Roberto's Alphabetizer for Lightwave3D v2.0

A FREE Lightwave utility by Barbaglio Roberto and Amadini Riccardo
Program and Documentation © 1997 by Barbaglio Roberto and Amadini   Riccardo

Roberto's Alphabetizer for Lightwave 3D is an Excel 4.0 macro. When you load a Lightwave scene into Excel and you run the Alphabetizer macro the scene is processed and objects in the scene are alphabetized, so you can load the new scene in Lightwave and enjoy!! Now you can easily find your object also if your scene has more than 300 objects…. No more long objects search!!

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INSTALLATION

Included in Alpbet20.zip file should be the following files:

Alphab20.xlm - the macro itself
Alphab20.doc - the documentation in MS-Word format

To install the macro, simply copy Alphab20.xlm to your preferred directory.

Don't rename the macro!
If you change macro's name the macro will not work!

You had to have Excel 4.0 or later to run the Alphabetizer macro.

USAGE

1. Run Excel 4.0 (or later..).

2. Load the "Alphabetizer1.1.xlm" macro.

3. Load the Lightwave scene that has to be alphabetized.

> If you are using Excel 4.0 the scene will be automatically converted in a text file.
> If you are using Excel 95 or later it will open a three steps requester:
> > In the first step chose DELIMITED (leave unchanged other options!)
> > In the second step only select TABULATION.
> > In the last step chose TEXT.

4. From the Excel's Lightwave scene window (you are here...) run the macro with CTRL+a.

5. Follow the on screen indications.

6. The scene will be processed, a message will inform you that the scene has been processed correctly.

7. Use the SAVE AS command and save the scene with a different name.

> Always save the scene file as TEXT!! (this is the default save format since you loaded a text file).

8. Run Lightwave.

9. Load the alphabetized scene.

10. Enjoy!

KNOW BUGS AND LIMITATIONS

There aren't know bugs!! If you find one email me and I'll fix it (emh...I'll try....).

There is only 1 limitation:

Puppet Master and Metaform scenes are handled like normal scenes. For now Puppet Master's Anchor objects and Metaform Target objects aren't automatically placed after PM Sections and Metaform Shaper.....
In order to use the macro you should rename the Anchor and Metaform Target objects....but....I think the macro worth an object rename.....at least if your scene has 100 objects and 50 lights (or more...).
I think next version will add the possibility to automatically place the Puppet Master's Anchor objects and Metaform Target objects after PM Sections and Metaform Shaper.
In any case this version automatically detect PM and Metaform scene, and a message inform you that an object should be renamed.

I tested the Alphabetizer macro with many scenes (both from the Lightwave 5.0 CD and me) with differents settings and plugins (Gaffer, Sparks, SuperGlow and others...) and (with the exception of the above mentioned limitation) IT WORKS!!

Check my Home Page for new versions.

HISTORY

2.0
The macro has been totally rewritten.
Added full support for Object names with spaces.
Added full support for inverse kinematics (IK).
Now lights are alphabetized too.
Added full support for Lights with Parent and/or Target objects.
Added full support for Camera with Parent and/or Target objects.
Fixed a bug that effected scenes made on Amiga computers.

1.1
Added full support for scenes with Parented Objects.
Added full support for scenes with Bones.
Now scenes with unsupported features (Lights with Parent or Target objects and IK), are recognized and aren't processed.
Added macro's documentation.

1.0
First public version

TECHNICAL SUPPORT INFORMATION

For technical support questions, I prefer to be contacted via e-mail at:

barbaro@mediacom.it

You can download new versions at my Home Page:

http://www.mediacom.it/~barbaro

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