

Cathide Addon - User Manual

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version 1.4



The Cathide addon is designed to help blender users to Hide unused categories and panels in the 3D view.

In Blender, it's common to have a lot of addons installed to help your 3D workflow, these addons add new panels to the User Interface. And often, it results in an overcrowded and potentially unreadable interface. That's why there is CatHide, Hide and UnHide several panels in one click, according to your needs for a specific task.

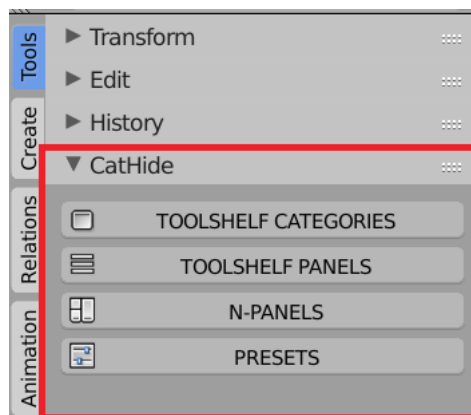
This Manual will guide you through the addon sections.

1 – Installation

CatHide installation is a common blender addon one. Go to User Preferences panel, select the thumbnail Addon, and install from file the Addon.

2 – Global Interface

The Addon when installed is located in the 3D toolshelf « Tools » under the panel name « CatHide ».

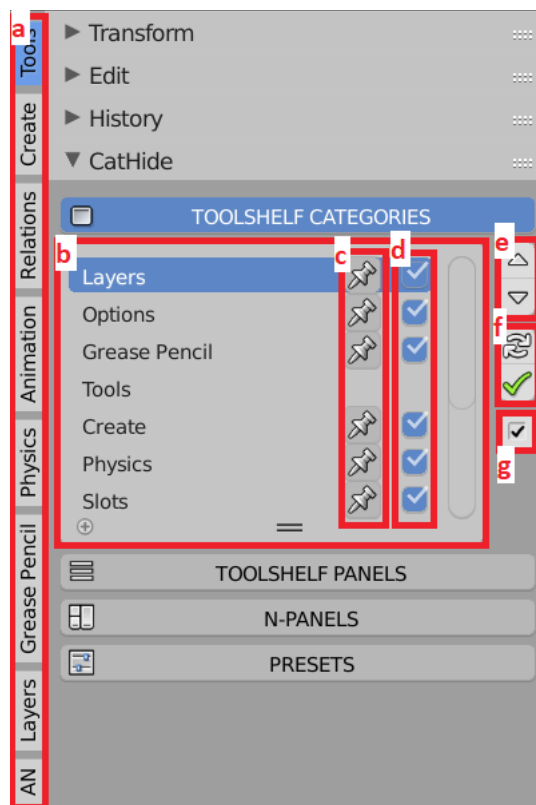


pic1. The addon default appearance after installation

From there, you can click on the different buttons to display its specific panel. Every panel concerns a type of items to be Hide/UnHide, except for the presets one. See below for details about them.

3 – ToolShelf Categories Section

This section displays all the functions for Hiding/UnHiding Toolshelf Categories (*a in pic2*).



pic2. The addon TOOLSHELF CATEGORIES sections

Here's the workaround to use it :

- When you create a new project, the list of categories (*b in pic2*) will be empty. So you have to create it. Click the refresh button (*up button in f in pic2*) to do it. CatHide is going to find all panels register in all sections (toolshelf categories, toolshelf panels, and n-panels) and create its own lists from that. The list (*b in pic2*) should now be filled with categories corresponding to your Toolshelf (*a in pic2*).

- You can now modify the list as you wish.

For example, you can reorder your panels by using the up and down buttons (*e in pic2*) for your convenience. You can also activate or deactivate panels you don't want with their specific checkboxes (*d in pic2*).

A known issue for this section : when you first click on refresh, creating the list, CatHide is not able to determine the order of the Categories (Blender limitations in its register logic) so they won't be in the correct order. But once you rearranged them, it will be stored in the .blend.

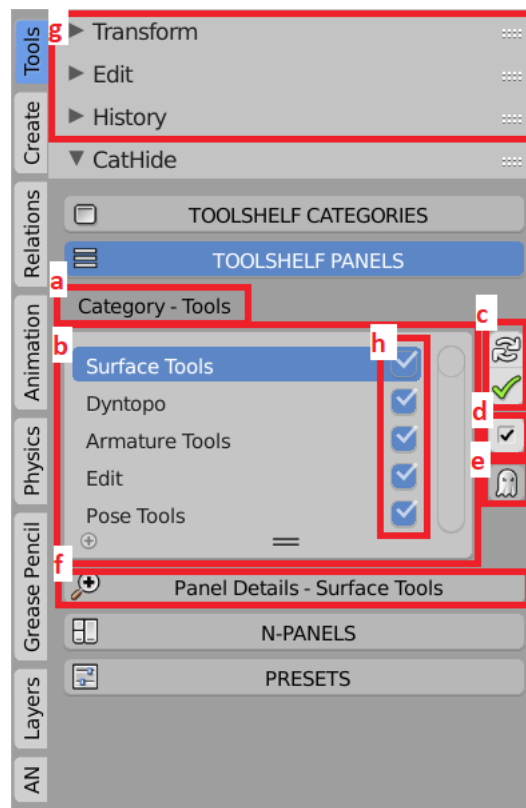
- Once you are happy with the order and with the selected categories to Hide/UnHide, you can press the apply button to apply this configuration (*down button in f in pic2*). Toolshelf Categories (*a in pic2*) will conform to your specific order and will Hide if you uncheck their checkbox.

