 Overview

3.11.6 MIRROR

3.11.7 RADIAL ARRAY

3.11.8 RADIAL SWEEP

3.12 PIXAFLUX LIVELINK Kit

3.12.1 Concept

The PIXAFLUX LiveLink kit is giving you the ability to send mesh Data to Pixaflux, and let's you bake the Normal map out of it and bring it back in Modo.

3.12.2 Default Keymaps



- Available from Kit tail menu (Top Right corner of Modo UI):
- Main Menu **CTRL ALT Shift P**

3.12.3 Training Scenes

Training scenes are available from the **SMONSTER TOP MENU / LOAD TRAINING SCENE / PIXAFLUX LIVELINK**

3.12.4 Main Commands

Description

3.12.5 By Type

3.13 QUICK TAG Kit

3.13.1 Concept

The QUICK TAG kit is here to give quick commands to tag Color IDs , via Material Poly Tag or Selection Set Tag. It also helps you define quick selections of polygons registered in the Mesh.

3.13.2 Default Keymaps



- Available from Kit tail menu (Top Right corner of Modo UI):
- Pie Menu **Ctrl Alt T** (on PC) OR **Cmd Alt T** (on Mac)

3.13.3 Training Scenes

Training scenes are available from the **SMONSTER TOP MENU / LOAD TRAINING SCENE / QUICKTAG**

3.13.4 Main Commands

Description

3.13.5 Overview

3.13.6 Overview by William Vaughan

3.13.7 QT - Color ID Unique

3.13.8 QT - Color ID Override

3.14 UV Kit

3.14.1 Concept

The UV kit is available from the kit bar and can be accessed directly from the 3D viewport as well as from the UV viewport.

It is designed to speed-up the projection and unwrap of UV from a given mesh, using Coplanar selection presets. It also make sure UV islands are not flipped and repacked and normalize Texel Density at every steps. That way ensure a nice layout preview of your UV state.

Principles of the main commands rely on selecting a one or set of polygons and let the selection presets do the rest of the coplanar selection for you.

3.14.2 Default Keymaps



- Available from Kit tail menu (Top Right corner of Modo UI):

. From the 3D viewport, you can access to the UV Pie Menu via ``Q`` key. or *. From the UV viewport, you'll access to the UV tools via ``Ctrl + Q`` ****UV*** section.

3.14.3 Training Scenes

Training scenes are available from the **SMONSTER TOP MENU / LOAD TRAINING SCENE / UV**

3.14.4 Main Commands

For any unwrap procedure there is a set of 3 smart projection commands. Each are set to specific unwrap.

3.14.5 Options and Preferences

3.14.6 SPP - Smart Projection Planar

3.14.7 SPC - Smart Projection Cylindrical

3.14.8 SPU - Smart Projection Unwrap

3.14.9 UV Tools Menu

The **UV Tools** are a set of commands to speedup and/or automatized common actions in UV Workflow. Some are more handy daily tools for convenient help during your process.

Normalize / Fix Flipped / Pack

3.14.10 UV view styles

3.15 VENOM Kit

3.15.1 Concept

The VeNom kit is dedicated to Vertex Normal Map editing. It is based on Weighted Normal Workflow

It is designed to speed-up the VNrm editing via Mouse Over commands. No selection required and instant feedback for fast editing.

3.15.2 Default Keymaps



- Available from Kit tail menu (Top Right corner of Modo UI):
- Vertex Normal Main Pie-Menu from anywhere via **Ctrl Alt N** (on PC) OR **Cmd Alt N** (on Mac)
- VeNom Commands available from any 3D Viewport: • Switch to Default Viewport Mode **Alt N** • Switch to VeNom Viewport Mode **Alt J**
- VeNom Commands available from any 3D Viewport in both Item Mode and Polygon Mode: • Set VeNom on Polygon Under Mouse with Similar Facing Ratio Touching (use in Item Mode) **Ctrl Shift N** (on PC) OR **Cmd Shift N** (on Mac) • Set VeNom on Polygon Under Mouse with Similar Facing Ratio on Object (use in Item Mode) **Ctrl Alt Shift N** (on PC) OR **Cmd Alt Shift N** (on Mac)

3.15.3 Training Scenes

Training scenes are available from the **SMONSTER TOP MENU / LOAD TRAINING SCENE / VENOM**

3.15.4 Main Commands

Description

3.15.5 Overview

3.15.6 Main Commands

3.15.7 WalkThrough Tutorial in Livestream

3.16 Included Kits List

3.16.1 Standard Kits

- BAKE (v 1.60)

- BATCH (v 2.00)
- CAD TOOLS (v 3.70)
- CLEANUP (v 2.50)
- COLOR BAR (v 1.80)
- DOC (v1.50)
- GAME CONTENT (v 10.10)
- MASTER (v1.30)
- MATH TOOLS (v 1.30)
- MESHOPS (Total Pack v1 + v2 + POLY FUSE 2D) (v 2.30)
- MIFABOMA (v 3.50)
- QUICK TAG (v 2.70)
- UV (v 3.55)
- VENOM (v 2.10) (Only on Modo 14.1 and Up)

3.16.2 Livelink Kits

- MARMOSET TOOLBAG (v2.50)
- PIXAFLUX (v 1.30)
- RIZOM UV (v 2.70)

Note: *You can enable or disable any of those kits as long as you keep SMONSTER and SMO MASTER kit enabled.*

Note: *If you want to disable all the kits in SMONSTER simply disable it. It will offload all the kit in it.*

Note: *Installing or Enabling the kit doesn't change any of your keymapping in Modo. Nothing on this part is Hard-coded. You can assign keymap via ref: 'keymapping` menu.*

3.17 UPDATES LOG

3.17.1 v4.70 - 2022/12/22

UV

- `smo.UV.Multi.AutoUnwrapSmartByAngle 88 180` - New command to Auto Unwrap the current Mesh item by using Sharp Edges defined by a Min and Max Angle as Seams.
 - It use the SmartUnwrap base arguments (4 types):
 - Unwrap Method (Conformal or Angle Based)
 - Initial Projection (Planar or Group Normal)
 - Min Ang
 - Max Angle
- Updated UI (Vertical Menu and Pie Menu) to expose Auto Smart Unwrap By Angle command.
- `smo.UV.SmartOrient` - Bugfix to keep EdgeSelection from UVSpace (Edge selection relative to UVIslands).
- `smo.uv.Multi.UnwrapSmart` - Bugfix to work as well in Edge Mode to define UVSeams.

3.17.2 v4.60 - 2022/12/19

GC

- Exposed the Select / Fix Missing Vertex Normal Data as well in the Item Context Menu.
- Bugfix `smo.GC.SetNewMaterialSmartRename` now correctly Assign Mat Tag if already existing in the scene with creating a duplicated one. (As i was using Tim Cowson - Popup Kit in my workflow, that bug passed over my radar, but it was an issue for casual users.)

QT

- Finally completed the Rewrite of those ColorID Commands in order to let the user have more features and freedom. (`smo.QT.SetMatColorIDByNumber` / `smo.QT.SetMatColorIDByUser` / `smo.QT.SetSelSetColorIDByNumber` / `smo.QT.SetSelSetColorIDByUser`)
 - Now you can use whatever ID Value for those. You're not constrained anymore by the creation of those in order. (Start with #2 then add #6. There is no Order constraint on those commands.)
- Now when you create a ColorID, all the new Group Masks will be regrouped under a main Group folder called "Grp_ColorID" for easier shader tree organization.
- All ColorID Cmds are taking profit of the Automatic reordering of Newly created ID mask.
- Bugfix on various QT ColorID commands for Selection Set Tagging.
- GrpMask and AdvancedMaterial are now all Colored Nodes according to Color ID Presets (from 0 to 16).

