CLO 5.1 - object names for file menus				
root object name	myMenuBar			
object name ("text in English which displays in CLO S/W")				
object name (text in English which displays ill CEO S/W)	mond_r lie(r lie)	action NewEile/"New"		
		action_NewFile("New")		
		menu_OpenFile("Open")		
			actionOpen_Project("Project")	
			(**)	
			action_FileLoadCloth("Garment")	
			actionPacx_Load("Pattern")	
			action_FileLoadTrim("Trim")	
			action_LoadAvatar("Avatar")	
			actionLoad_Accessories("Hair/Shoes")	
			action_LoadPose("Pose")	
			action_LoadMotion("Joint Motion")	
			(***)	
			actionLoad_Modular_Structure("Modular")	
			(**)	
			actionOpen_Camera_Projection("Camera Projection")	
			actionOpen_Camera_Transformation("Camera Transformation")	
			("")	
			actionOpenConfiguration("User Setting")	
		menu_File_Add("Add")		
			action_AddProject("Project")	
			T)	
			adia EliMora Clath/Cormant ⁽¹⁾	
			action_FileMergeCloth("Garment")	
			actionAdd_PACX("Pattern")	
			action_AddAvatar("Avatar")	
		actionSaveProject_Over("Save Project")		
		menu_SaveFile("Save As")		
		mona_care not care no)	actionSave_Project("Project")	
			actionsave_rroject(rroject)	
			actionSave_Project_WithOthers("Project ("with Other Files")")"	
			action_ProjectwithMetaData("Project with Metadata")	
			(**)	
			action_FileSaveCloth("Garment")	
			action_GarmentwithMetaData("Garment with Metadata")	
			actionPacx_Save("Pattern")	
			action_FileSaveTrim("Trim")	
			action_FileSaveAvatar("Avatar")	
			action_FileSavePose("Pose")	
			action_FileSaveMotion("Joint Motion")	
			(**)	
			actionSave_Modular_Structure("Modular")	
			(***)	
			actionSave_Camera_Projection("Camera Projection")	
			actionSave_Camera_Transformation("Camera Transformation")	
			(**)	
			actionSave_All_Garment_related_Textures("Surface Textures")	
			(**)	
			actionSaveConfiguration("User Setting")	
		(**)		
		menuShare("Share via CLOSET")		
			and an Ohious Program of the Control	
			actionShareProject("Project")	
			(***)	
			actionShareGarment("Garment")	
			actionShareAvatar("Avatar")	
			(**)	
			actionShareClosetRender("Render")	
			(**)	
			actionTech_Pack("Tech Pack")	
		(***)		
		menu_Import("Import")		
			action_ImportDXF("DXF (AAMA/ASTM)")	
			action_importable ("Adobe (AIPDP)") action_importable ("Adobe (AIPDP)")	
			acion_impolitatuota (Notae (Notae))	
			action_importMYU("MYU")	
			(***)	
			action_ImportOBJ("OBJ")	
			action_ImportCollada("OpenCOLLADA")	
			action_importFBX("FBX")	
			wown_impole DA(1 DA)	
			action_import_Alembic("Alembic")	
			(***)	
			actionMaya_Cache(" Maya Cache (MC)")	
			action_Import_Maya_Cache_mcx(" Maya Cache (MCX)")	
			autor_impor_mapa_caute_intx(mapa_caute_(mcx)) actionPoint_Cache_2(" Point Cache 2")	
			advantance (ID) Carlo (New York (Id) (Id) (ID) Carlo (New York (Id) (Id) (Id)	
			actionImport_MDD_Cache_Standard_LightWave(" MDD Cache (Standard)")	
			actionMdd_Cache_File(" MDD Cache (Maya/3ds Max)")	
			(")	
			action_Python_Script_File(" Python Script File (py)")	
			The state of the s	

menu_Import_Add("Import	("Add")")		
	action_MergeDXF("DXF (AAMA/ASTM)")		
	action_MergeAdobe("Adobe (AI/PDF)")		
	(**)		
	action_Import_Add_OBJ("OBJ")		
	actionOBJ_to_Garment("OBJ to Garment")		
	action_Import_Add_Collada("OpenCOLLADA")		
menu_Export("Export")			
	action_ExportDXF("Pattern Outlines (DXF)")		
	action_ExportAdobe("Adobe (PDF)")		
	action_ExportToPlotFile("Plotter (PLT)")		
	(*") actionExport_BOM("BOM (XML)")		
	actionExport_BOM_(SON)") actionExport_BOM_JSON("BOM (JSON)")		
	(***)		
	action_ExportOBJ("OBJ")		
	action_ExportOBJ_Selected("OBJ (Selected)")		
	action_ExportFBX("FBX")		
	actionExport_LXO("LXO")		
	action_Export_Alembic_HDF5("Alembic (HDF5)")		
	action_Export_Alembic_OGAWA("Alembic (OGAWA)")		
	(***)		
	actionMaya_Cache_2010_Above(" Maya Cache (MC)")		
	action_Export_Maya_Cache_mcx(" Maya Cache (MCX)")		
	actionPoint_Cache(" Point Cache 2")		
	actionExport_MDD_Cache_Standard_LightWave(" MDD Cache (Standard	d)")	
	actionMDD_Cache_File(" MDD Cache (Maya/3ds Max)")		
	actionOBJ_Sequence(" OBJ Sequence")		
	(***)		
	action_ExportJson_Avt(" Avatar")		
	action_ExportJson_Garment(" Garment")		
(***)			
menuScreen_Capture("Sna	apshot")		
	action2D_Patterns_Snapshot("2D Patterns (1:1)")		
	actionCapture_3D_Cloth_Window("3D Window")		
menuVideo_Capture("Video			
menaviaco_ouplaid(video	actionTumtable_Video_Capture("Tumtable")		
	actionAnimation_Video_Capture("Animation")		
	actionFree_View_Video_Capture("Free View")		
	actionTumtable_For_Web("Tumtable for Web")		
(HE)	action unitable_Pol_vveb(rumable for vveb)		
("") menuRecent("Recent")			
("") action_PrintToPlot("Plotter")	n		
(**)			
menuInformation("Information			
	action_GarmentInfo("Garment")		
	action_FileInfo("File History")		
(***)			
action_AppExit("Quit")			
(***)			
menu_Edit("Edit")			
action_EditUndo("Undo")			
action_EditRedo("Redo")			
(***)			
actionDelete("Delete")			
action_EditCopy("Copy")			
action_EditPaste("Paste")			
	כיוו		
action_Select_All("Select A			
action_Select_All("Select A			
action_Select_All("Select A action_InvertSelection("Inve	ert Selection")		
action_Select_All("Select A action_InvertSelection("Inve ("") action_Python_Script_CLO ("")	ert Selection") ("Python Script")		
action_Select_All("Select A action_InvertSelection("Inve ("") action_Python_Script_CLO,	ert Selection") ("Python Script")		
action_Select_All("Select A action_InvertSelection("Inve ("") action_Python_Script_CLO ("")	ert Selection") ("Python Script")		
action_Select_All("Select A action_InvertSelection("Inve ("") action_Python_Script_CLO ("")	ert Selection") ("Python Script") text Menu")	action_3DGarment_Pattern_Menu('Pattern')	
action_Select_All("Select A action_InvertSelection("Inve ("") action_Python_Script_CLO ("")	ert Selection") ("Python Script") text Menu")	action_3DGarment_Pattern_Menu('Pattern') actionActivate Pattern with Seam Lines(" Deactivate (Pattern Only)')	
