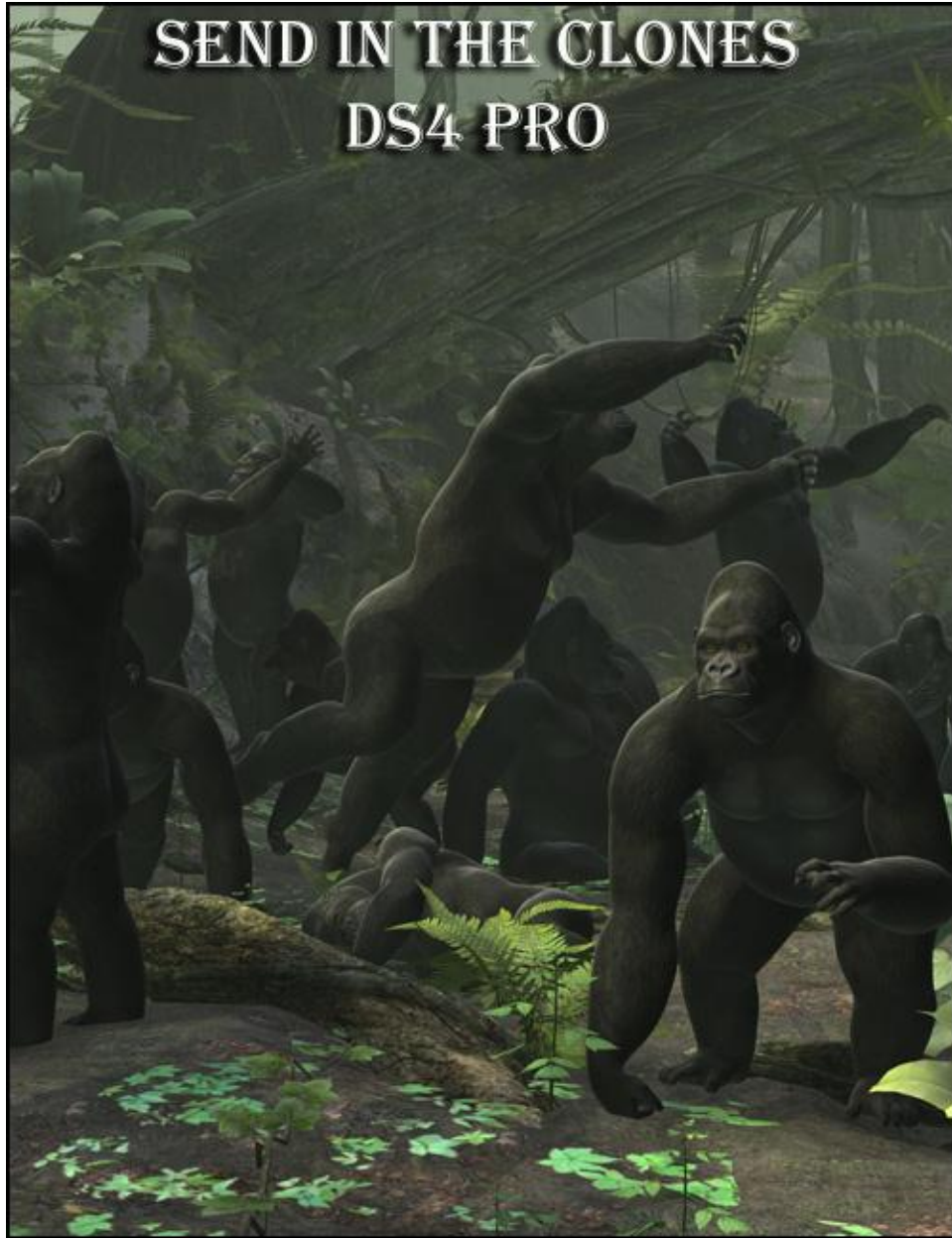# SITC DS4 Pro (Attack of the Figures)

First I would like to say thank you for purchasing this product, and I know you will enjoy using it.

This is the upgrade of Send In The Clones DS Pro, so work with the new technology of DS4.

Here are some notes on this script and your workflow. Please be aware of the limitations of your computer's memory. There is no magic memory saving coding in this script. If you make 100 clones of an object, it affects your scene just as if you loaded an instance of that object manually 100 times. If your computer can't handle you loading them manually, it can't handle you loading them from this script.

There is one memory saving thing that is done when you select a .pp2; and it is a single node; and you select instancing… This is that each clone of the parent shares the parents' materials. With this you will not be able to change the material setting of the clones individually.

