

# QuickSteps

For Cinema4D R12++

Windows Only

QuickSteps is a plugin I originally wrote for myself to help quickly position a character's feet during animations. It allows the user to layout a bunch of footstep object's. Then snap the character's feet to them at any frame they want. I suppose it could also be used for lots of other things too.

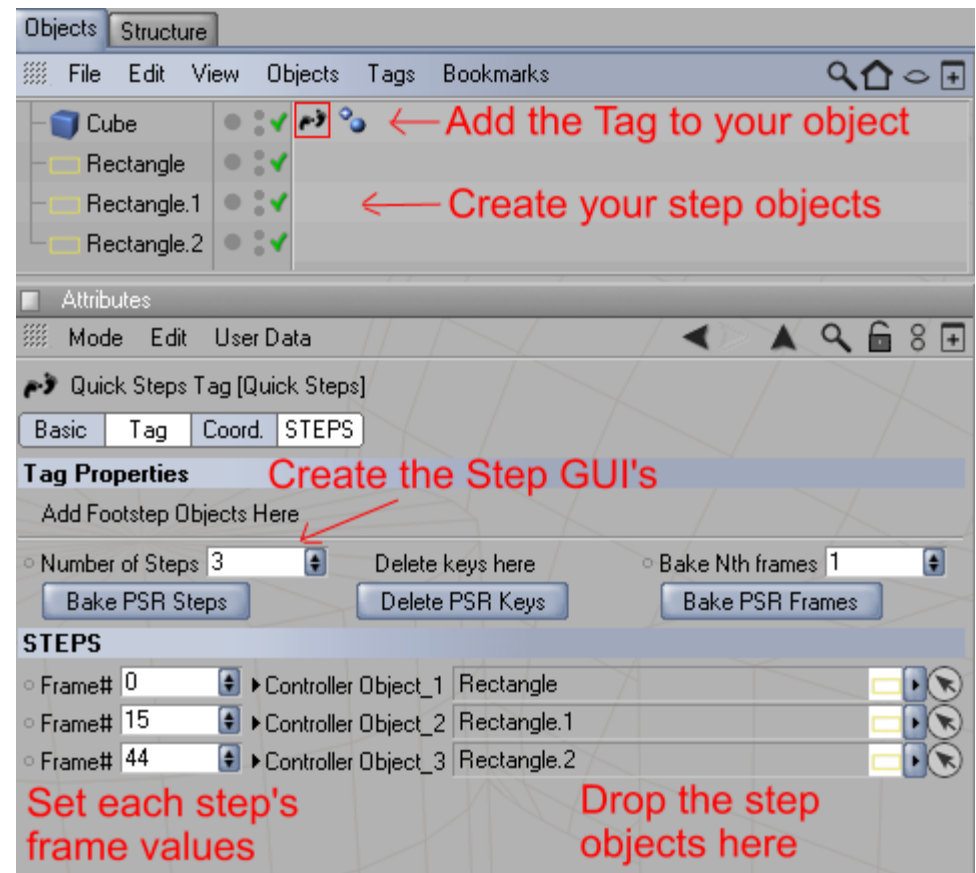
During the developement I noticed that I was using a lot of C++ code that would probably be very handy to have, and use in other plugins. So I decided to include the source code with the plugin.

The plugin was written on a PC with VisualStudio. I have no idea how compatible C++ code is with macs(Objective-C).

-Scott Ayers (ScottA)

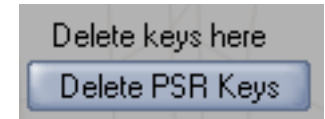
## Usage is fairly simple

- Add the tag to the object you want to snap to the steps
- Create a bunch of step objects and place them where you like in the scene
- Create the appropriet number of steps in the tag
- Drop the step objects into the link fields
- Set the frame value you want the object to snap to it's step object in the link
- Press the "Bake PSR Frame" button to create the F-Curves



### Deleting Keys

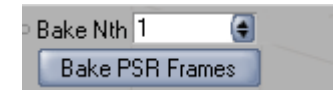
- The “Delete PSR Keys” button deletes the Pos, Scale, Rot tracks on the object the tag is on
- It deletes the tracks on the object regardless of how they were created



### Baking Keys

- The “Bake PSR Frames” button records the Pos, Scale, Rot tracks on the object the tag is on
- By default. It bakes a key on every frame
- Use the “Bake Nth” option to skip frames to record

**NOTE: Weird F-Curve results can occur if your steps values are not all incremental using the Nth option**  
**In most cases. You’ll want use the “Bake PSR Steps” button**



### Editing Steps

- Make any changes to your step object’s Position or Rotations in the scene
- Press the “Bake PSR Steps” button to update the changes
- If a link field is empty. The plugin will simply ignore it and not set any keys on it

**NOTE:** The “Bake PSR Steps” button first deletes any existing PSR keys on the object so there is no chance of accidentally adding to any existing keys when editing your step objects.

### About the dynamic GUI’s

The “Number of Steps” option will dynamically create/delete new links as it is changed. But if you reduce this value after you’ve added GUI’s, and added an object to their link fields. The gui will only become hidden... the gui is **NOT** not deleted!

This is a limitation that I do not know how to get around at the moment. So to deal with this problem. I made the plugin ignore any hidden gui’s and it will not set any keys on them.