action_Select_All("Select A action_InvertSelection("Inve ("") action_Python_Script_CLO ("")	ert Selection") ("Python Script") text Menu")	actionActivate_Pattern_with_Seam_Lines(" Deactivate (Pattern Only)")	
action_Select_All("Select A action_InvertSelection("Inve ("") action_Python_Script_CLO ("")	ert Selection") ("Python Script") text Menu")	actionActivate_Pattern_with_Seam_Lines(" Deactivate (Pattern Only)") actionDeactivate_Pattern_with_Sewings(" Deactivate (Pattern && Sewing)")	
action_Select_All("Select A action_InvertSelection("Inve ("") action_Python_Script_CLO ("")	ert Selection") ("Python Script") text Menu")	actionActivate_Pattern_with_Seam_Lines(" Deactivate (Pattern Only)") actionDeactivate_Pattern_with_Sewings(" Deactivate (Pattern && Sewing)") actionFreeze_Only_Pattern(" Freeze")	
action_Select_All("Select A action_InvertSelection("Inve ("") action_Python_Script_CLO ("")	ert Selection") ("Python Script") text Menu")	actionActivate_Pattern_with_Seam_Lines(" Deactivate (Pattern Only)") actionDeactivate_Pattern_with_Sewings(" Deactivate (Pattern && Sewing)") actionFreeze_Only_Pattern(" Freeze") actionPattern_Strengthen(" Strengthen")	
action_Select_All("Select A action_InvertSelection("Inve ("") action_Python_Script_CLO ("")	ert Selection") ("Python Script") text Menu")	actionActivate_Pattern_with_Seam_Lines(" Deactivate (Pattern Only)") actionDeactivate_Pattern_with_Sewings(" Deactivate (Pattern && Sewing)") actionFreeze_Only_Pattern(" Freeze") actionPattern_Strengthern(" Strengthern") actionSolidify(" Solidify")	
action_Select_All("Select A action_InvertSelection("Inve ("") action_Python_Script_CLO ("")	ert Selection") ("Python Script") text Menu")	actionActivate_Pattern_with_Seam_Lines(" Deactivate (Pattern Only)") actionDeactivate_Pattern_with_Sewings(" Deactivate (Pattern && Sewing)") actionPreeze_Only_Pattern(" Freeze") actionPattern_Strengthen(" Strengthen") actionOsalidify(" Solidify") action_Quadrangulate_Selected(" Quadrangulate")	
action_Select_All("Select A action_InvertSelection("Inve ("") action_Python_Script_CLO ("")	ert Selection") ("Python Script") text Menu")	actionActivate_Pattern_with_Seam_Lines(" Deactivate (Pattern Only)") actionDeactivate_Pattern_with_Sewings(" Deactivate (Pattern && Sewing)") actionPattern_Strengthen(" Strengthen") actionSciidify(" Solidify") action_Quadranguiate_Selected(" Quadranguiate") action_Triangulate_Selected(" Trianguiate")	
action_Select_All("Select A action_InvertSelection("Inve ("") action_Python_Script_CLO ("")	ert Selection") ("Python Script") text Menu")	actionActivate_Pattern_with_Seam_Lines(" Deactivate (Pattern Only)") actionDeactivate_Pattern_with_Sewings(" Deactivate (Pattern && Sewing)") actionFeter_Only_Pattern(" Freeze") actionFattern_Strengthen(" Strengthen(") actionSolidity(" Solidity") action_Quadrangulate_Selected(" Quadrangulate") action_Triangulate_Selected(" Triangulate") action_Triangulate_Selected(" Triangulate") action_Triangulate_Selected(" Triangulate")	
action_Select_All("Select A action_InvertSelection("Inve ("") action_Python_Script_CLO ("")	ert Selection") ("Python Script") text Menu")	actionActivate_Pattern_with_Seam_Lines(" Deactivate (Pattern Only)") actionDeactivate_Pattern_with_Sewings(" Deactivate (Pattern && Sewing)") actionPattern_Strengthen(" Freeze") actionPattern_Strengthen(" Strengthen") actionSolidity(" Solidity") action_Quadrangulate_Selected(" Quadrangulate") action_Triangulate_Selected(" Triangulate") actionFilp_Normal(" Filp Normal") (")	
action_Select_All("Select A action_InvertSelection("Inve ("") action_Python_Script_CLO ("")	ert Selection") ("Python Script") text Menu")	actionActivate_Pattern_with_Seam_Lines(" Deactivate (Pattern Only)") actionDeactivate_Pattern_with_Sewings(" Deactivate (Pattern && Sewing)") actionFeter_Only_Pattern(" Freeze") actionFattern_Strengthen(" Strengthen(") actionSolidity(" Solidity") action_Quadrangulate_Selected(" Quadrangulate") action_Triangulate_Selected(" Triangulate") action_Triangulate_Selected(" Triangulate") action_Triangulate_Selected(" Triangulate")	

actionInitialize_Selected_Pattern_Arrangement(" Reset 3D Arrangement (Selected)") actionReverse_Horizontally(" Flip Horizontally")	
actionReverse_Vertically(" Flip Vertically")	
menu_3DGarment_Reverse_Arrange(" Reverse-Arrange")	
nienu_sudannent_reverse_varange(reverse-varange)	
action/reverse_arm	range_Horizontally("Horizontally")
	range_Vertically("Vertically")
actionArrange to _Plane(* Arrange as Flat*)	
actionFlip_Wrap_Direction(" Flip Wrap Direction")	
actionSuperimpose_Under(" Superimpose_Under(" Superimpose (Under(')	
actionSuperimpose_Over(* Superimpose (Over)*)	
actionSuperimpose_Side(" Superimpose (Side)")	
actionRemove_Pin("Delete Selected Pin")	
actionRemove_All_Pins("Delete All Pins")	
(") actionAttach, to_Avatar("Attach Pin to Avatar")	
actionDetach_from_Avatar("Detach Pin from Avatar")	
actionRoll_Up_Horizontally("Roll Up Horizontally")	
actionRoll_Up_Vertically/"Roll Up_Vertically/"	
(*)	
actionShow, All_Patterns("Show All 3D Patterns")	
menu2D_Pattern("2D Pattern")	
action_Lock("Lock Pattern")	
C C	
action_Convert_to_Curve_Point("Convert to Curve_Point")	
action_Convert_to_Segment_Point("Convert to Segment Point")	
(**)	
action_Copy, As_Internal_Polygon_With_Offset("Offset as Internal Line")	
action_Offset_as_Internal_Line_along_Curve("Distribute Internal Line between Segment")	
action_FlipMirror("Unfold")	
actionChapmen (Length ("Change Length")	
actionCutPattem2D("Cut")	
actionCutAndSewPattern2D("Cut && Sew")	
action_EditMirrorPaste("Mirror Paste")	
action_Clone_As_Pattern("Clone as_Pattern")	
action_Clone_As_Internal_Polygon("Clone as Internal Shape")	
actionLayer_Pattern_Cloning("Layer Clone (Over)")	
actionLayer_Clone_Under("Layer Clone (Under)")	
\circ	
action_RemoveSymmetry("Remove Symmetry")	
action_EditSymmetricPaster(
action_ReflectLR(*Flip Horizontally*)	
action_ReflectUD("Flip Vertically")	
menu_Order("Order")	