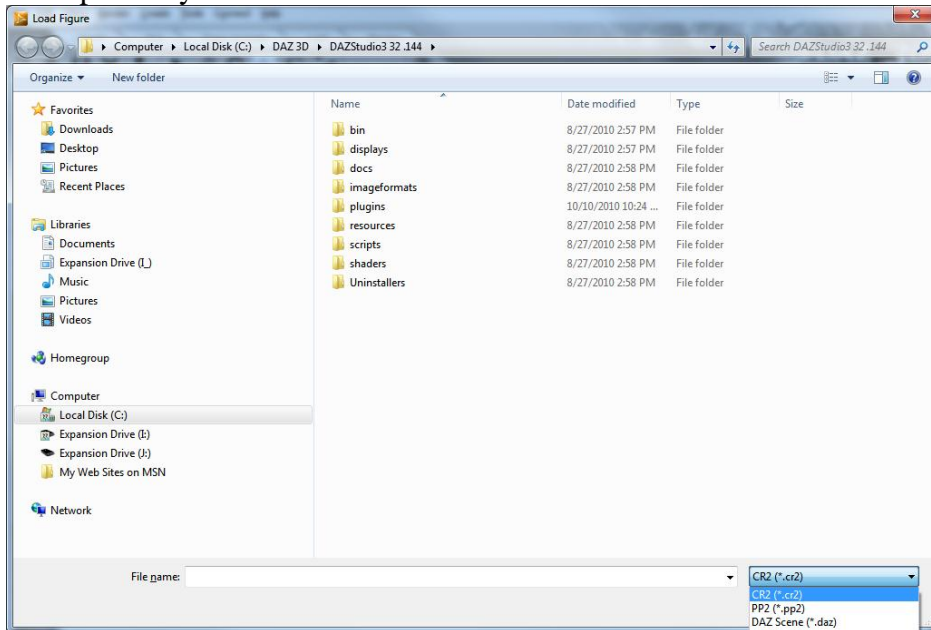So enough of all this, and on with the tutorial!

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Loading figures(.cr2), props(.pp2) or DAZ Files(.daz, .dsf, .duf) to be cloned

When you first start up SITC DS Pro you will see this screen:
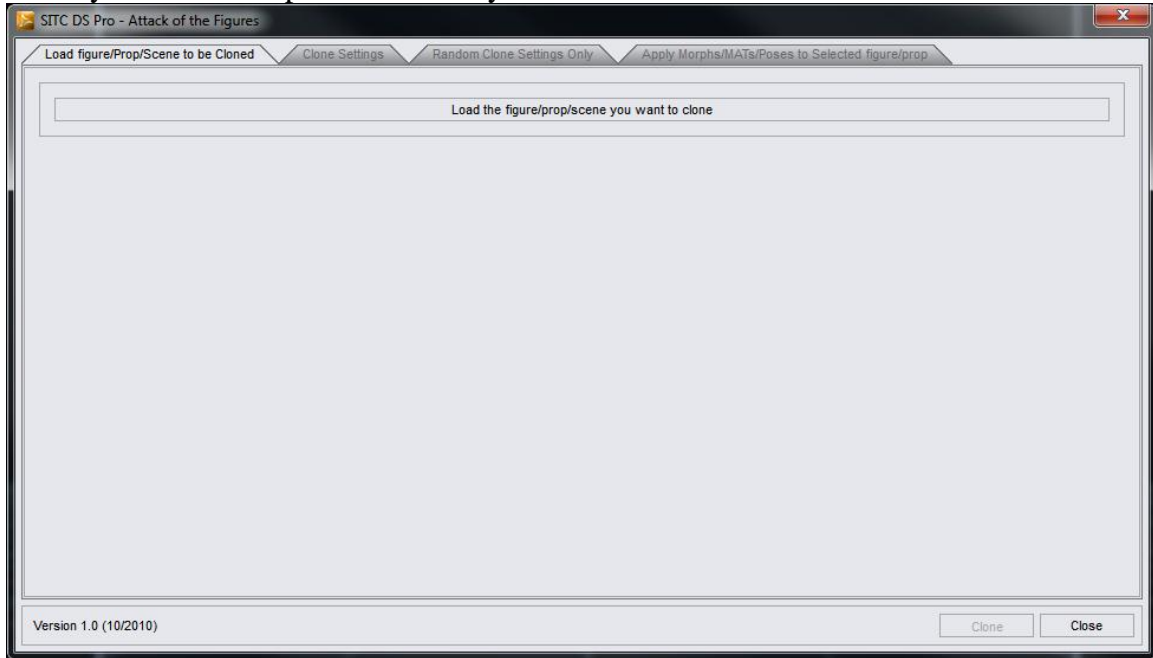
You click on the "Load the figure/prop/scene you want to clone" button and a file dialog will open for you to select which file to load.