- You can Pin CatHide categories (*c in pic2*), it will prevent them to be Hide or UnHide by any operators. You can pin them in Hide or UnHide state.

- If you want to reset all CatHide categories, you can push the reset button (*g in pic2*), all Hidden categories will be set as UnHide (checkbox check), except for pinned ones, and the configuration will be applied.

4 – ToolShelf Categories Section

This section displays all the functions for Hiding/UnHiding Toolshelf Panels (*g in pic3*).



pic3. The addon TOOLSHelf PANELS sections

This section shows you the specific Toolshelf Panels corresponding to the Category you selected in the previous section. You can see what Category you're in if the Toolshelf Category section is not displayed with the indication above the list (*a in pic3*).

Steps to use this section are the same than for the previous section.

You check/uncheck the panels (*h in pic3*) to Hide/UnHide them, you apply your configuration by clicking the Apply Specific Panels button (*down button in c in pic3*).

An important thing to know is by Hiding all panels in a Category, you will Hide the Category itself. To prevent that, you can use the Pinning function of the Categories.

For example, if you Pinned the Grease Pencil Category UnHidden, and you choose to Hide all its panels, when applying the configuration, one of its panels will be arbitrary UnHide to prevent the Grease Pencil Category to disappear. It also works backward : if you Pin a Category Hidden, you can't UnHide its panels. Pin functions gives priority to Categories on Panels.

The Refresh operator (*up button in c in pic3*) is the same than the one in previous section, you can use it to check if there's new panel (addon installed, uninstalled during the session...)

You can also reset Panels (*d in pic3*), all panels will be UnHide (except for those which are in specific Categories which are Pinned), and this configuration will be applied.

In Blender, a lot of Panels are context sensitive, meaning they don't appear unless you're in a specific situation (like Object Mode, Texture Paint Mode...). You can click on the Hide Context Sensitive Items button (*e in pic3*) to

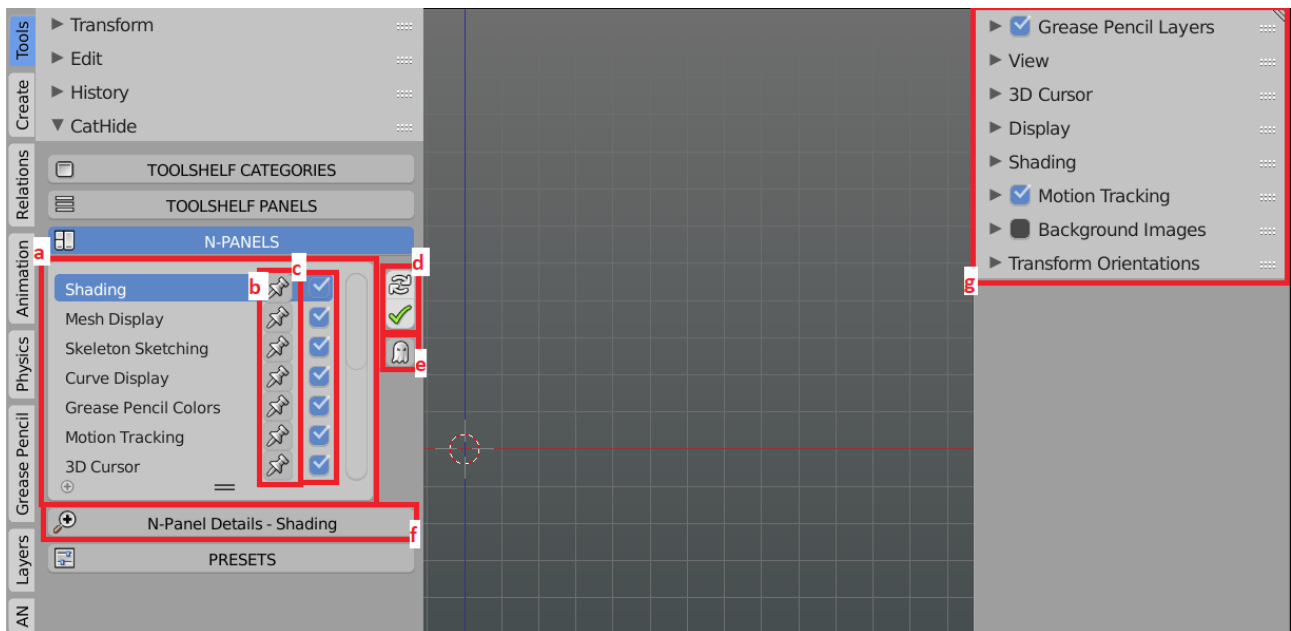
see only non-context sensitive Panels. It allows to shorten the long list of panels, and show only the most used one.