action Bring Form	vard("Bring Forward")
	Front("Brint to Front")
	kward("Send Backward")
	Back("Send to Back")
menu_2DPattern_Rotate("Rotate")	
actionTurn Right	in_45("Clockwise (45°)")
	in_90("Clockwise (90°)")
	n_45("Counterclockwise (45°)")
	n_90("Counterclockwise (90°)")
(")	
action_Rotate_XAx	
action. Rotate_YAx	
action, Rotate_Par	
menu_2DPattern_Align("Align")	
	(- Am
action_LeftAlign("L	
action_CenterAlign	
action_RightAlign("	"Right")
action_TopAlign("T	Γορ")
action_OM/didAcklign	
action_BottomAlign	n(Bottom)
(")	
	Align("To Point (X-Axis)")
	Align("To Point (Y-Axis)")
menu_2DPattern_Distribute("Distribute(")	
	yDistribute("Horizontally")
action_Horizontally	Distribute(Fiorizontally)
	istribute("Vertically")
ALCO PART MARKET LIN	
menuAttach_Pattern("Match Up")	
actionAttach_Start(("To Start")
actionAttach_Start(!("To Start") er("To Center")
	ter("To Center")

			("*)	
			actionCreate_Trace_Pattern("Trace as a Pattern")	
			actionCreate_Trace_Inner_Shape("Trace as an Internal Shape")	
			action_Trace_as_Internal_Lines_Shapes("Trace as Internal Lines/Shapes")	
		menuSewing("Sewing")	addon_made_ad_mama_emod_dnapod(made do mamar emodonapod)	
		mendoewing(dewing)	actionSplit_M_to_N_Sewing("Unlink M:N Sewing")	
			action_Reverse_SeamLine("Reverse Sewing")	
			actionActivate_Seam_Line("Activate Sewing (Selected)")	
			actionDeactivate_Seam_Line("Deactivate Sewing (Selected)")	
			actionAssign_To_New_TopStitchStyle("Assign to New Topstitch")	
			actionGlue("Glue")	
			actionAdd_Internal_Line_on_Topstitch("Add Internal Line on Topstitch")	
			actionAdd_Topstitch_on_Sewing("Add Seamline Topstitch")	
		menuMaterials_2("Materials")		
			actionReset_Fabric("Reset to Basic Fabric")	
			actionAssign_To_New_Fabric("Assign to New Fabric")	
			actionDelete_Texture("Delete Texture")	
			action_Flip_Texture_Horizontally("Flip Texture Horizontally")	
			action_Flip_Texture_Vertically("Flip Texture Vertically")	
			actionReset_Fabric_Angle("Reset Fabric Angle")	
			actionAlign_Grain_X_Axis("Align Grain X-Axis")	
			actionAlign_Grain_Y_Axis("Align Grain Y-Axis")	
			actionAlign_Grain_Parallel("Align Grain Parallel to Selected")	
			action_DuplicateToSymmetricPattern("Duplicate to Symmetric Pattern")	
			actionResetButtonPosition3D("Reset 3D Position")	
			actionSetSewingLayers("Set Number of Sewing Layers")	
			actionFlipButton("Flip")	
			actionRemove_Steam_On_Selected_Pattern("Remove Steam on Selected Pattern")	
			actionGlue("Glue")	
		menuAvatar("Avatar")		
			actionHide_Avatar("Hide Avatar")	
			actionShow_All_Avatars("Show All Avatars")	
			actionActivate_Avatar("Deactivate Avatar")	
			actionReset_Joint("Reset Joints")	
			(***)	
			actionDelete_Accessories("Delete Hair/Shoes")	
			actionAlign_Bottom_to_Ground("Align Bottom to Ground")	
		menuDisplay_ContextMenu("Display")	acaonAngr_Bottom_to_Ground(Angr Bottom to Ground)	
			actionHide Dattern/"Hide Dattern")	
			actionHide_Pattern("Hide Pattern")	
400 U WAD 0			actionHide_Pattern("Hide Pattern") actionShow_All_Patterns("Show All 3D Patterns")	
menu_3DCloth("3D Garment"				
menu_3DCloth("3D Garment	action_SimStop("Simulate")			
menu_3DCloth("3D Garment	action_SimStop("Simulate") action_HR_Garment_Tool("Hi-Res Garment")			
menu_3DCloth("3D Garment	action_SimStop("Simulate") action_HR_Garment_Tool("Hi-Res Garment") action_LR_Garment_Tool("Low-Res Garment")			
menu_3DCloth("3D Garment	action_SimStop("Simulate") action_HR_Garment_Tool("Hi-Res Garment") action_HR_Garment_Tool("Clow-Res Garment") action_CR_Garment_Tool("Custom Resolution")			
menu_3DCloth("3D Garment	action_SimStop("Simulate") action_HR_Garment_Tool("Hi-Res Garment") action_LR_Garment_Tool("Low-Res Garment") action_CR_Garment_Tool("Custom Resolution") ("")			
menu_3DCloth("3D Garment	action_SimStop("Simulate") action_HR_Garment_Tool("Hi-Res Garment") action_HR_Garment_Tool("Clow-Res Garment") action_CR_Garment_Tool("Custom Resolution")			
menu_3DCloth("3D Garment	action_SimStop("Simulate") action_HR_Garment_Tool("Hi-Res Garment") action_LR_Garment_Tool("Clow-Res Garment") action_CR_Garment_Tool("Custom Resolution") (") (") actionMove_Pattern("Select/Move")			
menu_3DCloth(*3D Garment	action_SimStop("Simulate") action_HR_Garment_Tool("Hi-Res Garment") action_HR_Garment_Tool("Clow-Res Garment") action_CR_Garment_Tool("Custom Resolution") (") actionMove_Pattern("Select.Move") actionMove_Pattern("Select.Move") actionBrush_Selection("Select.Mesh (Brush)")			
menu_3DCloth(*3D Garment	action_SimStop("Simulate") action_IMR_Garment_Tool("Hi-Res Garment") action_IR_Garment_Tool("Clow-Res Garment") action_CR_Garment_Tool("Custom Resolution") ("") actionMove_Pattern("SelectMove") actionBrush_Selection("Select Mesh (Brush)") actionBrush_Selection("Select Mesh (Box")")			
menu_3DCloth("3D Garment	action_SimStop("Simulate") action_JRR_Garment_Tool("Hi-Res Garment") action_LR_Garment_Tool("Low-Res Garment") action_CR_Garment_Tool("Custom Resolution") (") actionMove_Pattern("Select.Move") actionBrush_Selection("Select Mesh (Brush)") actionBrush_Selection("Select Mesh (Brush)") actionBrush_Selecting_Tool("Select Mesh ("Box")") actionLasso_Selecting_Tool("Select Mesh ("Box")")			
menu_3DCloth(*3D Garment	action_SimStop("Simulate") action_JRR_Garment_Tool("Hi-Res Garment") action_JRR_Garment_Tool("Clow-Res Garment") action_CR_Garment_Tool("Custom Resolution") (") actionMove_Pattern("Select.Move") actionMove_Pattern("Select.Move") actionBox_Selection_Tool("Select Mesh (Boxh") actionBox_Selecting_Tool("Select Mesh ("Box")") actionLasso_Selecting_Tool("Select Mesh ("Lasso")") (")			
menu_3DCloth("3D Garment	action_SimStop("Simulate") action_JRR_Garment_Tool("Hi-Res Garment") action_LR_Garment_Tool("Low-Res Garment") action_CR_Garment_Tool("Custom Resolution") (") actionMove_Pattern("Select.Move") actionBrush_Selection("Select Mesh (Bursh)") actionBrush_Selection("Select Mesh (Box")") actionBrush_Selection("Tool("Select Mesh ("Lasso")") (") actionBox_Pinning_Tool("Pin ("Box")")			