Select the file type you want to load from the lower right corner and then navigate to where the file is located that you want to load, (…\Content\Runtime\Libraries\.....) and then select the file and press open.

The screen will change depending on the type of file you have loaded.

Figure(.cr2)
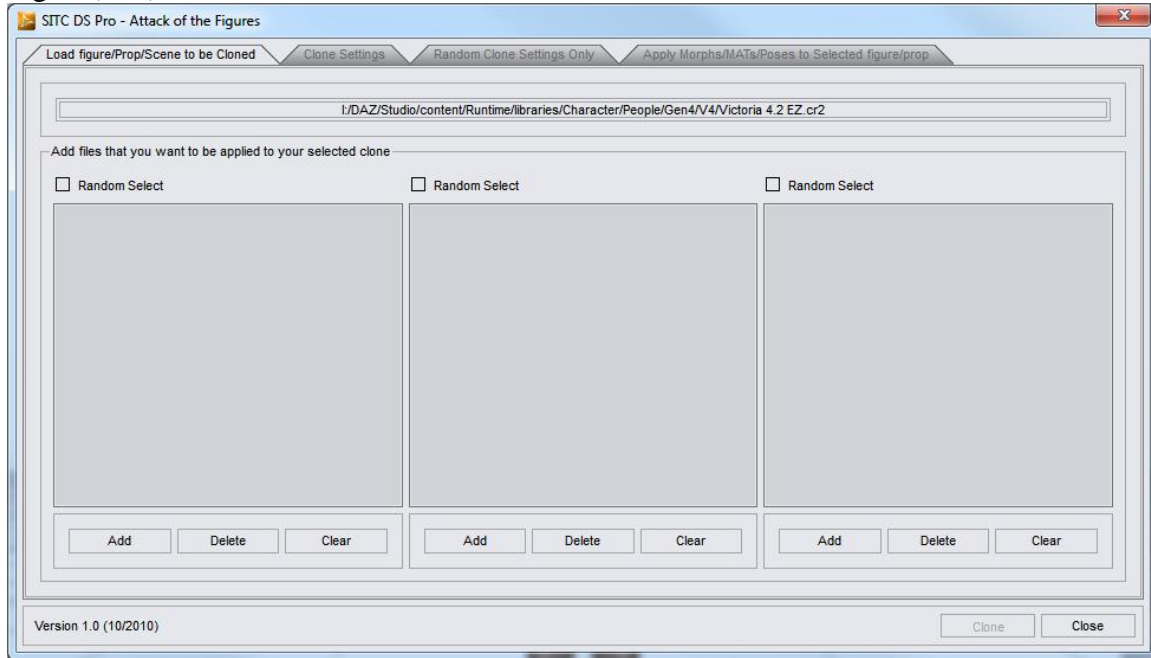
With figures you will also be able to create lists of morph, mat, poses and other figure/prop files that will be applied to each clone as it is created. You can decide to just loop thru the list start at the top, or to randomly select files from the list to apply.

