



Version 1.0 - June 2016

Viewport Switch

Control your viewport speed in every way

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1. Introduction

The Viewport Switch plugin lets you speed up your daily workflow by adding all features that improve speed into a single shortcut.

Features:

- A single button and shortcut to switch between two modes
- Turn off and on object groups.
- Proxy manager – switch between two objects.
- Layer manager – Easily include or exclude layers
- View options – Turn off all textures or other items

For more information, video tutorials, examples and FAQ, please visit our website at www.thegreatsummit.com.

2. Installation

When you buy the plugin from our website, you will receive an email with a zip file containing the plugin and a separate mail with the license file.

Unzip the File in the Maxon Cinema 4D plugins folder.

Rename the license file to license.lic and copy it to your Viewport Switch plugin folder.

Here a typical Windows example.

« Program Files > MAXON > CINEMA 4D R16 > plugins > Viewport Switch		
Name	Date modified	Type
res	30-May-16 16:42	File folder
license.lic	06-Jun-16 21:38	Source Browser D
ViewportSwitch.cdl64	06-Jun-16 21:54	CDL64 File
ViewportSwitch_Button_V1.0.pype	06-Jun-16 21:51	PYPE File
ViewportSwitchV1.0.pype	06-Jun-16 22:04	PYPE File

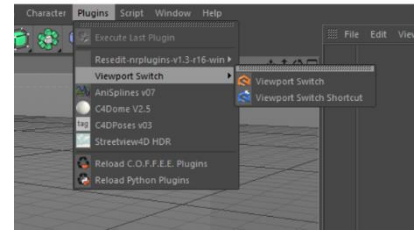
Compatibility

- CINEMA 4D R16 or R17 (latest build for each version).
- Studio, Visualize, Broadcast and Prime, Student.
- Both Mac & PC builds are included.
- 64 bit only.

3. Using Viewport Switch

Viewport Switch offers 2 plugins:

- Viewport Switch.
The main dialog where you switch your viewport settings on/off.
- Viewport Switch Shortcut.
You can use this plugin directly or use a keyboard shortcut, to switch your settings on/off. It simulates the main Viewport Switch button “Click to Activate / Deactivate”.



The main functionality of Viewport consists of switching On/Off viewport settings like:

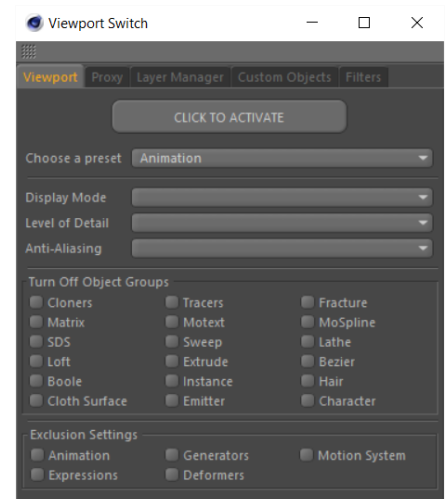
- Turn off and on object groups.
- Proxy manager – switch between two objects.
- Layer manager – Easily include or exclude layers
- View options – Turn off all textures or other items

A single button or a shortcut is used to switch between two modes On/Off.

3.1 Main Dialog

The main dialog is divided in:

- A single button and shortcut to switch between two modes
- Viewport.
Turn off and on object groups.
- Proxy.
Switch between two objects.
- Layer manager.
Easily include or exclude layers.
- Custom Objects.
Turn On/Off specific objects.
- Filters.
Turn off all textures or other items



To switch between your settings, you can use the button on top of the Viewport Tab.
You can also use Viewport Switch Shortcut command.

Note: You can define your own shortcut to use this Viewport Switch Shortcut command.

3.2 Viewport Tab

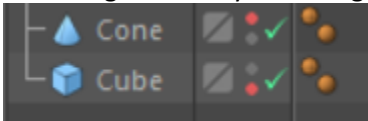
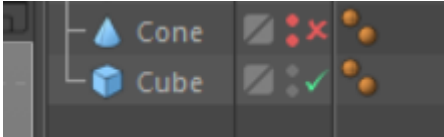
Here you can turn On/Off Object groups and various display modes.

You can also select one of the predefined setting using “Choose a preset”.

3.3 Proxy Tab

Here you can switch between two objects using 3 different modes:

- **Layer Mode**
Switching is done by switching layers On/Off
- **Object Mode**
Switching is done by switching Objects On/Off
- **Render Mode**
Switching is done by switching Objects “Visible in Renderer” On/Off

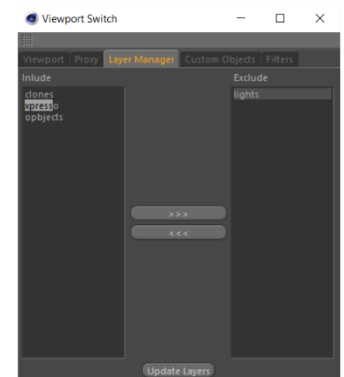
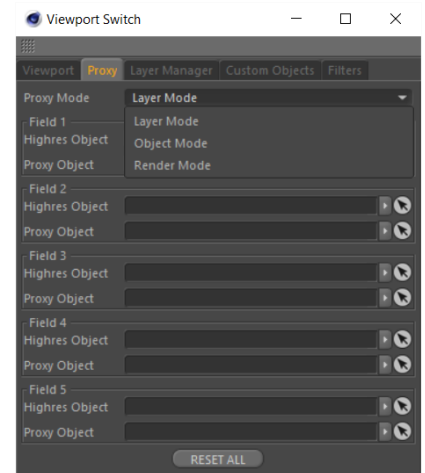


When the switch is Off, the Proxy Object is active in the scene.
When the switch is On, the Highres Object is active in the scene.
Max 5 proxy objects can be defined this way.

3.4 Layer Manager Tab

Here you can switch layer On/Off.

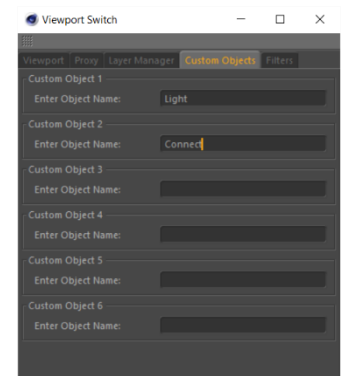
To “synchronize” layer settings, please use “Update Layers”.



3.5 Custom Objects Tab

Here you can turn On/Off specific objects.

For example turn On/Off all Light or Connect objects.



3.6 Filters Tab

Here you can turn On/Off viewport filters.