menu_3DCloth(*3D Garment	action_SimStop("Simulate") action_IRL_Garment_Tool("Hi-Res Garment") action_IRL_Garment_Tool("Low-Res Garment") action_CRL_Garment_Tool("Custom Resolution") (") actionMove_Pattern("Select.Move") actionBrush_Selection("Select.Mesh (Brush)") actionBrush_Selection["Select.Mesh (Brush)") actionBrush_Selection_Tool("Select Mesh (Brush)") actionBrush_Selecting_Tool("Select Mesh ("Brush")") actionBrush_Selecting_Tool("Select Mesh ("Lasso")") (") actionBrush_Inning_Tool("Pin ("Brush")") actionBrush_Inning_Tool("Pin ("Brush")")			
menu_3DCloth("3D Garment	action_SimStop("Simulate") action_IMR_Garment_Tool("Hi-Res Garment") action_IR_Garment_Tool("Cou-Res Garment") action_CR_Garment_Tool("Custom Resolution") (") actionMove_Pattern("SelectMove") actionBrush_Selection("Select Mesh (Brush)") actionBrush_Selection("Select Mesh (Box")") actionBox_Selecting_Tool("Select Mesh ("Lasso")") (") actionBox_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")")			
menu_3DCloth("3D Garment	action_SimStop("Simulate") action_IRL_Garment_Tool("Hi-Res Garment") action_IRL_Garment_Tool("Low-Res Garment") action_CRL_Garment_Tool("Custom Resolution") (") actionMove_Pattern("Select.Move") actionBrush_Selection("Select.Mesh (Brush)") actionBrush_Selection["Select.Mesh (Brush)") actionBrush_Selection_Tool("Select Mesh (Brush)") actionBrush_Selecting_Tool("Select Mesh ("Brush")") actionBrush_Selecting_Tool("Select Mesh ("Lasso")") (") actionBrush_Inning_Tool("Pin ("Brush")") actionBrush_Inning_Tool("Pin ("Brush")")			
menu_3DCloth(*3D Garment	action_SimStop("Simulate") action_IRL_Garment_Tool("Hi-Res Garment") action_IRL_Garment_Tool("Low-Res Garment") action_CRL_Garment_Tool("Clus-Res Garment") action_CRL_Garment_Tool("Clustom Resolution") (") actionAlove_Pattern("Select.Move") actionBox_Selection_Tool("Select Mesh (Bussh)") actionBox_Selecting_Tool("Select Mesh (Bussh)") actionBox_Selecting_Tool("Select Mesh ("Box")") actionBox_Pinning_Tool("Pin ("Box")") actionBox_Pinning_Tool("Pin ("Box")") actionAttach_All_Pins_to_Avatar("Attach All Pins to Avatar") actionDetach_All_Pins_from_Avatar("Detach All Pins from Avatar") (")			
menu_3DCloth("3D Garment	action_SimStop("Simulate") action_JRR_Garment_Tool("Hi-Res Garment") action_LR_Garment_Tool("Low-Res Garment") action_CR_Garment_Tool("Custom Resolution") (") actionMove_Pattern("Select.Move") actionBrush_Selection("Select Mesh (Brush)") actionBrush_Selecting_Tool("Select Mesh (Box1") actionLasso_Selecting_Tool("Select Mesh ("Lasso")") (") actionLasso_Selecting_Tool("Select Mesh ("Lasso")") (") actionLasso_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Lasso")") actionLasso_Pi			
menu_3DCloth(*3D Garment	action_SimStop("Simulate") action_IRL_Garment_Tool("Hi-Res Garment") action_IRL_Garment_Tool("Low-Res Garment") action_CRL_Garment_Tool("Clus-Res Garment") action_CRL_Garment_Tool("Clustom Resolution") (") actionAlove_Pattern("Select.Move") actionBox_Selection_Tool("Select Mesh (Bussh)") actionBox_Selecting_Tool("Select Mesh (Bussh)") actionBox_Selecting_Tool("Select Mesh ("Box")") actionBox_Pinning_Tool("Pin ("Box")") actionBox_Pinning_Tool("Pin ("Box")") actionAttach_All_Pins_to_Avatar("Attach All Pins to Avatar") actionDetach_All_Pins_from_Avatar("Detach All Pins from Avatar") (")			
menu_3DCloth(*3D Garment	action_SimStop("Simulate") action_IMR_Garment_Tool("Hi-Res Garment") action_IR_Garment_Tool("Cou-Res Garment") action_CR_Garment_Tool("Coustom Resolution") (") actionMove_Pattern("SelectMove") actionBrush_Selection("Select Mesh (Brush)") actionBrush_Selecting_Tool("Select Mesh (Bush)") actionBrush_Selecting_Tool("Select Mesh (Bush)") actionBrush_Selecting_Tool("Select Mesh (Bush)") actionBrush_Selecting_Tool("Pin ("Box")") actionBrush_Selecting_Tool("Pin ("Box")") actionBrush_All_Pins_to_Awatar("Attach All Pins to Avatar") actionCetach_All_Pins_to_Awatar("Detach All Pins from Avatar") actionEddil_Cut_Line_on_Pattern("Edit 3D Pen ("Garment")") actionDraw_Cut_Line_on_Pattern("3D Pen ("Garment")") actionDraw_Cut_Line_on_Pattern("3D Pen ("Garment")") (")			
menu_3DCloth("3D Garment	action_SimStop("Simulate") action_IRC_Garment_Tool("Hi-Res Garment") action_IRC_Garment_Tool("Low-Res Garment") action_CRC_Garment_Tool("Clow-Res Garment") actionAove_Pattern("Select.Move") actionBrush_Selection("Select Mesh (Bush)") actionBrush_Selection("Select Mesh (Bush)") actionBrush_Selection("Select Mesh (Bush)") actionBox_Pinning_Tool("Select Mesh ("Lasso")") (") actionBox_Pinning_Tool("Pin ("Box")") actionBox_Pinning_Tool("Pin ("Box")") actionAsso_Pinning_Tool("Pin ("Lasso")") actionAtson_Aul_Pins_toon_Avatar("Patten Aul Pins from Avatar") actionCetch_Aul_Pins_from_Avatar("Detach_Aul_Pins from Avatar") (") actionCetit_Cut_Line_on_Pattern("3D Pen ("Garment")") (") actionCetit_Cut_Line_on_Pattern("3D Pen ("Garment")") (")			
menu_3DCloth(*3D Garment	action_SimStop("Simulate") action_IRC_Garment_Tool("Hi-Res Garment") action_IRC_Garment_Tool("Low-Res Garment") action_CRC_Garment_Tool("Clow-Res Garment") actionAove_Pattern("Select.Move") actionBrush_Selection("Select Mesh (Bush)") actionBrush_Selection("Select Mesh (Bush)") actionBrush_Selection("Select Mesh (Bush)") actionBox_Pinning_Tool("Select Mesh ("Lasso")") (") actionBox_Pinning_Tool("Pin ("Box")") actionBox_Pinning_Tool("Pin ("Box")") actionAsso_Pinning_Tool("Pin ("Lasso")") actionAtson_Aul_Pins_toon_Avatar("Patten Aul Pins from Avatar") actionCetch_Aul_Pins_from_Avatar("Detach_Aul_Pins from Avatar") (") actionCetit_Cut_Line_on_Pattern("3D Pen ("Garment")") (") actionCetit_Cut_Line_on_Pattern("3D Pen ("Garment")") (")			