3.17.3 v4.52 - 2022/12/12

UV

- Bugfix on Multi Meshes Unwrap when UVmaps where miss-matching in presence or not.
 - `smo.UV.Multi.UnwrapRectangleOrient` / `smo.UV.Multi.UnwrapPlanar` / `smo.UV.Multi.UnwrapSmart` / `smo.UV.Multi.UnwrapCylindrical`
- `smo.UV.AutoCreateUVMap` - Automatically Create a UV Map if missing using Default UVMap Name in Preferences.

RIZOMUV Livelink

- Bugfix on compilation errors on some platforms (win 11)

3.17.4 v4.50 - 2022/12/11

GC

- `smo.GC.Display.CycleMatCap` - Bugfix for Modo 16.1 that wasn't turning on the Wireframe Overlay as you was switching to MatCap shading. (causing error message in previous release)
- `smo.GC.ChamferEdgesByUnit` - Now automatically setting the "SharpCorner" option to "ON"
- `smo.GC.FixVertexWithNullVNormData` - Now have an option to automatically fix the detected Null values.
 - That command now Select or AutoFix Vertex with Null Vertex Normal Data.
 - Check current selected mesh, analyse the vertex data of Vertex Normal Maps.
 - If those value are Null, it select the vertex and apply a Set Vertex Normal command.
 - If you add the argument True it will automatically fix those vertex.
- `smo.GC.ResetVertexNormal` - Now also check if there is a Vertex Normal map. If not it will create one automatically.

VENOM

- `smo.VENOM.MainCommand` - Now automatically create a new Vertex Normal Maps if missing.

RIZOMUV Livelink

- MODO 16.0v3 Support and small bugfix in code
- Added UV popup menu to the Vertex Maps under Info / Statistics to give access to commands more simply.
- Bugfix on the `smo.LL.RIZOMUV.Basic` command that wasn't getting the right fbx settings. It should now export correctly to the user defined path without any issues.

UV

- Added UV popup menu to the Vertex Maps under Info / Statistics to give access to UV commands more simply. It also helps Users to keep in mind that they have to select the UVMap before running the command.

MASTER

- `smo.MASTER.ForceSelectMeshItemOnly` - Bugfix in item mode.

3.17.5 v4.35 - 2022/10/11

GC (Unmapped Edition)

- All HardCoded keymaps modifiers for Modo Tools like Edge Bevel , Cylinder , Cube and so on have been stored in the `SMO_GC_Tools_HardCoded_Keymaps.zip` file archive. This way it will not be extracted during the kit installation. It will not affect Smonster users preferences any more.
- Removed old ZEN related hotkey assignment in CFG

3.17.6 v4.32 - 2022/10/11

GC

- TransformRotate now doesn't rotate (over RX) the selection with the "x" key. Preserving the Snapping ON/OFF toggle ability.
- TransformRotate keymap for rotation is now set to:
 - ctrl + right arrow = RX +90
 - ctrl + left arrow = RX -90
 - ctrl + up arrow = RY +90
 - ctrl + down arrow = RY -90
 - shift + up arrow = RZ +90
 - shift + down arrow = RZ -90
- Mirror Generator Tool keymap have been changed to preserve the Snapping ON/OFF toggle ability
- Mirror Generator keymap for axis is now set to:
 - ctrl + left = Axis X
 - ctrl + down = Axis Y
 - ctrl + right = Axis Z

3.17.7 v4.30 - 2022/10/10

SMONSTER

- Added this AVP form Preset "SMONSTER_ShowcaseScene" for showcasing tool Demos.

BATCH

- Updated preset load for Plasticity process
- added URL Link for further use of SLDPRT files from McMaster website for testing BATCH kit

GC

- Changed the set of Matcaps to match most common used one with addition of soft bright clay matcaps
- Edit Chamfer command added to Polygon Context Menu
- Config change to be sure SwitcherBar state visibility to be sure the Top and Bottom bar are visible by default.
- Bugfix for VeNom ReCentering the view in special situations after running the command.
- Viewport Preset Load bugfix
- Bugfix AVP Preset switcher
- The Unmerge command is now exposed here to speed up that process in from the viewport in item mode.
- smo.GC.ReplaceTargetByInstance - Changed the Guide Mesh mode to be sure it is not selectable as before. It speeds up User interaction while adjusting the new instances position / rotations. You can still select it from the Item List.

CAD

- smo.CAD.CopyCutAsChildOfCurrentMesh now rename the new mesh by the source name.

VENOM

- The main command now keep the Isolate mode or the InactiveSameActive state on current the viewport as expected.

3.17.8 v4.15 - 2022/09/21

SMONSTER

- Python code boolean simplification

BATCH

- Bugfix when loading LXD and saving as LXD files.

GC

- Code bugfix and comment on smo.GC.RenderThumbPreset cmd.
- Bugfix on this Submenu integration in Preset Browser.
- smo.GC.PlasticityPrepareMeshes have been updated to support latest Release of Plasticity 0.6.29
- Exposed Split Pop-over menu into the Main Pie Menu / Modeling
- minor UI bug fix in this pie menu as well
- adding a simple teapot mesh preset to be sure the Folder structure of the SMOGC_Presets/Assets/Meshes is preserved in build.

3.17.9 v4.10 - 2022/09/06

SMONSTER

- Support of Multiple Items and Component selection on more commands:
 - smo.UV.Multi.UnwrapCylindrical
 - smo.UV.Multi.SmartOrient
 - smo.UV.Multi.SmartUnwrap

UV

- “Q” key (instead of Shift - Q) show up now the UV Pie Menu when the mouse is over the UVTexture Editor.
- All Unwrap Command now support Multiple Items and Component Selections.
- (Smart Unwrap Cylindrical / Smart Unwrap / SmartOrient) now support multiple Items and Component Selections for faster processing.

3.17.10 v4.00 - 2022/09/04

SMONSTER

- Support of Multiple Items and Component selection on more commands:
 - smo.GC.Setup.Multi.MoveRotateCenterToSelection
 - smo.GC.Setup.Multi.MoveRotateCenterToItemBBOXCenter
 - smo.GC.Multi.SelectCoPlanarPoly

- smo.GC.Multi.DeleteByLocalAxisSides
- smo.GC.Multi.ItemListUnparentInPlaceRightBelowRootParent
- smo.GC.Multi.SplitInTwoMeshesByLocalAxisSides
- smo.GC.Multi.MicroBevelHardEdgesAndUpdateToSoften
- smo.GC.Multi.ModollamaRebuildNGontoTriangle
- smo.GC.Multi.SimplifyToNGon
- smo.GC.Multi.ExportSelectedMeshesAsMeshPreset
- smo.UV.Multi.UnwrapPlanar
- smo.UV.Multi.UnwrapRectangleOrient

UV

- UV Smart Unwrap Planar now support multiple Items and Component Selections for faster processing (smo.UV.Multi.UnwrapPlanar).

