

SOLO for Cinema 4D

Solo lets you "solo" one or more selected objects, all unselected objects will be hidden. By default this happens for the editor view but it can be set for both editor and renderer simultaneously. Another mode is disabling all unselected deformer/generators.

Installation

1. Copy the solo folder into the plugin folder.
2. Open the *Command Manager* (**SHIFT+F12**) and drag the solo icon into the layout.
3. Push the button **Assign Shortcuts** in the Cinema4D Preferences in the **solo** section. This will open a dialog where you select a hotkey. This should be an unused key. You can look for free keys in the *Command Manager*.

Keys and Functions Overview

HOTKEY	Solo on for the editor/reset for all modes
SHIFT +HOTKEY	Add object to the solo objects for editor
CTRL +HOTKEY	Solo on for editor & renderer
CTRL + SHIFT +HOTKEY	Add object to the solo objects for editor&renderer
ALT +HOTKEY	Solo generators/deformers
SHIFT + ALT +HOTKEY	Add generators/deformers
CTRL + ALT +HOTKEY	Fix current state

4. **Important note for usage of the shortcuts in Windows:**
The Windows shortcuts to switch languages may conflict with the solo shortcuts. To get solo to work properly, the Windows shortcuts have to be disabled. Go to *Control Panel->Regional and Language Options->Languages->Details->Key Settings*.

Usage

The three modes work basically the same way:

1. Pressing the hotkey/button will hide all unselected objects for editor view only. The previous state will be stored and restored after using the solo command again.
Exception: In combination with the **SHIFT**-key you can add objects to the "solo'ed" objects.
2. By pressing **CTRL**+Hotkey/Button the selected objects will be "solo'ed" for both editor **and** renderer, **SHIFT**+**CTRL**+Hotkey/Button will add objects, unhiding them for editor and renderer
3. The process works accordingly with the **ALT**-key for deformer and generators. **ALT**+Hotkey/Button disables all unselected deformer and generators, **SHIFT**+**ALT**+Hotkey/Button adds the selected deformer and generators to the "solo'ed" ones.

Additionally you can fix the current state with **CTRL+ALT+Hotkey/Button**, meaning the previous state will be deleted and won't be restored after pressing the hotkey/button again. This shortcut has to be enabled in the preferences by checking **Enable-Fix-Shortcut**.

When using solo with the following object types their children will also be selected and "solo'ed":

Hypernurbs, Lathe-, Loft-, Sweep-, Extrude-NURBS, Atomarray, Array, Standard-Emitter, Symmetry-Object, Connect-Object, Metaball, Cloner, Cloth-NURBS, Spline Mask and Boole. Third Party Generator-Objects are now also recognized – thanks C4D-Jack.

Changes since solo 1.0

- option **Enable Undo** omitted
- **solo icon** now indicates the current state
- instances and their reference objects are now handled correctly
- added objects for automatic selection of their children

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Enjoy :D