menu_3DCloth("3D Garment	action_SimStop("Simulate") action_JRR_Garment_Tool("Hi-Res Garment") action_JRR_Garment_Tool("Low-Res Garment") action_CR_Garment_Tool("Clow-Res Garment") action_CR_Garment_Tool("Clow-Res Garment") actionBous_Selecting_Tool("Clow-Resolution") actionBous_Selecting_Tool("Select Mesh (Brush)") actionBous_Selecting_Tool("Select Mesh ("Box")") actionBox_Selecting_Tool("Select Mesh ("Box")") actionLasso_Selecting_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionAttach_All_Pins_Too_Avatar("Attach_All Pins to Avatar") actionDetach_All_Pins_from_Avatar("Detach_All Pins from Avatar") (") actionEdit_Cut_Line_on_Pattern("Edit 3D Pen ("Garment")") actionEdit_Cut_Line_on_Pattern("3D Pen ("Garment")") actionEdit_Cut_Line_on_Pattern("3D Pen ("Avatar")") actionDraw_Cut_Line_on_Avatar("3D Pen ("Avatar")")			
menu_3DCloth(*3D Garment	action, SimStop("Simulate") action_IMR_Garment_Tool("Hi-Res Garment") action_IRR_Garment_Tool("Cow-Res Garment") action_CR_Garment_Tool("Cow-Res Garment") action.OR_Garment_Tool("Custom Resolution") (") actionBove_Pattern("Select.Move") actionBove_Selecting_Tool("Select.Mesh (Buxh")) actionBove_Selecting_Tool("Select.Mesh ("Buxh") actionBove_Selecting_Tool("Select.Mesh ("Lasso")") (") actionBove_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionCaston_AII_Pins_to_Awatar("Attach AII Pins to Avatar") actionDetach_AII_Pins_to_Awatar("Attach AII Pins trom Avatar") actionCaston_AII_Pins_to_Awatar("Attach AII Pins trom Avatar") actionCaston_Cut_Line_on_Pattern("3D Pen ("Garment")") actionCaston_Cut_Line_on_Awatar("3D Pen ("Avatar")") actionCollectic_Cut_Line_on_Awatar("3D Pen ("Avatar")") actionClastening("Flatten")			
menu_3DCloth(*3D Garment	action_SimStop("Simulate") action_IRC_Garment_Tool("Hi-Res Garment") action_IRC_Garment_Tool("Low-Res Garment") action_CRC_Garment_Tool("Cow-Res Garment") action_CRC_Garment_Tool("Custom Resolution") (") actionBrush_Selection("Select Mesh (Brush)") actionBrush_Selection("Select Mesh (Brush)") actionBrush_Selection("Select Mesh (Brush)") actionLasso_Selecting_Tool("Select Mesh ("Lasso")") (") actionLasso_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionAttach_All_Pins_from_Avalat("Detach_All Pins to Avalar") actionDetach_All_Pins_from_Avalat("Detach_All Pins from Avalar") (") actionEdit_Cut_Line_on_Pattern("3D Pen ("Garment")") actionEdit_Cut_Line_on_Pattern("3D Pen ("Garment")") actionEdit_Cut_Line_on_Pattern("3D Pen ("Avalar")") actionFlattening("Flatten") (")			
menu_3DCloth(*3D Garment	action_SimStop("Simulate") action_JR. Garment_Tool("Hi-Res Garment") action_JR. Garment_Tool("Low-Res Garment") action_CR_Garment_Tool("Cow-Res Garment") action_CR_Garment_Tool("Cowtom Resolution") (") actionBovs_Pleterin("Select.Move") actionBovs_Selecting_Tool("Select Mesh (Brush)") actionBovs_Selecting_Tool("Select Mesh ("Box")") actionBox_Selecting_Tool("Select Mesh ("Box")") actionBox_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Lasso")") actionAttach_All_Pins_Too_Avatar("Attach_All_Pins from Avatar") actionCatach_All_Pins_from_Avatar("Detach_All_Pins from Avatar") actionEtach_All_Pins_from_Avatar("Edit 3D Pen ("Garment")") actionEdit_Cut_Line_on_Pattern("Edit 3D Pen ("Garment")") (") actionEdit_Cut_Line_on_Avatar("Edit 3D Pen ("Avatar")") actionCatach_Cut_Line_on_Avatar("3D Pen ("Avatar")") actionCatach_Cut_Line_on_Avatar("3D Pen ("Avatar")") actionFlatening("Fiatten") (") actionFlatening("Fiatten") (")			
menu_3DCloth(*3D Garment	action_JRR_Garment_Tool("Hi-Res Garment") action_JRR_Garment_Tool("Hi-Res Garment") action_LR_Garment_Tool("Low-Res Garment") action_CR_Garment_Tool("Custom Resolution") (") actionMove_Patternt("Select.Move") actionBrush_Selection("Select Mesh (Bush)") actionBrush_Selection("Select Mesh (Bush)") actionBox_Selecting_Tool("Select Mesh ("Lasso")") (") actionBox_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Lasso")") actionLasso_Pinning_Tool("Pin ("Lasso")") actionDetach_All_Pins_to_Austar("Attach All Pins to Avatar") actionDetach_All_Pins_to_Matar("Attach All Pins from Avatar") (") actionCatl_Cut_Line_on_Pattern("3D Pen ("Garment")") actionCatl_Cut_Line_on_Pattern("3D Pen ("Avatar")") actionCraw_Cut_Line_on_Avatar("Edit 3D Pen ("Avatar")") actionCraw_Cut_Line_on_Avatar("3D Pen ("Avatar")") actionPrass_Cut_Line_on_Avatar("3D Pen ("Avatar")")			
menu_3DCloth("3D Garment	action_SimStop("Simulate") action_IR. Garment_Tool("Hi-Res Garment") action_IR. Garment_Tool("Low-Res Garment") action_CR_Garment_Tool("Cow-Res Garment") actionAcover_Pattern("Select.Move") actionBrush_Selection("Select Mesh (Brush)") actionBrush_Selection("Select Mesh (Brush)") actionBrush_Selection("Select Mesh (Brush)") actionBrush_Selecting_Tool("Select Mesh ("Lasso")") (") actionBox_Pinning_Tool("Pin ("Box")") actionBox_Pinning_Tool("Pin ("Box")") actionAttach_All_Pins_to_Avatar("Attach_All_Pins to Avatar") actionAttach_All_Pins_to_Avatar("Detach_All_Pins from Avatar") actionEtach_All_Pins_tom_Avatar("Detach_All_Pins from Avatar") actionEtdl_Cut_Line_on_Pattern("Edit 3D Pen ("Garment")") actionFoid_Cut_Line_on_Avatar("Bot SelectionProw_Cut_Line_on_Avatar("3D Pen ("Avatar")") actionFlattening("Flatten") (") actionFlotd_Pattern("Fold Arrangement")			
menu_3DCloth(*3D Garment	action_SimStop("Simulate") action_JRR_Garment_Tool("Hi-Res Garment") action_LR_Garment_Tool("Cow-Res Garment") action_CR_Garment_Tool("Cow-Res Garment") action_CR_Garment_Tool("Custom Resolution") (") actionBove_Pattern("Select.Move") actionBrush_Selection("Select.Mesh (Bush)") actionBox_Selecting_Tool("Select.Mesh (Bush)") actionBox_Selecting_Tool("Select.Mesh ("Lasso")") (") actionBox_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionDetach_All_Pins_to_Awatar("Attach_All_Pins to Awatar") actionDetach_All_Pins_to_Awatar("Attach_All_Pins to Awatar") actionDraw_Cut_Line_on_Pattern("Bot 3D Pen ("Garment")") actionCdit_Cut_Line_on_Pattern("3D Pen ("Garment")") actionCdit_Cut_Line_on_Awatar("3D Pen ("Awatar")") actionColl_Pattern("Gil_Amatar("3D Pen ("Awatar")") actionPress("Pinss") (") actionPress("Pinss")			
