ParamCopy Release Notes

1.2.1

Fixed usage on older Substance 3D Designer versions where a specific API call did not exist.

1.2

- Fixed an issue with checkboxes not properly interpreted on Designer 14+ due to a PySide6 issue.
- Fixed toolbar not appearing after the plugin was unloaded then reloaded.
- Fixed keyboard shortcuts not working when the plugin was launched before any graph view was opened.
- Made the Paste dialog box larger to accomodate the entire text width.
- Commented out lib reloads at startup as a development feature only.
- Updated source file headers.

1.1.3

Compatibility update with Substance 3D Designer 14 (PySide6 dependency), a few typos and UI adjustments.

1.1.2

Compatibility update with Substance 3D Designer 12.1 and open sourcing:

- Fixed deprecated SD API function call (getCurrentGraphSelection replaced with getCurrentGraphSelectedNodes for QtForPythonUIMgrWrapper class).
- Made the plugin open source using MIT license.

1.1.1

Compatibility update with Substance Designer 2020.1.

1.1

New features and changes:

- Named clipboards enable handling of multiple clipboards created during parameter copy. Users can select one of these clipboards and paste it into the current node selection or make it current to paste it later.
- Improved handling of information messages during deletions in Variations dialog.
- Prevent the opening of dialog boxes requiring a graph when no graph is present.

1.0

Initial release with the following functionalities:

- Selective copy of node parameters into an internal clipboard and selective paste(including inheritance methods) into other nodes of same or other type. By default, both Base and Specific parameters are pasted into nodes of the same type as the source node, and only Base parameters pasted into nodes of different types. An option however enables to copy matching Specific parameters into nodes of different types, which can be used for node types having similar Specific parameters.
- Non-persistent storage of variations composed of a set of node states with the ability to later recall stored variations. This enables to select a set of nodes involved into a design variation, store their state and this way switch between different variations with a few clicks, for development or demonstration purpose.
- Rolling of random seed Base parameters (i.e. random seeds are assigned to a random value) for a selection of nodes, so their randomness properties are being affected in a random manner. This enables to shuffle multiple nodes at a time to produce new outcomes.