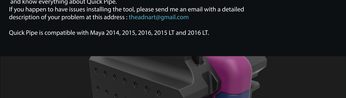
QUICK PIPE USER DOCUMENTATION

Welcome to the Quick Pipe documentation. You'll get all the resources you need here to get up to speed and know everything about Quick Pipe.
If you happen to have issues installing the tool, please send me an email with a detailed description of your problem at this address : theadnart@gmail.com

Quick Pipe is compatible with Maya 2014, 2015, 2016, 2015 LT and 2016 LT.



INSTALLING QUICK PIPE

If you were a beta tester, this version will delete all your old icons, documentations and custom settings because the tool's behavior was rewritten from scratch and needs to delete all the old things to start a fresh new start.
Before running the script in Maya make sure you don't have any important files that you've put in the Quick Pipe icons folder or whatever the reason.

With that said, let's get started : The Quick Pipe download comes with a .rar archive that contains 2 files and 2 folders. Here's what you need to do with them :

First, you need to move the LaunchQuickPipe.mel, QuickPipe_Profiles and QuickPipe_Documentation.pdf files into this directory :

C:/Users/*UserName*/Documents/maya/20xx/prefs/scripts

Then move the icons, QuickPipe folder into this directory :

C:/Users/*UserName*/Documents/maya/20xx/prefs/icons

Once you're done moving these files, restart Maya and then the following line on your shortcut, shelf or marking menu button :

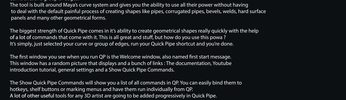
source "LaunchQuickPipe.mel";

Please make sure you wrote the quotation marks correctly ! If you can't do it just head to the Gumroad page where you've downloaded Quick Pipe and copy the line with the correct quotation marks in the description.

Congrats, you've just installed Quick Pipe !
To quickly test the tool and see if it works select a curve or an edge loop on a mesh, run the script and a nice welcome page should pop up.

If you see that welcome page, it most probably means that the tool was successfully installed. If you don't see it then try to reinstall it again and see if it works. If it still doesn't work then just send me an Email with Quick Pipe HELP as a subject and I will help you sort the problem quickly.

With that said, let's start with the introduction to the tool and how to use it !



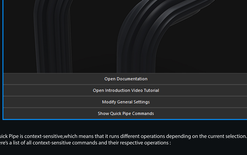
INTRODUCTION TO QUICK PIPE

Quick Pipe is a curve edge based path creation tool that allows you to create intricate shapes along a curve and/or a group of edges.
The tool is built around Maya's curve system and gives you the ability to use all their power without having to deal with the default painful process of creating shapes like pipes, corrugated pipes, bevels, welds, hard surface panels and many other geometrical forms.

The biggest strength of Quick Pipe comes in it's ability to create geometrical shapes really quickly with the help of a lot of commands that come with it. This is all great and stuff, but how do you use this powa ?
It's simply just selected your curve or group of edges, run your Quick Pipe shortcut and you're done.

The first window you see when you run QP is the Welcome window, also named first start message.
This window has a random picture that displays and a bunch of links : The documentation, Youtube introduction tutorial, general settings and a Show Quick Pipe Commands.

The Show Quick Pipe Commands will show you a list of all commands in QP. You can easily bind them to hotkeys, shelf buttons or marking menus and have them run individually from QP.
A lot of other useful tools for any 3D artist are going to be added progressively in Quick Pipe.



Quick Pipe is context-sensitive,meaning that it runs different operations depending on the current selection.
Here's a list of all context sensitive commands and their respective operations :

Edges(.mel) and/or curve selection : To create a pipe, you simply need to have a curve or some edges selected and run the operation. Quick Pipe will create a cylindrical tube that follows the selected path. You can also select a bunch of edges and a curve or vice-versa. Quick Pipe will then use the first selection as a profile and the second one as a path.

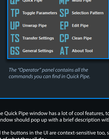
Live Pipe selection : A live pipe is a pipe that still has it's history/group connected to it. When you select a live pipe and run the Quick Pipe operation, it will basically start toggling between the realtime parameters of the pipe. Just keep pressing the Quick Pipe button and you will see all the realtime parameters toggle.
You need to left/right drag the middle mouse button to increase/decrease the current parameter's value, and by holding down CTRL the value will slowly increase while SHIFT will make it increase very quickly.

This parameters can be viewed in two place of the UI :

Vertex, Face or empty selection: Quick Pipe comes with three deletion modes : Delete history of selected pipes, Delete history of all pipes except the selected ones and delete history of all pipes in the scene.

To run one of these operations, simply select a few vertices on your pipe to delete it's history, or select a few faces to delete history of other pipes, or deselect all and run the script to delete all pipes history.

Highlighted selection: Quick Pipe has a small but powerful window that gives you a bunch of parameters. To open this window simply select any object in the scene and go into face, vertex or edge mode. Once you're in one of these modes make sure you have no face, vertex or edge selected and run the Quick Pipe script.