menu_3DCloth("3D Garment	action_JRR_Garment_Tool("Hi-Res Garment") action_JRR_Garment_Tool("Hi-Res Garment") action_JRR_Garment_Tool("Low-Res Garment") action_CR_Garment_Tool("Cow-Res Garment") action_GCR_Garment_Tool("Custom Resolution") (") actionBow_Selection("Select Mesh (Bush)") actionBow_Selecting_Tool("Select Mesh (Bush)") actionBow_Selecting_Tool("Select Mesh ("Lasso")") (") actionBow_Selecting_Tool("Pin ("Box")") actionBow_Selecting_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Lasso")") actionAtach_All_Pins_to_Awatar("Attach All Pins from Avatar") actionDatach_All_Pins_ton_Avatar("Attach All Pins from Avatar") (") actionCatl_Cut_Line_on_Pattern("3D Pen ("Garment")") actionCatl_Cut_Line_on_Pattern("3D Pen ("Avatar")") actionCatl_Cut_Line_on_Avatar("Edit 3D Pen ("Avatar")") actionPress("Flatten") (") actionPress("Piess") (") actionFoold_Pattern("Foold Arrangement") action.DispoPattern("Foold Arrangement ("All")") actionFoold_Pattern("Foold Arrangement") action.DispoPattern("Reset 3D Arrangement ("All")") action.DispoPattern("Reset 3D Arrangement ("All")") action.DispoPattern("Reset 3D Arrangement ("All")")			
menu_3DCloth(*3D Garment	action_SimStop("Simulate") action_JRR_Garment_Tool("Hi-Res Garment") action_JRR_Garment_Tool("Low-Res Garment") action_CR_Garment_Tool("Low-Res Garment") action_CR_Garment_Tool("Custom Resolution") (") actionBrush_Selection("Select Mesh (Brush)") actionBrush_Selection("Select Mesh (Brush)") actionBrush_Selecting_Tool("Select Mesh (Brush)") actionBrush_Selecting_Tool("Select Mesh ("Lasso")") (") actionBox_Pinning_Tool("Pin ("Box")") actionBox_Pinning_Tool("Pin ("Box")") actionAttach_All_Pins_tool("Pin ("Lasso")") actionAttach_All_Pins_to_Avatar("Attach_All_Pins to Avatar") actionEtach_All_Pins_tom_Avatar("Detach_All_Pins from Avatar") (") actionBruw_Cut_Line_on_Pattern("Edit 3D Pen ("Garment")") actionFattern("Cut_Line_on_Avatar("3D Pen ("Avatar")") actionFatterning("Flattern") (") actionFold_Pattern("Fold Arrangement) actionFold_Pattern("Fold Arrangement("All")") actionTold_Pattern("Fold Arrangement ("All")") action_DrapePattern("Reset 3D Arrangement ("All")")			
menu_3DCloth(*3D Garment	action, SimStop("Simulate") action_IRR_Garment_Tool("Hi-Res Garment") action_IRR_Garment_Tool("Low-Res Garment") action_CR_Garment_Tool("Cow-Res Garment") action, CR_Garment_Tool("Cow-Res Garment") actionMove_Pattern("Select.Move") actionBrush_Selection("Select.Mesh (Bush)") actionBrush_Selection("Select.Mesh (Bush)") actionBrush_Selection("Select.Mesh (Bush)") actionBox_Pinning_Tool("Pin ("Box")") actionBox_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionDetach_All_Pins_to_Mater("Attech All Pins from Avatar") actionDetach_All_Pins_tom_Avatar("Attech All Pins from Avatar") actionDrate_Cut_Line_on_Pattern("30 Pen ("Garment")") actionDraw_Cut_Line_on_Pattern("30 Pen ("Garment")") actionDraw_Cut_Line_on_Avatar("30 Pen ("Avatar")") actionDray_Cut_Line_on_Avatar("30 Pen ("Avatar")") actionDray_Cut_Line_on_Avatar			
menu_3DCloth(*3D Garment	action_SimStop("Simulate") action_JRR_Garment_Tool("Hi-Res Garment") action_JRR_Garment_Tool("Low-Res Garment") action_CR_Garment_Tool("Low-Res Garment") action_CR_Garment_Tool("Custom Resolution") (") actionBrush_Selection("Select Mesh (Brush)") actionBrush_Selection("Select Mesh (Brush)") actionBrush_Selecting_Tool("Select Mesh (Brush)") actionBrush_Selecting_Tool("Select Mesh ("Lasso")") (") actionBox_Pinning_Tool("Pin ("Box")") actionBox_Pinning_Tool("Pin ("Box")") actionAttach_All_Pins_tool("Pin ("Lasso")") actionAttach_All_Pins_to_Avatar("Attach_All_Pins to Avatar") actionEtach_All_Pins_tom_Avatar("Detach_All_Pins from Avatar") (") actionBruw_Cut_Line_on_Pattern("Edit 3D Pen ("Garment")") actionFattern("Cut_Line_on_Avatar("3D Pen ("Avatar")") actionFatterning("Flattern") (") actionFold_Pattern("Fold Arrangement) actionFold_Pattern("Fold Arrangement("All")") actionTold_Pattern("Fold Arrangement ("All")") action_DrapePattern("Reset 3D Arrangement ("All")")			
menu_3DCloth(*3D Garment	action, SimStop("Simulate") action_IRR_Garment_Tool("Hi-Res Garment") action_IRR_Garment_Tool("Low-Res Garment") action_CR_Garment_Tool("Cow-Res Garment") action, CR_Garment_Tool("Cow-Res Garment") actionMove_Pattern("Select.Move") actionBrush_Selection("Select.Mesh (Bush)") actionBrush_Selection("Select.Mesh (Bush)") actionBrush_Selection("Select.Mesh (Bush)") actionBox_Pinning_Tool("Pin ("Box")") actionBox_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionDetach_All_Pins_to_Mater("Attech All Pins from Avatar") actionDetach_All_Pins_tom_Avatar("Attech All Pins from Avatar") actionDrate_Cut_Line_on_Pattern("30 Pen ("Garment")") actionDraw_Cut_Line_on_Pattern("30 Pen ("Garment")") actionDraw_Cut_Line_on_Avatar("30 Pen ("Avatar")") actionDray_Cut_Line_on_Avatar("30 Pen ("Avatar")") actionDray_Cut_Line_on_Avatar	actionEdit_Garment_Measurement("Edit Garment Measure")		
menu_3DCloth(*3D Garment	action, SimStop("Simulate") action_IRR_Garment_Tool("Hi-Res Garment") action_IRR_Garment_Tool("Low-Res Garment") action_CR_Garment_Tool("Cow-Res Garment") action, CR_Garment_Tool("Cow-Res Garment") actionMove_Pattern("Select.Move") actionBrush_Selection("Select.Mesh (Bush)") actionBrush_Selection("Select.Mesh (Bush)") actionBrush_Selection("Select.Mesh (Bush)") actionBox_Pinning_Tool("Pin ("Box")") actionBox_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionDetach_All_Pins_to_Mater("Attech All Pins from Avatar") actionDetach_All_Pins_tom_Avatar("Attech All Pins from Avatar") actionDrate_Cut_Line_on_Pattern("30 Pen ("Garment")") actionDraw_Cut_Line_on_Pattern("30 Pen ("Garment")") actionDraw_Cut_Line_on_Avatar("30 Pen ("Avatar")") actionDray_Cut_Line_on_Avatar("30 Pen ("Avatar")") actionDray_Cut_Line_on_Avatar			