If you're not sure about a Panel, you can click on the Panel Details button (*f in pic3*) to show some informations about the selected Panel. It will display the Context of the Panel, if they're one, and its module (the name of the script which created this panel). It allows user to find which addon this Panel comes from (with the module) or in which case the Panel is displayed (context).

About the context, sometimes, Panels doesn't have specific context but they're not always here, the script uses a « poll function » to be Hidden in some case, if a Panel works like that, you'll see « poll function » written in the context information. For now, the addon can't give you more details about that, it's a blender limitation about panels.

5 – N-Panels Section

This section displays all the functions for Hiding/UnHiding N-Panels (*g in pic4*).



pic4. The addon N-PANELS sections

This section functions exactly like the Categories section :

In the list (*a in pic4*), you can check/uncheck checkbox (*c in pic4*) to Hide/UnHide N-Panels (*g in pic4*).

You can Pin the N-Panels (*b in pic4*) to prevent them for changing their state through operators (like Reset, or Presets, see next section).

You can Refresh the list, and Apply your configuration (*d in pic4*).

They're is also the ability to not show in the list context sensitive N-Panels with the Ghost Button (*e in pic4*).

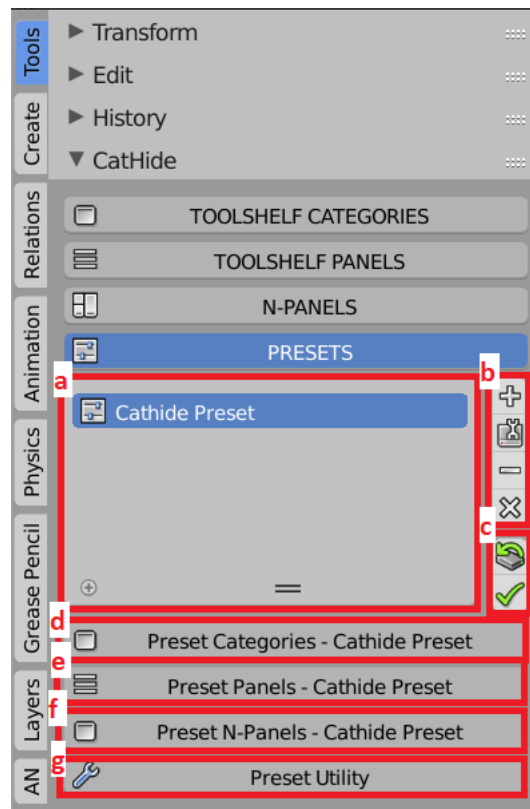
You can see more details about the selected N-Panels (Context, and Module it comes from) with the N-Panels Details button (*f in pic4*).

A known issue with this N-Panels list, it doesn't reflect the real N-Panels order.

6– Presets Section

This section allowed you to create and manage CatHide Presets.


These Presets contains Categories, Panels, and N-Panels configuration and can be applied in one click.



pic5. The addon PRESETS sections

The preset list (*a in pic5*) is empty when you start a project.

- To create a new preset, click on the « + » button (*b in pic5*). It will store you current CatHide Configuration for all sections.


- To update an existing presets, select the preset, and click the  button (*b in pic5*). It will save your current CatHide Configuration in this preset.

- To delete a preset, select it, and click the « - » (*b in pic5*).

- To delete all existing presets, click the « X » button (*b in pic5*).

- The user can change a preset name by double clicking on the former name in the list (*a in pic5*) and simply typing the new name.

- To Apply a preset, select it, then press the Apply button (*c in pic5*). All CatHide configuration will change accordingly (Hide/UnHide of all sections, order of the Categories). If an item (Category or N-Panel) is Pinned, its state will not be affected by the preset)

You can also Load the preset without applying it, resulting of checking/unchecking the checkbox of the different sections. The Pinned items will not be affected. For that, select the preset, and click the  button (*c in pic5*).

- The user can also see informations about the selected preset before applying it. For that, there are 3 buttons below the list, one for the Categories (*d in pic5*), one for the Panels (*e in pic5*) and one for the N-Panels (*f in pic5*). Clicking on one of these buttons will displayed the preset configuration (Hide or UnHide items, order of the Categories) for each section.
- These presets (and all the lists and informations of the CatHide addon) are stored in the current scene. You can copy the presets from one scene to another, for that, click on the « Preset Utility » button (*g in pic5*), and select a scene to copy to. If you check the, « All Presets » checkbox, all the presets in the list (*a in pic5*) will be copied.

For any trouble, don't hesitate to report bug.

GitHub : <https://github.com/samytichadou/CatHide-Addon-for-Blender>

Wiki : <https://github.com/samytichadou/CatHide-Addon-for-Blender/wiki>

Bug Report : <https://github.com/samytichadou/CatHide-Addon-for-Blender/issues/new>