*Note on figure files (.cr2) and prop files (.pp2) … For these to make any sense they need to be configured or parented… If they aren't they will just be created at 0,0,0.
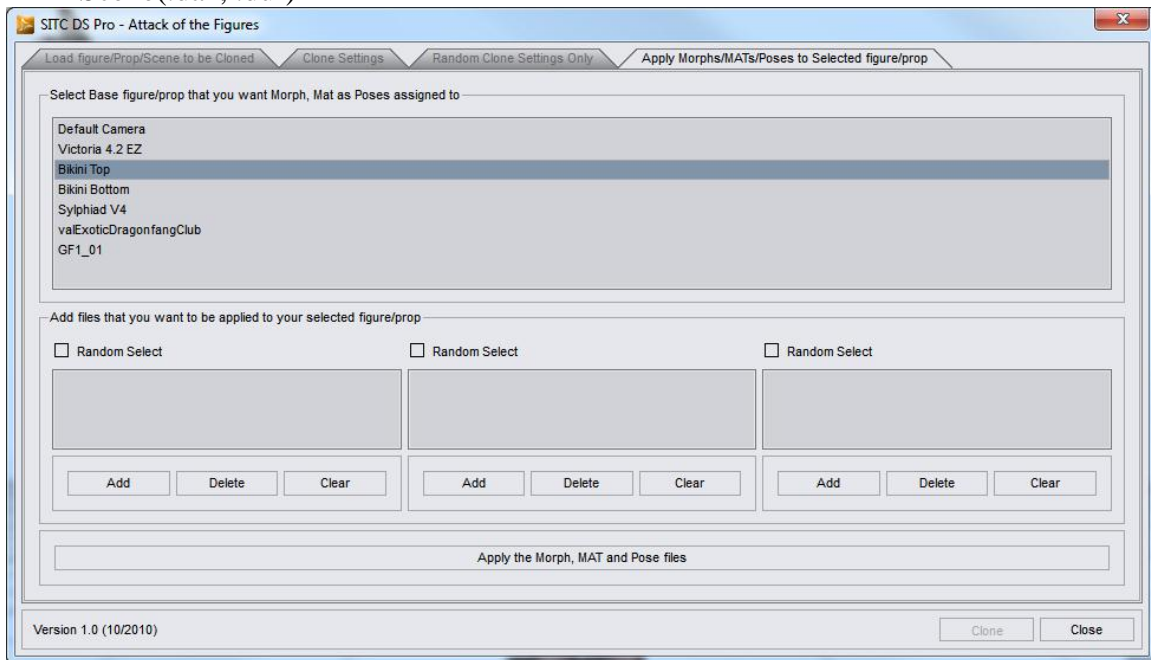
Prop(.pp2)
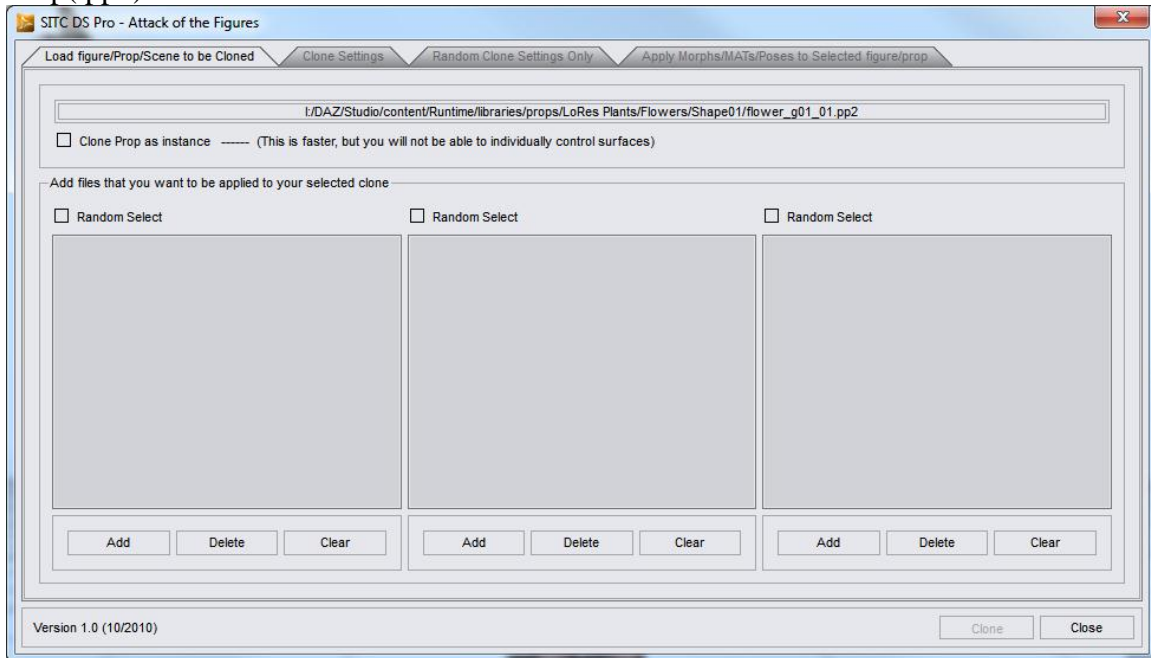
If you want to instance the cloning you will