menu_3DCloth(*3D Garment	action, SimStop("Simulate") action_IRR_Garment_Tool("Hi-Res Garment") action_IRR_Garment_Tool("Low-Res Garment") action_CR_Garment_Tool("Cow-Res Garment") action, CR_Garment_Tool("Cow-Res Garment") actionMove_Pattern("Select.Move") actionBrush_Selection("Select.Mesh (Bush)") actionBrush_Selection("Select.Mesh (Bush)") actionBrush_Selection("Select.Mesh (Bush)") actionBox_Pinning_Tool("Pin ("Box")") actionBox_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionDetach_All_Pins_to_Mater("Attech All Pins from Avatar") actionDetach_All_Pins_tom_Avatar("Attech All Pins from Avatar") actionDrate_Cut_Line_on_Pattern("30 Pen ("Garment")") actionDraw_Cut_Line_on_Pattern("30 Pen ("Garment")") actionDraw_Cut_Line_on_Avatar("30 Pen ("Avatar")") actionDray_Cut_Line_on_Avatar("30 Pen ("Avatar")") actionDray_Cut_Line_on_Avatar	actionEdit_Garment_Measurement("Edit Garment Measure")		
	action, SimStop("Simulate") action_IRR_Garment_Tool("Hi-Res Garment") action_IRR_Garment_Tool("Low-Res Garment") action_CR_Garment_Tool("Cow-Res Garment") action, CR_Garment_Tool("Cow-Res Garment") actionMove_Pattern("Select.Move") actionBrush_Selection("Select.Mesh (Bush)") actionBrush_Selection("Select.Mesh (Bush)") actionBrush_Selection("Select.Mesh (Bush)") actionBox_Pinning_Tool("Pin ("Box")") actionBox_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionDetach_All_Pins_to_Mater("Attech All Pins from Avatar") actionDetach_All_Pins_tom_Avatar("Attech All Pins from Avatar") actionDrate_Cut_Line_on_Pattern("30 Pen ("Garment")") actionDraw_Cut_Line_on_Pattern("30 Pen ("Garment")") actionDraw_Cut_Line_on_Avatar("30 Pen ("Avatar")") actionDray_Cut_Line_on_Avatar("30 Pen ("Avatar")") actionDray_Cut_Line_on_Avatar	actionEdit_Garment_Measurement("Edit Garment Measure") actionLinear_Distance_Measurement("Linear Garment Measure")		
menu_3DCloth("3D Garment	action_JRR_Garment_Tool("Hi-Res Garment") action_JRR_Garment_Tool("Hi-Res Garment") action_CR_Garment_Tool("Cow-Res Garment") action_CR_Garment_Tool("Cow-Res Garment") action_CR_Garment_Tool("Custom Resolution") (") actionBows_Pattern("Select.Move") actionBows_Selecting_Tool("Select.Mesh ("Box")") actionLasso_Selecting_Tool("Select.Mesh ("Lasso")") (") actionBows_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionDetach_All_Pins_to_Matar("Attach_All_Pins to Avatar") actionDetach_All_Pins_to_Matar("Attach_All_Pins to Avatar") actionDraw_Cut_Line_on_Pattern("3D Pen ("Garment")") actionDraw_Cut_Line_on_Pattern("3D Pen ("Avatar")") actionDraw_Cut_Line_on_Avatar("Edit_3D Pen ("Avatar")") actionPress("Press") (") actionPress("Press") (") actionPress("Press") (") actionPress("Press") (") actionDrape_Pattern("Reset_3D Arrangement ("All")") action_DrapePattern("Reset_3D Arrangement ("All")") action_DrapePattern("Reset_3D Arrangement") (") menuMeasurement("Measurement")	actionEdit_Garment_Measurement("Edit Garment Measure") actionLinear_Distance_Measurement("Linear Garment Measure")		
	action, SimStop("Simulate") action_IRR_Garment_Tool("Hi-Res Garment") action_IRR_Garment_Tool("Low-Res Garment") action_CR_Garment_Tool("Cow-Res Garment") action, CR_Garment_Tool("Cow-Res Garment") actionMove_Pattern("Select.Move") actionBrush_Selection("Select.Mesh (Bush)") actionBrush_Selection("Select.Mesh (Bush)") actionBrush_Selection("Select.Mesh (Bush)") actionBox_Pinning_Tool("Pin ("Box")") actionBox_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionLasso_Pinning_Tool("Pin ("Box")") actionDetach_All_Pins_to_Mater("Attech All Pins from Avatar") actionDetach_All_Pins_tom_Avatar("Attech All Pins from Avatar") actionDrate_Cut_Line_on_Pattern("30 Pen ("Garment")") actionDraw_Cut_Line_on_Pattern("30 Pen ("Garment")") actionDraw_Cut_Line_on_Avatar("30 Pen ("Avatar")") actionDray_Cut_Line_on_Avatar("30 Pen ("Avatar")") actionDray_Cut_Line_on_Avatar	actionEdit_Garment_Measurement("Edit Garment Measure") actionLinear_Distance_Measurement("Linear Garment Measure")		

		actionTransform_Point_Line("Transform Point/Segment")	
		action_PatternEdit("Edit Pattern")	
		action_ChangeToCurve("Edit Curvature")	
		action_Edit_Curve_Point("Edit Curve Point")	
		action_PointAdd("Add Point/Split Line")	
		action_Edit_Round_Corner("Smooth Curve")	
		action_Slash_And_Spread("Slash && Spread")	
		(")	
		action_Delete_All_Base_Lines("Delete All Baselines")	
	menu_2DPattern_Create("Create")		
	mona_Est dicin_ordate(ordate)	action_PatternCreate("Polygon")	
		action ratesimoreae(i organi) action_ CreateRectanglePattem("Rectangle")	
		actionCreate_Circle_Pattern("Ellipse")	
		action_CreateInnerPolygon("Internal Polygon/Line")	
		action_CreateInnerPolygon(_internal Polygon/Eine') action_CreateInnerRectangle("Internal Rectangle")	
		actionCreate_Inner_Circle("Internal Ellipse")	
		action_CreateDart("Dart")	
		actionOuter_Seam_Allowance("Seam Allowance ")	
		actionNotch("Notch")	
	action_Trace_Shape("Trace")		
	menuLock("Lock")		
		action_All_PattemLock("Lock All Pattern Outlines")	
		action_All_InnerShapeLock("Lock All Internal Lines")	
		action_All_GraphicsLock("Lock All Graphics")	
		actionLock_All_Guide_Lines("Lock All Guidelines")	
	menuPleats("Pleats")		
		action_Pleats_Fold("Pleats Fold")	
		action_Pleats_Sewing("Pleats Sewing")	
	menuPattern_Measure("Point of Measure")		
		actionEdit_Pattern_Measure("Edit Point of Measure")	
		actionPattern_Measure("Point of Measure")	
	actionSet_Sublayer("Set Sublayer")		
	menuPattern_Annotation("Pattern Annotation")		
		action_Select_And_Move_Annotation("Edit Annotation")	
		action Add Annotation("Pattern Annotation")	
		action_Add_PatternSymbol("Pattern Symbol")	
		actionShow, Annotation("Show Annotations")	
	action_Edit_Grading("Grading")	Carolicion_amountainor	
	actionAuto_Grading("Auto Grading")		
	actionPattern_Walking("Walk Pattern")		
menu_Sewing("Sewing")	action attent_waking(wak r attent)		
menu_sewing(sewing)	action_SeamModify("Edit Sewing")		
	action_Seammouny(Edit Sewing) actionSegment_Sewing("Segment Sewing")		
	actionFree_Sewing("Free Sewing")		
	action1_to_N_Segment_Sewing("M:N Segment Sewing")		
	action1_to_N_Segment_Sewing(M:N Segment Sewing) action1_to_N_Free_Sewing("M:N Free Sewing")		
	actionCheck_Sewing_Length("Check Sewing Length")		
	actionActivate_All_Seam_Line2D("Activate Sewing ("All")")		