GC

- Updated Vertical PopOver Menu (Ctrl + Shift + Q) and regular Pie Menu (Ctrl + Q).
- Replace by Instance now set the Item Color to pink on both New instances and original mesh to let you see them quickly from the Item List.
- New Commands:
 - smo.GC.ItemListUnparentInPlaceRightBelowRootParent (By default, when we unparent an item (inPlace), the item move at the end of the ItemList. This command make sure the unparented item can appear right bellow the Root Parent of it, in the ItemList.)
 - Select Component by Local Axis Cmd (Select Component by Local Axis (Positive / Negative))
 - Cleanup Mirrored Mesh over World Axis Cmd (Cleanup selected Mesh along a given axis Local (x, y, z) in order to remove Mirrored Opposite Side Argument boolean (Positive or Negative). Then recreate instances out of that mesh along that axis.)
 - Cleanup Mirrored Pair of Meshes over World Axis Cmd
 - smo.GC.DeleteByLocalAxisSides
 - smo.GC.SplitInTwoMeshesByLocalAxisSides
 - smo.GC.ItemListUnparentInPlaceRightBelowRootParent

MIFABOMA

- New Commands:
 - smo.MIFABOMA.AlignToAxisParentZero
 - smo.MIFABOMA.AlignToAxisWorldZero
 - smo.MIFABOMA.CleanupMirroredMeshOverLocalAxis
 - smo.MIFABOMA.CleanupMirroredPairOfMeshesOverWorldAxis

AI

- Updated Java code for AI 2022 Compatibility.

RIZOMUV Livelink

- bugfix to remove Embedded Media in FBX export on Modo 15.1 and up

3.17.11 v3.65 - 2022/08/15

SMONSTER

- SMO GC - Replace by Instance (From selected targets, create a copy or an instance of the last selected Mesh, with or without a Guide Mesh.)
- Exposition of the AI and PCLOUD kit. Bugfix on exposed files.
- Separated older Training Files / Scene / Data from previous Smonster Release.
- now SMONSTER consist of the SOURCE Kit + TRAINING Kit as 2 zip archive.
- SMONSTER TRAINING Kit is now a separate kit. It contain all the training files.

3.17.12 v3.60 - 2022/08/08

SMONSTER

- Public Release: Free for Everyone, Freelance and Studio
- “AI TOOLS” and “PCLOUD XYZ” Beta Kits added.

3.17.13 v3.59 - 2022/07/30

SMONSTER

- Code Optimization and Command naming harmonization.

CAD

- Bugfix on Training Scene - Rebuild Radial (duplicated vertex causing issue for users while testing the commands).

BAKE

- Exposed the CreatePairsFromHighPolyMesh command in UI pop over menu as well as in Item Context Menu (right click).

GC

- Changed smo.GC.AffinitySVGRebuild Cmd to smo.GC.SplitByPolySelectionSet as it as a general usage.
- Exposed smo.GC.SplitByPolySelectionSet in SMONSTER / Top Menu.
- smo.GC.IsolateItemAndInstances Cmd now select automatically the source mesh in the item list even if you launched it while having an instance selected.
- smo.GC.IsolateItemAndInstances is now also exposed in Viewport Context Menu (right click).
- Setup cmd Move Center to selection now also works in item Mode (it will move the center item at the center of the mesh layer).

3.17.14 v3.55 - 2022/07/18

SMONSTER

- Training Scene Menu switched to Vertical toolbar.

GC

- Added warning if you try to use commands that use Modollama kit without getting it activated / loaded.
- Bugfix forms for users that got already Seneca SuperTaut function and forms in their keymapping.

UV

- UV Tools Menu Reordering

3.17.15 v3.50 - 2022/06/20

GC

- Update on FBX Preset Pop Up Menu to expose more options.
- New Commands:
 - smo.GC.ConvertToHardEdgeWorkflowUsingGeoBoundaryAsHardEdge (On current Mesh item, convert Shading Method to HardEdge Workflow using geometry boundary as “HardEdge” and set all other Edges as “Smooth”.)
 - smo.GC.ExportMeshAsMeshPreset (Export current Mesh As MeshPreset LXL file into Target Path. (optional: Define Path destination as argument))
 - smo.GC.ExportSelectedMeshesAsMeshPreset (Export Selected Meshes As MeshPreset LXL file into Target Path. (optional: Define Path destination as argument))
 - smo.GC.CreateEmptyChildMeshMatchTransform (Create a new child Mesh Item (empty) on current selected mesh item.)
 - New commands for MicroBevel Workflow:
 - * smo.GC.SimplifyToNGon & smo.GC.Multi.SimplifyToNGon (Merge every polygons that have same coplanar polygon direction to simplify a given set of meshes. Via argument you can also update the HardEdges data for a better end result.)
 - * smo.GC.MicroBevelHardEdgesAndUpdateToSoften & smo.GC.Multi.MicroBevelHardEdgesAndUpdateToSoften (Micro Bevel HardEdges (usually after a SimplyToNgon), then Soften all edges.)
 - * smo.GC.ModollamaRebuildNGontoTriangle & smo.GC.Multi.ModollamaRebuildNGontoTriangle (Rebuild all NGons via Modollama Triangulation command to output Triangles.)
- Bugfix on smo.GC.RenderThumbPreset

CLEANUP

- PopUp menu updated
- New Commands:
 - smo.CLEANUP.ConvertAllSolidWorksShape (Search for all Solidworks Shape Items in the scene and convert them to regular Meshes. Delete the empty meshes in the process as well.)
 - smo.CLEANUP.CleanupSolidWorksImport (Cleanup SolidWorks Import (from McMaster Website Data) in order to save a new scene with only one Mesh item of the imported asset. It will also convert the VertexNormals Data to HardEdgeWorkflow if needed.)

- `smo.CLEANUP.DelEverythingExceptMeshes` (Select everything in the current scene, except Meshes items and delete all other items / materials. It unparent in place the current Meshes to preserve their position in space in case they were part of a hierarchy.)
- `smo.CLEANUP.RemoveAllPartTags` (Check for all Meshes in the current scene remove any part tags in it.)
- `smo.CLEANUP.DelPreTransform` (Freeze Scale transform of all meshes in scene but if there is instances, it retain Instances scale to 100 percent or -100 percent as well.)
- Bugfix `smo.CLEANUP.RenameUVMapToDefaultSceneWise` (That command now create an empty UV map if one is missing using Default UVMap name from Preferences)

BATCH

- PopUp menu updated
- Support for SLDPRT added as Input file format (CAD file - Solidworks)

UV

- Menu and Icons (Big UI refresh)
- Bugfix (Get UVMap Count argument not correctly exposed. It adds also a 4th argument to deselect all maps except UV maps)

3.17.16 v3.20 - 2022/05/10

GC

- Fixed an issue with Error message populating the Event Log, while using the `smo.GC.SetNewMaterialSmartRename` command as well as the Quick Tag - Set Mat Color ID commands.
- (Remap the SMO GAME CONTENT MainKeymaps as the `smo.GC.SetNewMaterialSmartRename` now need a Boolean Argument at the end. → “`smo.GC.SetNewMaterialSmartRename 1`” to show Modo Color Picker at launch)

QUICK TAG

- Solved a regression with latest update on Batch - Set Mat Color ID commands
- If the Color ID command is used while in Item Mode, it will switch back to item mode, after running it.

CLEANUP

- New Command:
 - Rename Vertex Normal Map by Modo Default name for imported FBX files → (`FBX_normals`)
- Changed the PopUp menu UI layout for better functions discoverability

3.17.17 v3.15 - 2022/04/29

RIZOMUV Livelink

- MODO 16.0v1 Support

QUICK TAG

- New Commands:
 - `smo.QT.SetMatColorIDByMeshIslands` (Set Color ID by Material Tag, by Polygons Continuity (Islands) on current mesh.)

- smo.QT.Batch.SetMatColorIDRandom (Set Color ID by Material Tag, by Polygons Continuity (Islands) over multiple MeshLayers or Scene wide.)
- Bugfix on smo.QT.SetMatColorIDRandom / smo.QT.SetMatColorIDByUser / smo.QT.SetMatColorIDByNumber.