check the "Clone Prop as instance". This will create clones by instancing the original. Which is faster, but each instance shares surface values. So when you check on the "Clone Prop as instance" option the list boxes will disappear from the screen.
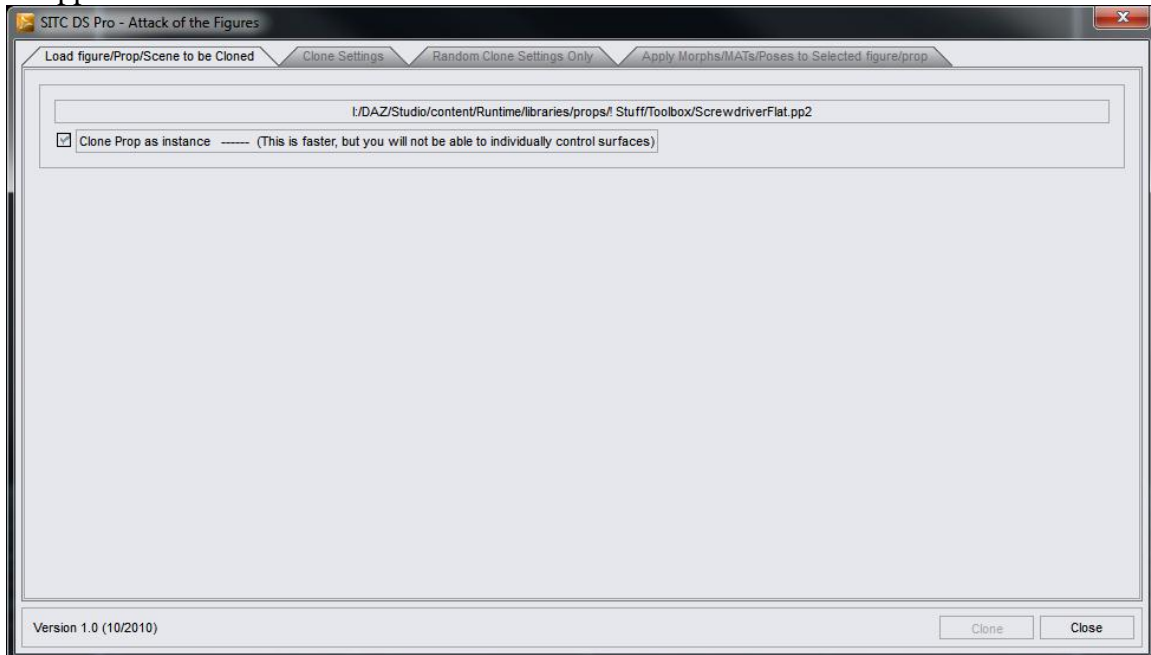
DAZ Scene(.daz, .duf)