	("")		
	menuTack("Tack")		
		actionEdit_Basting("Edit Tack")	
		actionTack("Tack")	
		actionTack_on_Avatar("Tack on Avatar")	
menuMaterials("Materials")			
	menu_Materials_Texture("Texture")		
		action_EditGrainLine("Edit Texture ("2D")")	
		actionEdit_Grainline_3D("Edit Texture ("3D")")	
		(")	
		actionRefresh_Textures("Refresh Textures")	
	menu_Materials_Graphics("Graphics")		
		action_InsertPrintTexture("Graphic ("2D Pattern")")	
		actionCreate_Print_Overlay_3D("Graphic ("3D Pattern")")	
		action_Transform_Graphic("Transform Graphic")	
	menu_Materials_Button("Button")		
		actionEdit_Button_Button_Hole("Select/Move Button")	
		actionCreate_Button("Button")	
		actionCreate_ButtonHole("Buttonhole")	
		actionButton_Lock("Fasten Button")	
		(1)	
		actionRegister_Button("Register Button")	
		actionRegister_Buttonhole("Register Buttonhole")	
	menu_Materials_Zipper("Zipper")		
		action_CreateZipper("Zipper")	
	menu_Materials_Piping("Piping")		
		action_EditPiping_3D("Edit Piping")	
		actionCreate_Piping_3D("Piping")	

	menuBinding("Binding")		
		actionEdit_Binding("Select Binding")	
		actionCreate_Binding("Binding")	
	menu_Materials_Topstitch("Topstitch")		
	mona_materials_repeated (repeated)	actionEdit_Stitch("Edit Topstitch")	
		actionSegment_Stitching("Segment Topstitch")	
		actionFree_Stitching("Free Topstitch")	
		actionSeamLine_Stitching("Seamline Topstitch")	
	menuPuckering("Puckering")		
		actionEdit_Puckering("Edit Puckering")	
		actionSegment_Puckering("Segment Puckering")	
		actionFree_Puckering("Free Puckering")	
		actionSeam_Line_Puckering("Seamline Puckering")	
	menu_Materials_Steam("Steam")		
		actionSteam("Steam")	
		actionRemove_All_Steam("Remove All Steam")	
	action_Edit_Seam_Taping("Seam Taping")	action/temove_An_Steam(Nemove An Steam)	
	actionEdit_UV("Edit UV")		
menu_3DAvatar("Avatar")			
	actionDelete_Avatar("Delete Avatar")		
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	menuAvatar_Tape("Avatar Tape")		
		action_Edit_Avatar_Tape("Edit Avatar Tape")	
		action_Linear_Avatar_Tape("Linear Avatar Tape")	
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		actionAdd_Line_Pin("Attach to Avatar Tape")	
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		action_Update_Avatar_Tape("Fit All Tape to Avatar")	
	menuMeasurements("Measurement")		
		actionEdit_Measure_Line("Edit Measurement")	
		actionBasic_Tape_Measure("Basic Tape Measurement")	
		actionSurface_Tape_Measure("Surface Tape Measurement")	
		actionBasic_Height_Measure("Height Measurement")	
		actionBasic_Circumference_Measure("Basic Circumference Measurement")	
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	action_MotionStart("Play Motion")		
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	actionShow_Base_Line("Show Baseline")	
	actionShow_Outer_Seam_Allowance("Show Seam Allowance")	
	action_Show_Grading("Show Grading")	
	actionShow_CutLine_2D("Show 3D Pen")	
	actionShow_Symmetric_Instance("Show Symmetric/Instance Lines")	
menu2D_Information("2D Information")		
	actionShow_Pattern_Name("Show Pattern Name")	
	actionShow_Annotation("Show Annotations")	
	action_ShowLineLength("Show Line Length")	
	actionShow_PickedPoint("Show Picking Point")	
	actionShow_GrainLine("Show Grainline")	
	actionShow_UVGuide("Show UV Guide")	
	action_Show2DMeasure("Show 2D Measurements")	
menu_Display_Sewing("Sewing")		
	action_Show2DSeamLine("Show Sewing")	
	actionShow_Seam_Line_Length("Show 2D Sewing Lengths")	
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	actionShow_Stitch_Lines("Show Topstitches")	
	actionShow_2D_Puckerings("Show Puckerings")	
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	action2D_Texture_Surface("Front Texture Surface" or "Back Texture Surface")	
menu_Display_Avatar("Avatar")		
	action_AvatarHide("Show Avatar")	
	action_ShowArrangement("Show Arrangement Points")	
	action_ShowPan("Show Bounding Volumes")	
	actionX_Ray("Show X-Ray Joints")	
	actionShow_Measure("Show Avatar Measurements")	
	action_Show_Avatar_Tape("Show Avatar Tape")	
	actionShow_CutLine_3D_Avatar("Show 3D Pen ("Avatar")")	
menuEnvironment("Environment")	,	
	action_Show_3D_Grid("Show 3D Grid")	
	action_ViewGrid("Show 2D Grid")	
	action_ShowShadow("Show 3D Shadow")	
	actionShow_Light("Show Light Controller")	
	actionShow_Wind("Show Wind Controller")	
	actionShow_Camera("Show Camera")	
	actionShow_Frame_Rate("Show Frame Rate")	
	actionShow_3D_Cloth_Window_Size("Show 3D Garment Window Size")	
	actionShow_Auto_Save_Time("Show Auto Save Time")	
	actionShow_2D_Ruler("Show Ruler")	
	actionShow_Guideline("Show Guideline")	
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menu_Display_Avatar_Rendering_Style("Avatar Rendering Style")		
	action_AvatarFill("Textured Surface")	
	action_AvatarOnlyFill("Monochrome Surface")	
	action_AvatarWireFrame("Mesh")	
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	action_ClothThick("Thick Textured Surface")	
	action_ClothTexture("Textured Surface")	
	action_ClothFill("Monochrome Surface")	
	actionOpaque_Surface("Opaque Surface")	
	action_ClothWireFrame("Mesh")	
	action_ClothRandomColor("Random Color Surface")	
menu_Display_2DPattern_Rendering_Style("2D Pattern Rendering Style")		
	action2D_Texture_Surface("Texture Surface")	
	action2D_Monochrome_Surface("Monochrome Surface")	
	action2D_Opaque_Surface("Opaque Surface")	
	action2D_Transparent_Texture("Transparent Surface")	
	action_ShowMesh("Mesh")	
	action2D_Texture_Back_Surface("Back Texture Surface")	
menuFit_Map("Garment Fit Maps")		
	action_ClothPressure("Stress Map")	
	actionStrain_Map("Strain Map")	
	actionFit_Map("Fit Map")	
	action_ShowContactPoint("Show Pressure Points")	
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action_Format_Background("Format 3D Background")		
action2D_Background("Add Background Image")		
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menu_Display_3DToolbars("3D Toolbar")		

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