The "Operator" panel contains all the commands you can find in Quick Pipe.

The "Open Profiler" panel contains over 50 custom profiles and you can make your own profiles with a single click.

The Quick Pipe window has a lot of cool features, to see what each feature does simply control click one of the buttons and a window should pop up with a brief description with a brief description of it's function and how to use it.

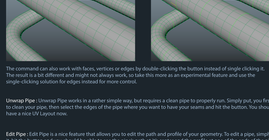
All the buttons in the UI are context-sensitive too, so they only work when certain conditions are let.Here is a brief list of what they all do :

Quick Pipe : This is your basic Quick Pipe shortcut/shelf/MM. Nothing crazy over here ! ^.^

MultiPipe : MultiPipe allows you to create multiple pipes along curves or edge loops. To work with curves, simply select all the curves you want, hit the button and you should be ready to go. To work with Edges, select one edge on each edge loop you want to create a pipe on and run the script.

Toggle Parameters : This is just your standard QP parameters toggle, but within a button.

Selection Pattern : Selection Pattern allows you to select edges in a pattern style. To do this, simply select two edges in an edge loop or an edge ring. Make sure they are separated by one or more edges and you should have a nice pattern going on. If you've ever used Modo you should be familiar with this command.



The command can also work with faces, vertices or edges by double-clicking the button instead of single clicking it. The result is a bit different and might not always work, so take this more as an experimental feature and use the single-clicking solution for edges instead for more control.

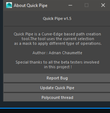
Unwrap Pipe : Unwrap Pipe works in a rather simple way, but requires a clean pipe to properly run. Simply put, you first need to clean your pipe, then select the edges of the pipe where you want to have your seams and hit the button. You should have a nice UV Layout now.

Edit Pipe : Edit Pipe is a nice feature that allows you to edit the path and profile of your geometry. To edit a pipe, simply select it, hit the button and you should be able to see the pipe's path at it's center and the profile at one of the ends of the pipe. You can then start editing the curves by adding, removing and editing CVs on both of them.

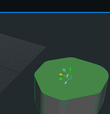
Once you're done, simply select the pipe and hit the same button again. Please note that you should NEVER run a Quick Pipe operation on your pipe while it is in Edit Mode. Always use this mode to edit the pipe's curves, and once you're done hit the button again to restart editing the pipe's parameters and scrip.

Transfer Settings : Transfer Settings allows you to transfer the settings of the first selected pipe to all other pipes in your current selection list. Just to give you a scenario : say you've just made 30 pipes with the multipipe, but want to give them specific settings like twisting. What you would do is select a single pipe in those 30, any one of them will do the job. Select that pipe, edit it until you have the perfect settings and then select all other pipes without deselecting your first selected pipe (the one you edited) and run the command.
All 30 pipes should now have the same parameters as your first selected pipe.

Clean Pipe : Clean Pipe allows you to clean pipes depending on the current selection.
If you have a few pipes or a single pipe selected in vertex mode, it will delete their history. If they are in face mode, it will delete the history of all pipes in the scene but keep the history of the pipes in face mode. If nothing is selected it will delete history of all pipes in the scene.



About Tool : The name is self-explanatory, but to put it simply this button opens a small window that has a bunch of useful function for reporting bugs, updating the tool and going to the Polycount thread of Quick Pipe, which is the best place for anyone using the tool to have some help.



And last but not least, one of the biggest features or Quick Pipe is the Open Profiler : a custom profile manager that let you custom profiles in a click or use the already available ones in a library of over 60 custom profiles.

The Open Profiler, just like any command in Quick Pipe, is context-sensitive too. To import a custom profile, just click on it. That's all. If you have a curve or some edges selected and click on a profile, it will automatically create a pipe from your selection using the custom profile you selected.
To delete a custom profile, and keep in mind that this operation is not undoable, you simply need to control-click a profile. A small pop-up should open asking you to confirm that you actually want to kill the crap out of it.

The creation of profiles is also pretty simply. Just select a curve or a few edges that you want to have as your profiles, make sure that they're facing toward the Y axis and hit the Create Profile button. A new icon with your profile should be available in the Open Profiler.

Please keep in mind that the profile system might not work under certain systems,so if you have any issue use the About Tool to report a bug, i will try to reply as soon as possible.

Thanks for reading this far and don't hesitate to go to the Polycount thread and ask your questions, report bugs or simply show some of the stuff you've made with Quick Pipe, which would be GREATLY appreciated by the way.

Now go back to Maya and stop procrastinating !

Thanks for purchasing Quick Pipe !

Adnan Chaumette : 3D Artist - Technical Artist.

That's pretty much it. I would also like to add that Quick Pipe is a very flexible tool and can be used to do many different operations that most of the time have nothing to do with stuff like pipes, cables or ropes. Keep playing with the different parameters, prototype with different shapes and see all the results happening in realtime.