3.17.18 v3.10 - 2022/04/28

GC

- New Commands:
 - smo.GC.SplitByPart
 - smo.GC.SplitByMaterial
 - smo.GC.PlasticityPrepareMeshes (Command to preprocess data from OBJ import from Plasticity. Cleanup Meshes data from Plasticity creating Polygons Parts, Unwrapped UVMaps and Merging Solid items.)
- Bugfix on smo.GC.EdgeSlideProjectToBG command that wasn't releasing the EdgeSlide tool at the end of his execution.
- Bugfix Switching to AVP Shading Style (The view should now not be offset or reset in terms of Point of view).

QUICK TAG

- Introduced functions to process the color ID attribution Scene Wide and / or even By Mesh Islands (Polygon Continuity)
- New Commands:
 - smo.QT.Batch.SetSelSetColorIDRandomConstant (Set a random Diffuse Color override using Selection Set (polygons) and Constant item. It can runs over Selected Meshes or SceneWide, By Items or by Polygon Islands.)
 - smo.QT.SetSelSetColorIDByMeshIslands (Set a Diffuse Color override using Selection Set (polygons) on the selected Mesh Layers by Polygons Continuity (Islands). Named the new Mat using "ColorID" as Prefix.)
- Bugfix on the main command that where not processing the data correctly with specific user scene behavior.

UV

- Bugfix on UnwrapCylindrical to disable Auto RelaxUV Island if the Unwrap Rectangle was True and AutoRelax was True, in order to keep Rectangle result in output.

3.17.19 v3.00 - 2022/03/03

- Initial Commit to New Release V3.
- It now support Modo 15.0 to 16.X releases with 100% Compatibility.
- All further developments will focus on support from Modo 15.0v1 to 16.X.
- You're free to load it on earlier releases of Modo (from 14.0), but i won't provide any bugfix on earlier release of Modo than 15.0v1 from 2022 March 2th in order to get my focus on Future plans for Modo 16.X series.

GAME CONTENT

- New Commands:
 - EdgeBoundarySimpleFuse to fuse (without Projection) an Open Edge Boundary loop (V Norm data is kept from BG Mesh of set Self if mouse over empty area in viewport).

- SplitUDIMtoMesh to separate a mesh based on UDIM Polygons layout. It create New Mesh Layers, using target Mesh Name, PrefixName, UDIM ID from current selected Mesh.
- Bugfixes on EdgeBoundaryProjectToBGnFuse to support Self Project onto same mesh. Also hiding other meshes for TransferVNData automatically
- Transfer VNorm from BG Mesh now have an option to “Lock” edited component when the command is used. Toggle is set to off by default. It is located in the GC Options under Modo Preferences Window.
- Layout change in right click Context Menus to add more options and commands.

RIZOMUV Livelink

- MODO 15.2v2 Support
- RizomUV 2022.0 Support
- Bugfix for those who also are using Vertex Normals maps in their workflow. In any case the kit won't update in Modo you could still open the Temp FBX File in order to get back all the data from Materials to VNorm to UV's of course.

3.17.20 v2.756 - 2022/01/28

MIFABOMA

- Improvement and Bugfix on RADIAL ARRAY and MIRROR commands that now support: • Both Meshes and MeshInstances (instead of only regular Meshes only). • Multiple Items selected at once. They will now process duplication over multiple selected items as intended.

3.17.21 v2.755 - 2022/01/21

QUICK TAG

- New Commands:
 - Set ColorID (by SelectionSet and Constant item override) —> For ColorID Bakes from LowPoly.
 - * —> That system doesn't mess up the Material attribution and only add modification via Constant item override and Poly SelectionSet.
 - * —> Those resulting Meshes can be exported as FBX and Retain Color in Diffuse.
 - * —> ColorID tags are unique Scenewise and MeshWise, so now you can't have one polygon that share more than one ColorID. It prevent layout issue in Shader Tree.
 - Set ColorID (by Material Tags) —> For ColorID Bakes from HighPoly.
 - * —> Usually outside of Modo, like in Substance Painter or Marmoset Toolbag.
 - * —> Those resulting Meshes can be exported as FBX and Retain Color in Diffuse.
- You can recall any existing Color ID you create to override existing one, via a Gang Menu of 17 Color ID Presets (from 0 to 16)
- You can assign any existing Color ID by a User input value in a Pop window.
- Thanks to user feedback, i've set the first 0 to 16 ColorID with ItemColorCoding inside the ShaderTree, as well as fixed colors.
- Passed ID #16, it will create random Color each time you create a new one.

GAME CONTENT

- New Command:
 - smo.GC.UDIMtoMaterial to convert a Unique Material assignation to a set of Multiple Materials tag, for easy export of UDIM ready Meshes (created via Substance Painter for instance) to Unity Engine.
 - * This command use this argument setup: smo.GC.UDIMtoMaterial {Material Name} {UDIM Start ID} {UDIM END ID}
 - * Polygon and Edge (right click) Context Menu now have a Chamfer by User Value command for custom size.

3.17.22 v2.737 - 2022/01/05

GAME CONTENT

- TransferVNrmFromPolyUnderMouse command added to Context Menus, in order to Transfer Vertex Normals from the Mesh under the mouse to the corresponding selected components (Vertex / Edges / Polygons)

Note: It works both on multiple meshes condition as well as self mesh transfer.

3.17.23 v2.730 - 2021/12/20

GAME CONTENT

- EdgeboundaryProjectNFuse Bugfix.

VENOM

- Added a toggle for Switching or not in Isolate Mode in Tail Menu and Preferences

3.17.24 v2.726 - 2021/12/15

GAME CONTENT

- Added more Chamfer presets to Polygon Context Menu
- Bugfix on MiniProperties Keymap assignment on Shift-Space (via the Menu SMONSTER / Quick Keymaps / GameContent - Modo15.1 Remapping Cmd). Now it should show up the popover as expected.

COLOR BAR

- Added the Locator Shape Menu to Tail Menu
- Added a toggle to enable Disable Independent Drawing in current viewport to all Color Bar Menus

3.17.25 v2.724 - 2021/12/14

GAME CONTENT

- BugFix on StraightenEdgeBoundary on specific condition
- Exposed the ability to Transfer Vertex Normal Data via Toggle in GC Preferences (while using the EdgeBoundaryProjectNFuse)

3.17.26 v2.722 - 2021/12/08

GAME CONTENT

- New Commands to Edge Context Menu:
 - smo.GC.StraightenEdgeBoundary: It flatten the selected Edge Boundary to fix squeezed profile.
 - smo.GC.FixVertexWithNullVNormData. It fix missing VertexNormals on a given mesh.
 - smo.GC.EdgeBoundaryProjectToBGnFuse. It extend the current Opened Boundary Edge Loop to nearest BG Mesh using BG Constraint. Then it inset out the resulting Polygon and Edge Bevel it + applying a VertexNormalTransfer to fuse the border with BG Mesh normals.
- smo.GC.ChamferEdgeByUnit count is now exposed in the Preferences tab. it affect as wel the smo.GC.EdgeBoundaryProjectToBGnFuse accordingly.

VENOM

- Exposed the Show / Hide VNormal Vectors in the Tail Menu as well as in preferences.

3.17.27 v2.710 - 2021/11/28

BATCH

- Bugfix on Opening SVG/DXF/FBX/LXO Files that was Empty. Causing Batch script to stop as there was no data to treat. (Load SVG/DXF/FBX/LXO) Now it's removing files that are empty from the conversion filepath list.