With this method, you first need to create a .daz or .duf file with all of the items you want to be cloned. You need to have one main item, and all of the rest are to be conformed or parented to it.

When you load a .daz or .duf file you need to select which item will be the control item. In the example above I would need to select Victoria 3 SAE as the control item. This is because in the .daz or .duf scene I have conformed Sylphiad V3, V3 Skeleton P4 Conform and Fantasy Dress to Victoria 3 SAE. By selecting Victoria 3 SAE, the program will move and apply any morphs/mats/poses to Victoria 3 SAE, when the cloning is done.

After all the cloning is done, I can then use the "Apply Morphs/MATs/Poses to Selected figure/prop" tab to make changes to the other items in the scene.
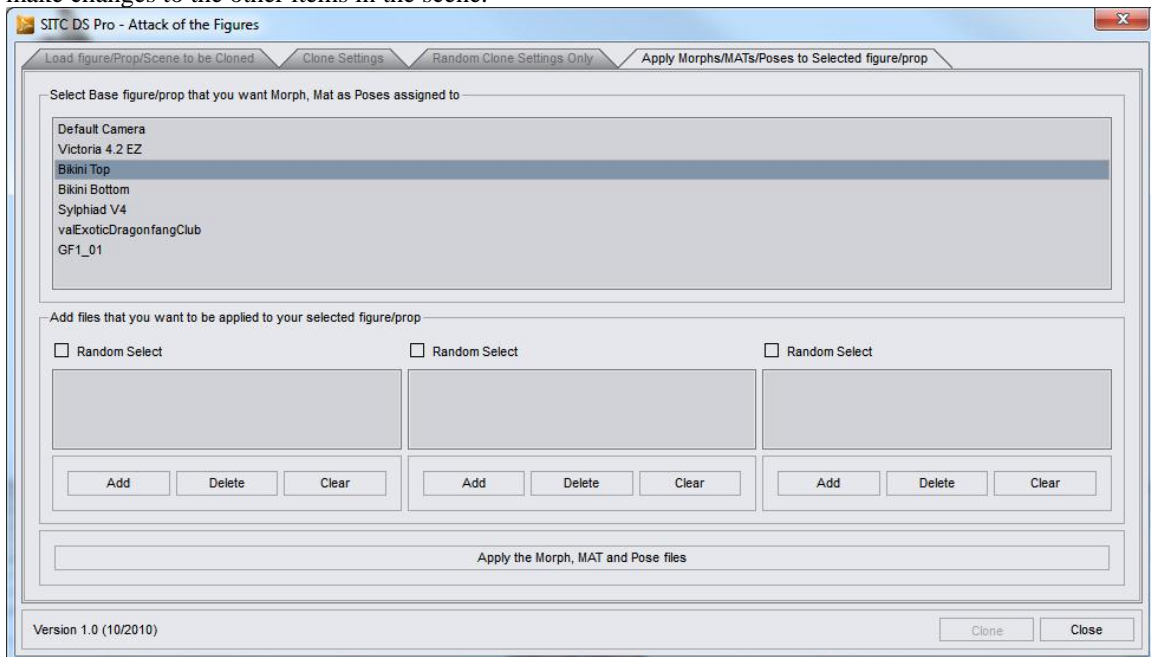
Cloning variables:

The first box is where you select the type of cloning you want to do. As you select which type, the screen will change. Reading the captions of the selection boxes will guide you to making your choices. Go ahead and experiment. I do suggest to start with, that you use small/low poly objects, until you learn what **SITC DS Pro** can do within the limitations of your computer. Also, keep in mind the known issues that are noted at the beginning of this document.

Values are changed by either moving the sliders left or right, or by clicking on the number, and typing in a value. If the slider/number is grayed out, then that value is not used with the type of cloning that has been selected.

Note if the user enters a minimum that is larger then the maximum, the script will swap the values.

Inline Cloning:

- Number of Copies (up to 250)
- xAxis, yAxis and zAxis offset to range of -5000 to 5000
- Overall Scale, xScale, yScale and zScale offset to range of 0 to 1000
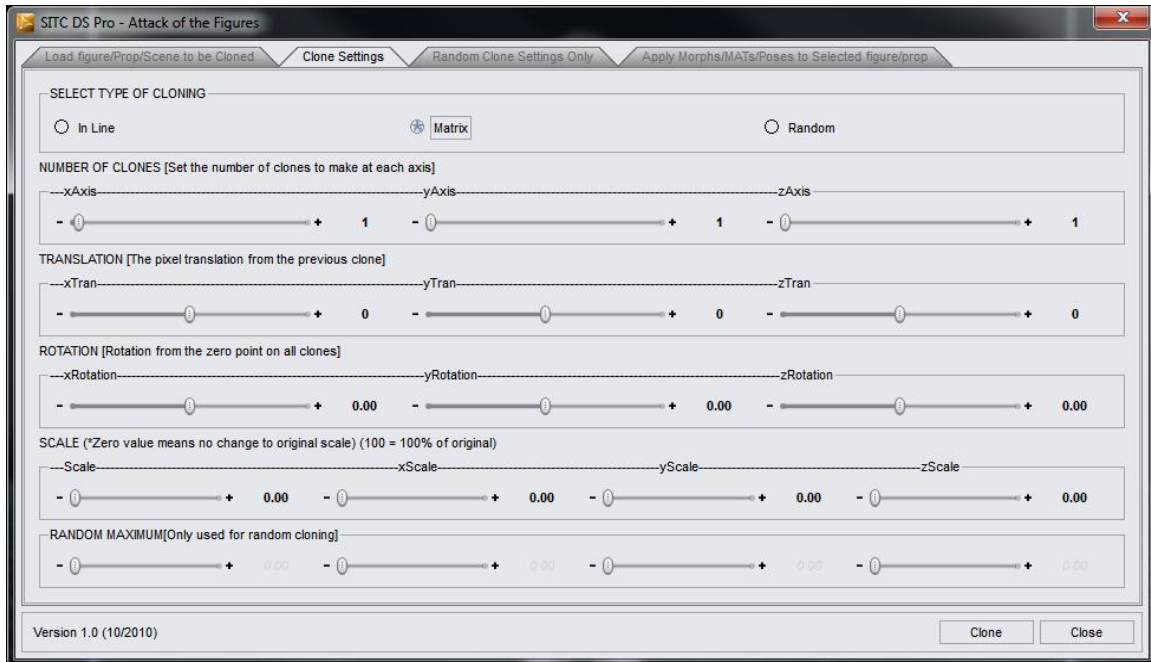- xRotation, yRotation, and zRotation to range of -180 to 180
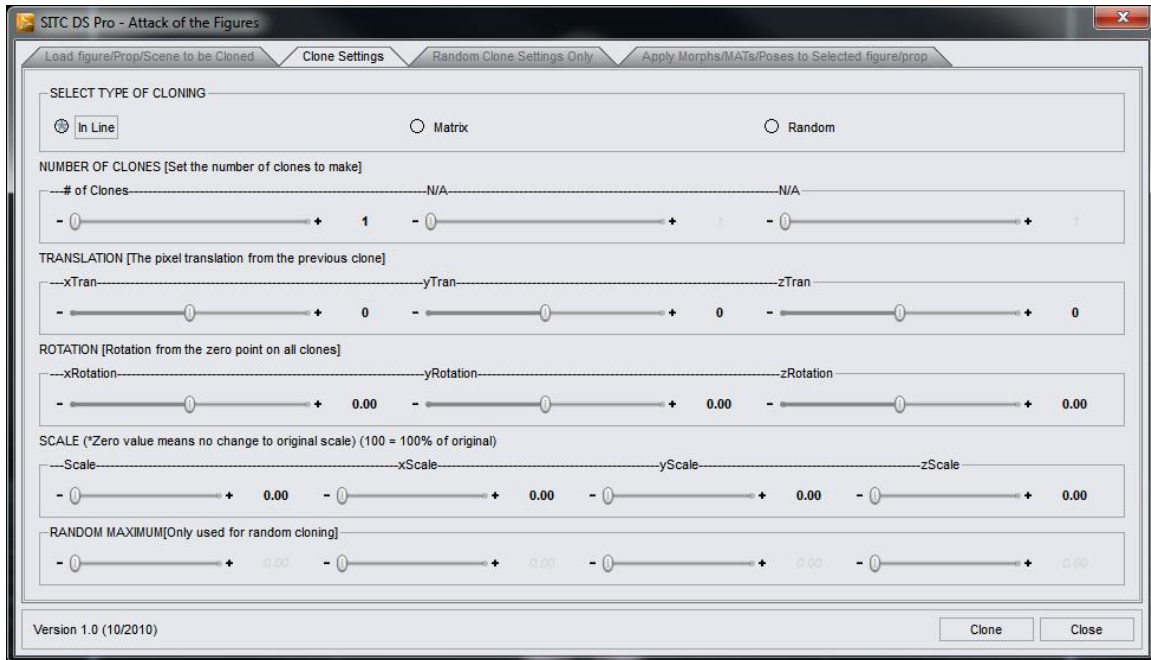
This will make the number of clones input, offset by the values input in the TRANSLATION box of the previous clone.