GAME CONTENT

- Bugfix Missing Environment for Render Preset Thumbnails.
- Addition of more commands in context menus Polygon and Vertex for Vertex Normals

VENOM

- Bugfix to keep current item selection when in Item Mode after launching the main command.

3.17.28 v2.700 - 2021/11/15

GAME CONTENT

- New Commands:
 - Edge UnbevelRing (default hotkey set to Ctrl-Shift-U)
- Now there's also an option to use Original Modo Material command via a Toggle for SmartMaterial command.
- Bugfix on SmartMaterial that was returning error in Modo 15.2 for Area Weighting method.
- Bugfix on Render Thumbnail Scene (in case meshes Maximum Sizes was 1m / 0.1m / 0.01m / 0.001)

3.17.29 v2.694 - 2021/11/10

GAME CONTENT

- Bugfix on Batch Mesh Preset to take care of the item center on thumbnail rendering.
- Bugfix on Thumbnail Render template scene.

3.17.30 v2.692 - 2021/11/08

SMONSTER

- Batch Export to LXL Mesh Preset command added to Smonster Top menu.

GAME CONTENT

- Batch convert all the Meshes in the scene to Mesh Preset with custom Thumbnail automatic render.
- Convert selected Mesh to Mesh Preset with custom Thumbnail automatic render.
- Subfolder function for this command Specific folder or SMO GC Kit folder.
- Customizable Background Color for this command.
- Command to Create / Remove Subfolder Tag in scene

3.17.31 v2.683 - 2021/10/26

SMONSTER

- Bugfix on Unbevel Assignment to Ctrl + U in QuickKeymap commands.

VENOM

- Added the Transfer Vertex Normal from BG Mesh into the Main Pie Menu.

3.17.32 v2.680 - 2021/10/22

GAME CONTENT

- PieSwitcher pie menu added for Viewport Borders management.
- New Commands:
 - smo.Cleanup.RenameUVMapToDefaultSceneWise
 - * (Check for all Meshes in the current scene and rename their First UVMap (by Index = 0) to Modo/Preferences/Defaults/Application name.)
- Bugfix on OpenTrainingScene Command and Forms.
- Bugfix Forms for Keymapping in GC Kit.
- Bugfix on FullscreenMode command.

BATCH

- Added Support for All exposed Inputs and Outputs.
- Bugfix on OBJ to OBJ and OBJ to FBX.
- Added New Preset to Reset Center of Meshes OBJ and convert then to FBX.

3.17.33 v2.674 - 2021/10/19

SMONSTER

- Documentation WebLinks and Dedicated Menu are stored as a unique Kit now. -> SMO_DOC

DOC

- Update on Documentation.
- New Command to open Youtube Video links using User preferences (Resolution)

BATCH

- Added an Option in Preferences to Convert All Meshes Item to Static Meshes when Outputting Data to LKO File.

GAME CONTENT

- New Commands:
 - smo.GC.SetNewMaterialSmartRename
 - * Create a New Material Tag
 - * Rename the Material Layer in Shader Tree according to Group Material name with a Suffix (suffix defined in Prefs, as well as Separator based on Modo Index Style Prefs).
 - * Set the Shading Model via Preferences / SMO GC Options (Traditionnal, Energy Conserving, Physical Based, Principled, Unreal, Unity, glTF, AxF)
 - * Color Constant Override for Unreal, Unity, glTF, AxF to get correct color in Viewport (if needed via option)
 - * This command is assigned to “M” Key (via a oneclick form).
- Meshops Popup form is now filtering available Meshops relative to your current Selection type (Vertex / Edge / Polygon / Item)
- Finally exposed that new Command: smo.GC.Setup.OffsetCenterPosPreserveInstancesPos that let you redefine Center Position on selected Mesh Item, but preserve the Instances Positions in Worldspace. (Useful for CAD)
- Rewrite the Add Meshop Command to automatically arrange nodes when created.
- Updated the AVP Game viewport Preset (Independent Rotation, Position and Scale are now enabled).
- Bugfix for QuickCreateCameraMatcherScene to not be Case Sensitive (both .jpg and .JPG are now supported).
- AVP Game viewport Preset are now loaded according to your Modo Version. It will solve issue with post 15.0 Presets.
- AVP Game viewport Preset is now set to Progressive Antialiasing by default via Numpad 6 Key.

VENOM

- Bugfix when working on meshes that was having more than one Rotation Transform items (FBX coming from other package like 3DSMax or Blender for instance)
- Bugfix That now allows to Update/Overwrite existing Vertex Normal Data.
- Bugfix to let User define their own VMap name.

MIFABOMA

- Bugfix for Mirror Tool in Polygon Mode under Modo 15.1 and up. (Invert Polygons option have opposite behavior now)

CAD

- Added Option for Rebuild Polystrip to work on Circle (Closed Loop). (using 2nd argument to define if it's working for a closed Polystrip)

RIZOMUV LIVELINK

- Addition of Pixel Margin / Spacing Mode On in Rizom UV Preferences Script.

3.17.34 v2.635 - 2021/07/24

SMONSTER

- Addition of adedicated full screen palette for Meshopsworkflow within schematic.
- Various little bugfix in forms / tooltip / menus.

3.17.35 v2.626 - 2021/07/18

MARMOSET TOOLBAG LIVELINK

- Added option to Auto bake AOF (Floor) map (only available in Marmoset Toolbag 4.03)
- Added option to define AO/Thickness RaySample count in preferences "Bake settings" -> (128 , 256, 512, 1024, 2048)
- Added option to define PerPixelSampling count in preferences "Bake settings" -> (1X , 4X, 16X)
- Maps list completely driven by Preferences in Modo to save out unwanted maps to be written in bake folder.

RIZOMUV LIVELINK

- Added support for material at Livelink Export to let you use materials for fast polygon selection in RizomUV

UV

- UV Kit now support Micro Bevel Workflow by letting you use Auto Expand Option on SmartUnwrap and PlanarUnwrap
- Added 2 Toggles to Main UV Pie menu to switch Auto Hide Unwrapped Poly and Auto Expand Poly

3.17.36 v2.610 - 2021/06/25

SMONSTER

- Rewrite the Remapping Information in all KeymapCommander Remapping Dialog.

GAME CONTENT

- Modo 15.1 KeymapCommander added to set back Original Modo behavior, even if new features like Mini-Properties have been added.
 - Global and Item Mode -> C = Channel Haul
 - view3DOverlay3D and Component Mode -> C = Edge Knife
 - view3DOverlay3D and Component Mode -> Shift-C = Poly Knife
 - view3DOverlay3D and Component Mode -> Alt-C = Poly Loop Slice
 - Global and ContextLess -> SpaceBar = Original Modo Behavior
 - Global and ContextLess -> Shift-SpaceBar = Mini-Properties Popover

- Set the Copy/Paste PieMenu remapping to Main Remapping (will appear only in ComponentMode via Ctrl + Shift + C)
- smo.QuickCreateCameraMatchSetup command added. (to set up Camera Match from a set of JPG Images (found in defined Folder)

3.17.37 v2.600 - 2021/06/16

SMONSTER

- Saved Edge Knife Remapping for further use in coming Modo 15.1. C Key in Component Mode
- Saved Channel Haul Remapping for further use in coming Modo 15.1. G key in global Mode
- Added Preferences Settings for Meshops Deferred Evaluation.

MESHOPS

- Set back the Polyfuse 2D Meshop assembly Aliases to Meshops Presets V2.

UV

- New Commands:
 - Select Coplanar Touching 2 Deg + Expand in Pie Menu Form (for Mid Poly UV Mapping)
 - Select Coplanar on Object + Expand in Pie Menu Form
- Bugfix on Smart Unwrap , when Edge Mode was used, the script wasn't repositioning the UVs in 0-1 Space when "Auto Relocate" option was False
- Bugfix on UnwrapCylindrical that now use Auto Relax and Auto Orient
- Bugfix in forms (tooltips)

3.17.38 v2.590 - 2021/06/07

SMONSTER

- General Bugfix in XML data (Config files)
- Saved Spacebar remapping for further use in coming Modo 15.1.

MIFABOMA

- Bugfix on forms Pie Menu. Mirror commands "Relative to Parent / Merge" and "Relative To Parent" was inverted.
- Bugfix on Mirror commands to Support ReferenceSystem as well as update on VertexNormalMap at once.
- Bugfix on FlipOnAxis that now also support VertexNormalMap (they update correctly now) when you was using Reference System.

GAME CONTENT

- smo.GC.FlipVertexNormalData command added

3.17.39 v2.583 - 2021/06/03

GAME CONTENT

- New Commands:
 - smo.GC.Unbevel
 - smo.GC.Setup.MoveRotateCenterToSelection (with 3 Modes Supported).
 - smo.GC.MOD.MeshCleanup
 - smo.GC.MOD.MeshCleanup with Optional Merge/Triple (that Remove Colinear Vertex mode, useful on Text characters).
- Added Select CoPlanar Menu to SMO GC PM (Pie Menu) and VM (vertical Menu) → Select Section
- CENTER related Scripts are now Wrapped commands and they support Reference System state.
- Updated all the CENTERS Forms.
- AVP_GAME Shading Preset (Reduced the Wireframe Opacity back to 50% as it was too contrasted at 100 / 70 %).

3.17.40 v2.575 - 2021/06/02

UV

- Bugfix on path to UVGridChecker Command

CAD

- Bugfix to get the focus on Mesh Source if there is only one displayed in Isolate Mode (instead of fitting the viewport on both Instances and Source Meshes).
- BugFix Missing Icons on Merge CoPlanarPoly Pie Menu.

3.17.41 v2.571 - 2021/05/31

CAD

- New Commands:
 - CAD Fix Rotation Transform Order Cmd to convert all Rotation Transforms from “n” order to XYZ Order without losing the item Position / Rotation in space.
- MergeCoplanar Poly Forms in Context Menu.
- Bugfix on CAD IsolateItemAndInstances. Now works in all conditions (From Selected (Meshes) or (Meshes + Instances) or (Instances)).

GAME CONTENT

- New Commands:
 - Set VertexNormal Command in Item / Viewport Context Menu.
 - Unbevel Ring by Convergence Script in Edge Context Menu.
- Changed Color Scheme of Workplane color on SMO 3D ColorScheme preset.

3.17.42 v2.565 - 2021/05/26

SMONSTER

- Right Click Context Menu now have more sub-commands Filtered for each component mode:
 - MIFABOMA Commands
 - Merge Vertex (by distance preset)
 - Edge Collapse
 - Modollama Triple (by iterations count preset)
- Addition of Context Menu in Viewport Context Menu (Right click in viewport empty space).

CAD

- RebuildWithCylinder Side Count by User was added in the Pie Menus (via Axes Icons).
- Rebevel now support Reference System.
- Rebevel Bugfix when Meshes that got triangle Poly in the surrounding area around The processed selection.
- Smart Rebuild With Cylinder Added for better shape handling (Regular Radius Support). (RebuildWithCylinder command have been removed).
- Copy / Cut to Child Mesh command Rework with Select Coplanar Modes and dedicated Pie Menu / Icons

GAME CONTENT

- MoveRotateCenter wrapped command added that wasn't supporting ReferenceSystem.
- Fullscreen ToggleCommand added.

MIFABOMA

- Bugfix on Radial Array with World Mode in Component Mode.
- Bugfix on Mirror that wasn't saving user settings.
- FlipOnAxis now support VertexNormalMap and update it.

3.17.43 v2.542 - 2021/05/18

CAD

- Bugfix on Rebevel.
- Rebevel / RebuildPolystrip now support Item Auto Selection in Component Mode (if you wasn't selecting the mesh before it will select it for you).

3.17.44 v2.540 - 2021/05/17

SMONSTER

- Added Item / Poly / Edge / Vertex - Right Click Context Menu with Smonster Commands

MIFABOMA

- Boolean command is now preserving the current visible Items in the viewport when run.

RIZOMUV LIVELINK

- Bugfix: In case you wasn't exporting Meshes fully triangulated, MODO 15.0vx wasn't getting proper UV data as it was exporting the mesh triangulated instead of preserving the Mesh Topology (Square and Ngons).

CAD

- New Commands:
 - Rebuild Closed Polystrip.
 - CopySelectionAsChildOfCurrentMesh.
 - Merge CoPlanarPoly to replace old system on "Delete In... menu".
- RebuildWithCube and RebuildWithCylinder Open / Closed / Hole script now support Reference System workflow.
- RebuildWithCube and RebuildWithCylinder Open / Closed / Hole now support Item Auto Selection in Component Mode (if you wasn't selecting the mesh before it will select it for you).
- Rebevel / RebuildWithCylinder / RebuildWithCube are now Wrapped Commands.
- MergeCoplanarPoly Update on Forms.
- Bugfix: Rebevel was leaving over an edge selection set, now it doesn't left over things (leading to better compatibility).
- Bugfix: Delete Selection Set Item for RebuildPolyStrip / RebuildCylinder / Rebevel (Clear Tag).

UV

- Load custom UV Checker texture was added to the Smart Projection PieMenu (Different resolution available: 512px, 1024, 2048, 4096).

GAME CONTENT

- Hard Chamfer Presets to Edge Right Click Context Menu.
- New Commands:
 - PrimGenCylinder Commands. (create a new mesh, and create a cylinder with defined arguments)
- Disabled Split By Material from GC Pie Menu, to solve unwanted computation. now it's available from the Vertical Menu. (ctrl- shift- q)
- Bugfix on forms (Vertical Menu Update).

CLEANUP

- New Commands:
 - Rename All Instance by Source Mesh Name command.

3.17.45 v2.510 - 2021/05/04

SMONSTER

- CAD / GAME CONTENT / MIFABOMA / CLEANUP got some Bugfix when user was using their own Copy / Paste / Deselect mode in preferences.

MIFABOMA

- RADIAL SWEEP (Local) - Process from High Poly Option added (to Rebuild topology from HighPolyMesh Data. Require Edges profile selection and Polygons area to be removed in the process).
- Added the Preferences link on top of Tail Menu Pop Over.
- Bugfix on Booleans (that left unwanted Polygon Selection Sets after using the command).

GAME CONTENT

- UnbevelPolyLoop rewritten (ctrl-k and ctrl-shift-k commands).
- Bugfixes:
 - Remapping.
 - StarTriple now works again on multiple selected islands, like it was expected to do.
 - SelectCoplanar Poly.

3.17.46 v2.502 - 2021/04/30

SMONSTER

- Global BugFix on Delete command in Modo (that was asking for confirmation to delete Items / Component. (updated on Macro and Scripts))
- Switched CAD Tools / UV / VeNom Kits from Lazy Select (Seneca Menard scripts) workflow to Built-in Select CoPlanar Polygons command Introduced in recent release of Modo.
 - Better Performance in mentioned Kits.
 - No More headache on Initialize CAD / UV / Venom kit procedure. (Runs smoothly right after the installation.)

VENOM

- BugFix to support meshes with rotations (different than 0, 0 ,0). Local Space supported over World Space.