Rotation and Scale changes are constant.

Matrix Cloning:

- Number of Copies along xAxis, yAxis and zAxis (up to 60 on each Axis)
- xAxis, yAxis and zAxis offset to range of -5000 to 5000
- xScale, yScale and zScale offset to range of 0 to 1000
- xRotation, yRotation, and zRotation to range of -180 to 180

This will make the number of clones input along x, y and z axis, offset by the values input in the TRANSLATION box of the previous clone.

Rotation and Scale changes are constant.

Random Cloning:

- Number of Copies (up to 250)
- Minimum Scale, xScale, yScale and zScale offset to range of 0 to 500
- Minimum xAxis, yAxis and zAxis offset to range of -5000 to 5000
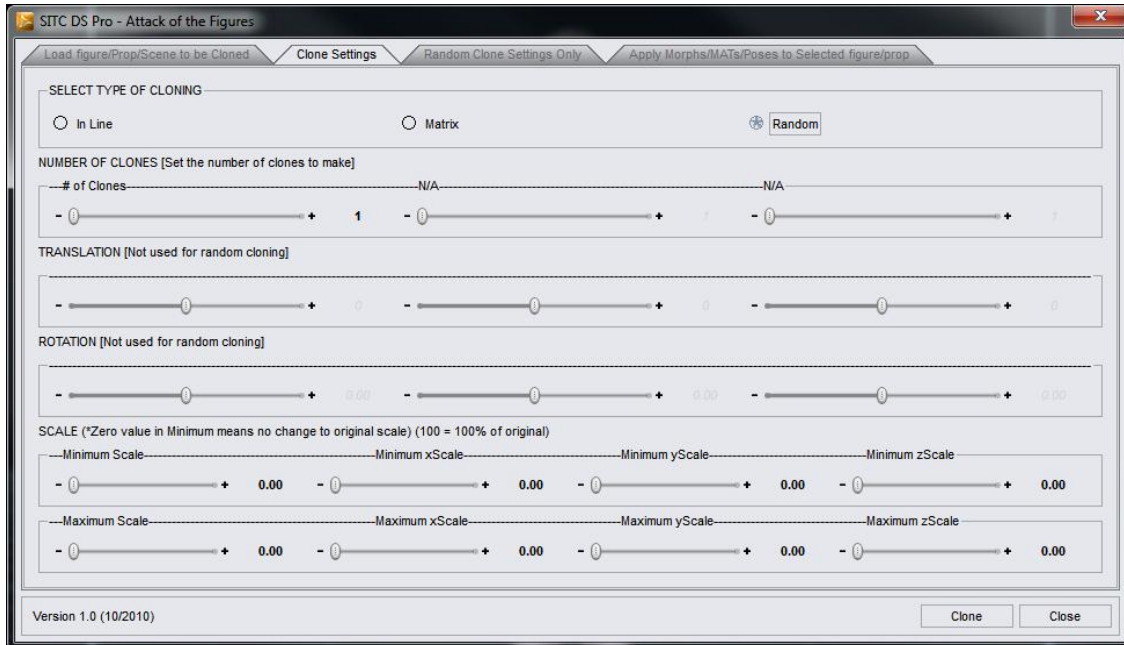
This will randomly scale the cloned object within the minimum and maximum range input, with no consideration of the scale of the parent object or previous clone is.

Each random value is independent of any other value.

Random Clone Settings Only:
- Minimum xAxis, yAxis and zAxis offset to range of -5000 to 5000
- Minimum xRotation, yRotation, and zRotation to range of -180 to 180
- Maximum xAxis, yAxis and zAxis offset to range of -5000 to 5000
- Maximum xRotation, yRotation, and zRotation to range of -180 to 180
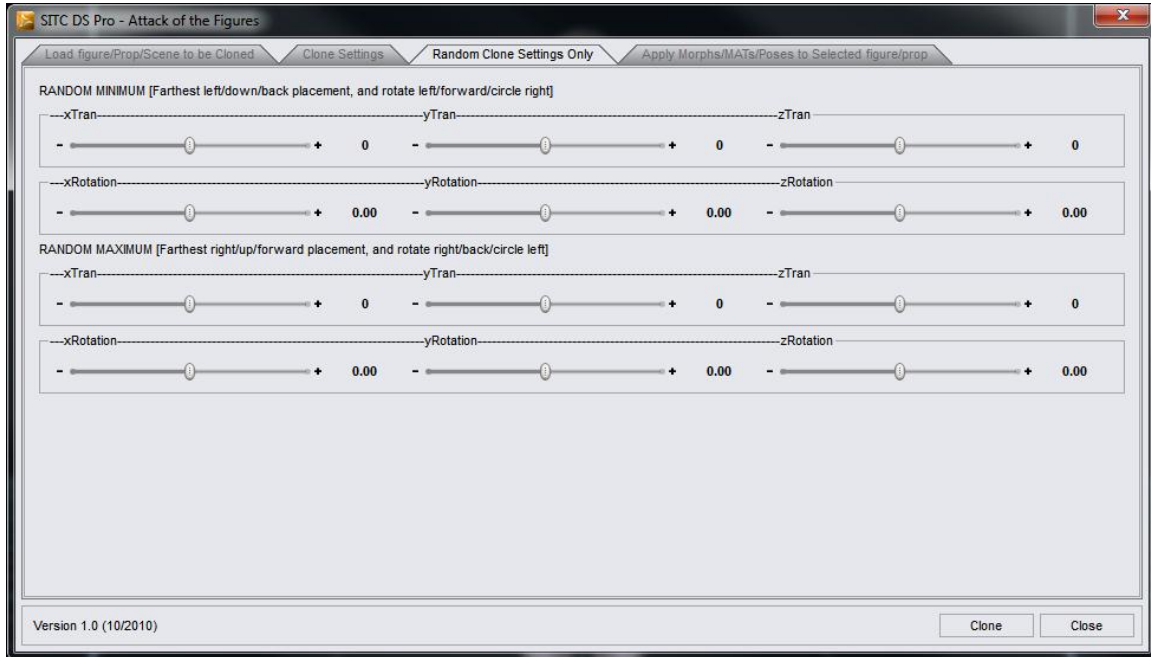
This will randomly place the cloned object within the minimum and maximum range input, with no consideration of where the parent object or previous clone is.

Each random value is independent of any other value.

Thank you again for purchasing SITC DS Pro

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