MIFABOMA

- Reference System Support (when it is defined on current Item in Local Mode and Component Mode)
- Item Auto Selection in Component Mode (if you wasn't selecting the mesh before it will select it for you).
 - Mirror
 - Slice
 - Radial Array
 - Booleans
 - Radial Sweep
 - Flip On Axis

GAME CONTENT

- New Commands via Right Click Item Context Menu:
 - SoloInstanceInPlace (Now select back the original Item instead of the Instance)
 - ReleaseFromIsolate
- Select Menu form updated to use the new Select CoPlanar Polys command

CAD

- Star Triple Flat (Reference System Support)
- Rebuild Radial Flat (Reference System Support)
- Rebuild Radial Tube (Reference System Support)

BAKE

- New Options for Create Bake Pairs from HighPoly Mesh:
 - Create or Transfer VertexNormalMap from HighPoly to LowPoly
 - Activate the Reference System on LowPoly
 - Isolate current Bake Pairs in Viewport
- Updated the Pop Over Menu to expose more options that was previously visible only via Preferences

UV

- Unwrap Smart / Planar / Cylindrical commands (Reference System Support)
- Added the link to UV Preferences in Tail Menu.
- Bugfix on UV tools (Unwrap tools). (In case you wasn't selecting the Item first and worked directly in Polygon Mode. (Now he commands automatically select it for you at least if you have one Polygon Selected.)

3.17.47 v2.473 - 2021/04/18

SMONSTER

- New Commands to Set All Smonster Keymaps To True (Set to Default Keymaps)

GAME CONTENT

- New Commands via Right Click Item Context Menu:
 - SoloInstanceInPlace
 - Isolate Item and Instances

MIFABOMA

- Bugfix on Radial Sweep Local that wasn't working if the Reference System was already defined.

COLOR BAR

- New Locator on Meshes via Locator To Shape Vertical Popover Menu.

BAKE

- Groups Reordering Top/Down to Set Bake Pairs grouping feature.
- New Commands via Right Click Item Context Menu:
 - Create Pairs from Highpoly Mesh

CAD

- New Commands via Mouse Over:
 - Star Triple Flat
 - Rebuild Radial Flat
 - Rebuild Radial Tube

3.17.48 v2.460 - 2021/04/11

SMONSTER

- Icons Added for CLEANUP
- BugFix on Documentation Links (CLEANUP - VENOM) and Menus (changed as separate forms)

BATCH

- BugFix on LXD to DXF.
- Corrected a bug on the Export Game Ready for Bakes command

BAKE & MARMOSET LIVELINK

- New Function to put automatically HighPoly and LowPoly Meshes layers in a dedicated Group (Groups Tab) via Set Bake Pairs Command.
- New Function to Detect if a Cage map is set or Not. If not, it create one for you, but show you that that mesh have missing data in it.

BAKE

- Changed the Training Scene Files
- Update on Forms Menu

CAD

- New Commands:
 - Rebuild Polystrip and Menus:
 - * 2 Methods are available. (Select a Polygon Selection and 2 partial Edge loop to define the shape.)
 - Regular rebuild
 - Normalized Width

3.17.49 v1.424 - 2021/03/10

SMONSTER

- Icons Added for BAKE and BATCH

BAKE

- Corrected an issue that was affecting that Kit as well as MARMOSET LL on Modo 13.X Releases.
- Corrected a bug on the Export Game Ready for Bakes command

MIFABOMA

- Bugfix on Vertical Menu (missing Commands and UserPref)

PIXAFLUX LIVELINK

- Updated Icons

ALL LIVELINKS Kits

- Added a Direct Link to their respective Website under the Tail Menus

3.17.50 v1.416 - 2021/02/24

SMONSTER

- Compatibility upgrade to 15.X release (this include the current Public Beta).
- Full Support of the kit in both Python 2X and Python 3.X mode.
- Added CmdList.txt to get the full list of commands available.
- Added SmonsterKitUpdateLog.docx and UpdateLog.txt to get the full log of updates.

COLOR BAR

- Added a new Bar for setting Locator Shapes. Available via “Shift - f8”.

MARMOSET TOOLBAG LIVELINK

- Now option to Create and Set automatically a Mikk Tangent Space map at export.

PIXAFLUX LIVELINK

- Bugfix on NormalMap effect mode. Now it switch directly to Normalmap after bake is done.
- Bugfix on Popover Tail Menu.
- Bugfix on still present Keymap.cfg even if keymapCommander was introduced.

3.17.51 v1.398 - 2021/02/14

GAME CONTENT

- Bugfix on (Ctrl + numpad “6”) Keymap and “Cycle Through MatCaps” Command.
 - Ctrl + numapd “6” – > Cycle to Next Matcap
 - Ctrl + Alt + numapd “6” – > Cycle to Previous Matcap
- Added Hughsk Matcaps and Nidorx Matcap Library Links from Github. • <https://github.com/hughsk/matcap> • <https://github.com/nidorx/matcaps>

3.17.52 v1.395 - 2021/02/10

SMONSTER

- Menus and Keymap Commander Bugfixes

3.17.53 v1.387 - 2021/02/06

SMONSTER

- New checkup procedure at Modo launch to see if you’ve updated the Kit recently.
- All new Input Remapping Menu to manage your Hotkeys for all Smonster’s kits via the SMONSTER Top Menu
- Uncheck the checkbox in prompt menu to be sure the kit will not erase your remapping if desired.
- Set all the Smonster Default Hotkey in one click.

MARMOSET TOOLBAG LIVELINK

- Bugfix and Support now for HighPoly created via MehsFusion and/or Meshops setup. Smonster now Freeze the result for export, but preserve the scene state.

- Added function to add a Position/Rotation Constraint to HighPoly mesh item (driven by LowPoly mesh item) for ease update.

GAME CONTENT

- New Commands:
 - AttachScriptToPreset features to let you create optimized Mesh Presets library.
 - Render Thumbnail for Mesh Preset with a Built-in scene with Dynamic Scaled Grid.

3.17.54 v1.345 - 2021/01/18

MARMOSET TOOLBAG LIVELINK

- Automatic Bake at data load.
- Automatically close Marmoset after Bake is finished
- Automatically save a Marmoset Scene file as backup of the current Data processed
- Bugfix on Bake File Output that was asking to user to create the file.
- Added Item Index Style Prefs to be sure the Marmoset and Bake Renaming will work by using Underscore system.
- Now 4 Output File format type are supported (PSD , JPG , TGA, PNG)
- Now Possibility to define your own Baked File Name Prefix for the bakes.
- Baked File Name Prefix Presets:
 - 3 Presets available and more to come. (SMOLUCK / Substance Painter Default / Vladimir Leleiva)
- Now Ability to define your Normal Map workflow. OpenGL to DirectX or OpenGL to OpenGL

UV

- New Commands:
 - Unwrap_By_SharpEdge to quickly unwrap buildings and other man made props.

GAME CONTENT

- Get back the Senemodo Supertaut piemenu on Ctrl+Alt + L if you have this kit.

CLEANUP

- New Commands:
 - Cleanup function `smo.CLEANUP.ConvertItemIndexStyleSceneWise` and `smo.CLEANUP.FullAutoCleanup` to support it.

3.17.55 v1.314 - 2020/12/26

MARMOSET TOOLBAG LIVELINK

- Now all necessary Modo data and settings are sent to Marmoset.
- New Folder organization. Subfolder in temp folder using Scene name as well as Subfolder in Scene path if chosen.
- Added support for Material ID / Albedo from materials / UV Island ID.
- Resolution of bakes can be set in Modo now.
- Bugfix on `Smo.Cleanup.DeleteEmptyMeshes`

- Added new video link to Documentation for SMO BAKE and SMO MARMOSET LL

3.17.56 v1.300 - 2020/12/16

BATCH

- New Commands:
 - RenameMeshesBySceneName
 - ConvertSceneToXFiles
- Batch Process to convert Data from various file format (DXF, FBX, LKO, OBJ, SVG)
- 20 Customizable command lines for more flexibility

BAKE • New Commands:

- Create Low and High Poly mesh pairs.
- Create a Cage Export ready group of meshes.
- Create Freezed Highpoly Subdiv or Catmull-Clark Polys.
- Presets for Edge Padding to quick access before Bake.

MARMOSET TOOLBAG LIVELINK

- Rebuild the command from scratch to make it more flexible and robust.
- Automatic export of Low / High / Cage meshes to setup bakes in Toolbag and get back the textures in Modo to check the result.
- Automatic Freeze of the Highpoly Subdiv or Catmull-Clark Polys on export.
- Centralization of all Smonster Commands in order to let them be used in any sub-category Kits (whenever they are loaded or not).
- Renaming of few commands to get more consistency across all kits.
- Externalized the Copy/Paste preferences out of the Kit, in order to let users define their own workflow settings.
- Corrected Color Bar kit. Now it doesn't show up a runtime error in event log when used.
- BugFix on tail menu icons, organization and labels

3.17.57 v1.196 - 2020/09/22

VENOM

- Bugfix that was affecting VeNom result when the Item was having Rotations different than Zero or part of a Hierarchy.

GAME CONTENT

- Extracted the UV Map name setting out of the Kit (now it will use your own preferences).
- Extracted the Tool Handle Advanced Mode setting out of the Kit (now it will use your own preferences).

3.17.58 v1.190 - 2020/09/12

VENOM

- (use it in 14.1 for full support) (14.0 and Older Modo release will not support “Undo” and will cause modo to crash)

MARMOSET TOOLBAG LIVELINK

- Added the SMONSTER Top Menu to get quick access to some menus without viewing the Modo Tail Kit bar.
- (with Documentation and Training Scenes for Kit learning and debug test.)
- Update on Icons.
- Bugfix on 14.1 that was asking for confirmation on few Scripts where a delete procedure was included.
- Update UV Seam Cut Map toggle added to Preferences.
- Support for multiple UV Maps on every Unwrap tools (Planar / Cylindrical / Unwrap)
- Bug fix in UV Tools.

3.17.59 v1.160 - 2020/07/25

PIXAFLUX LIVELINK

- Added this new kit.

SMONSTER

- Various bugfix and improvement on UV Kit as well as CLEANUP, GAME CONTENT (GC) and MIFABOMA

3.17.60 v1.138 - 2020/06/27

RIZOMUV LIVELINK

- RizomUV LiveLink Kit updated to 2.1: Fixed an issue where RizomUVLL was exporting the mesh triangulated if you was exporting Triangulated FBX previously using the RizomUV LL commands in the same scene.

3.17.61 v1.135 - 2020/06/22

QUICK TAG

- Added Bugfix for SetColorID by Selection Set.

3.17.62 v1.130 - 2020/06/21

CLEANUP

- BugFix and Added User prefs string to search and replace UVMap Name from Source (string) to Target (string).

GAME CONTENT

- New Commands:
 - Rotate Center to Selection.
 - Move and Rotate center to Mesh open boundary center.

- Replace Target by Instance.

3.17.63 v1.118 - 2020/06/17

MIFABOMA

- Bugfix on Radial tools on Meshitem that where not part of a hierarchy (at the scene root level).

3.17.64 v1.116 - 2020/06/15

MIFABOMA

- Bugfix on Radial tools in Item Mode.
- New Commands:
 - Radial Array by User Count.
 - Radial Sweep by User Count.

GAME CONTENT

- Updated Pie Menus.

MESHOPS

- Isolated currently in Dev Meshops to be released in SMO MESHOPS Kit in separate folder “TO_CHECK”.
- Released new meshops:
 - SMO_ARROW
 - SMO_STEPS_RING
 - SMO_STEPS_SIMPLE
 - SMO_STEPS_STAIRS
 - SMO_TUBULAR_ZIGZAG_v1

3.17.65 v1.094 - 2020/05/30

MIFABOMA

- Bugfix on Mirror Pie Menu icons. New icon for “Relative to Parent”

3.17.66 v1.091 - 2020/05/28

UV

- Bugfix at UV Smart Projection Planar SPP command in first Execution after installing the script.

MIFABOMA

- Bugfix on Mirror pie menu using the new set of icons for Local/World/Relative to Parent.

3.17.67 v1.088 - 2020/05/26

MIFABOMA

- Radial Array and Mirror Bugfix (to use the User Values (Clone type and Clone Hierarchy))

3.17.68 v1.086 - 2020/05/25

SMONSTER

- Major BugFix on Icons (Location Broken on Mac and PC). (Thanks to Jörg)

GAME CONTENT

- Bugfix on Input Remapping that was setting the keymap navigation to Maya only. (Now you're free to use what you want.)

MIFABOMA

- Added User Value in preferences for Radial and Mirror commands via SMO MIFABOMA Options (Preferences panel)

QUICK TAG

- New Command:
 - Set ColorID to polygons

3.17.69 v1.078 - 2020/05/22

SMONSTER

- Moved the AI tools Teaser & Unbevel videos out of the LPK installation.

MIFABOMA

- New Commands:
 - Radial Array and Radial Sweep (Features update and BugFix) -> Mode Local / World / Relative to Parent

RIZOMUV LIVELINK

- Set path command to directly change the Rizom Release you want to work with. No need to edit the Python script, and now you are able to choose the release to work with, without rebooting Modo.
- Kit Preferences Menu available in Modo Preferences Window.

3.17.70 v1.064 - 2020/05/17

SMONSTER

- Consolidated and separate SMO Kits Preferences Forms.
- Added MASTER Kit to hold the Smonster general preferences and Documentation.

MIFABOMA

- New Command:
 - RADIAL ARRAY
- Bugfix on few icons destination

CLEANUP

- Changed all CLEANUP Commands to use User defined Preferences.
- Added the FullAuto Cleanup Command to batch Cleanup based on User Prefs.

3.17.71 v1.053 - 2020/05/13

UV

- Fixed wrong folder address for icons referencing.
- Added the Option in UV Kit to Pack in the Main Zero / One Area via User Prefs.

RIZOMUV LIVELINK

- RizomUV Offline bridge updated.
- Bugfix on RizomUV LL to use only FBX 2013 for all Import / Exports from whatever Modo release to fix incompatibility.

MESHOPS

- Started to update MeshopsAssAliases.
- Fixed Issue and separate Meshops Assembly Aliases in 2 folders v1 and v2.

3.17.72 v1.046 - 2020/05/10

UV

- Updated SMO UV Kit for new PieMenu and customizable workflow via Preferences.
- Various bugfix.

3.17.73 v1.032 - 2020/05/04

- Improvement of Code in many Scripts that were using selection commands. (Simplified select by type commands).

CAD

- BugFixes. (Fixed issue with LazySelect that was pointing to the wrong Kit scripts folder).

UV

- UV Smart Projection Tools compiled in a new Pie Menu for SP Planar / Cylindrical / Unwrap. (Added Q key in viewport).
- Updated Icons.

3.17.74 v1.026 - 2020/04/30

UV

- Fixed some issue on tool-tips and forms.

MIFABOMA

- New Commands:
 - Slice and Flip On Axis tools.