LOCUS Picker 1.135

User's Guide

Tutorial movie files are also available at Google Drive:
https://drive.google.com/drive/u/0/folders/1EmXEcnYu2XmuldabGl-P4Tazs_-5SHGE?ogsrc=32

Developed by R&D Center, Locus Corporation

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1. Understanding LOCUS Picker

What is LOCUS Picker

- Locus Picker is a tool for animators and character TDs to create and use a character control user interface.
- It provides buttons and sliders to select, keyframe, reset, toggle, and pose a character.

Understanding a Button in LOCUS Picker

- A button in LOCUS Picker is a clickable UI element that user can choose one of the following command types to be executed when it is clicked:
    - Select
    - Keyframe
    - Reset
    - Toggle
    - Range
    - Pose
- Every button, regardless of its command type, comes with 5 basic commands that are accessible by right-clicking on a button to show Button Popup Menu:
    - Select
    - Keyframe (to all keyable attributes)
    - Keyframe transform
    - Reset (to all keyable attributes)
    - Reset transform
- Range and Pose command typed buttons come with sliders and reset buttons.
- Buttons can be grouped together, especially for Pose buttons.
- Buttons can by layered on top of each other and re-arranged.
- For more information, please check out later chapters.

Understanding a Button and Members

- A button is created with "members."
- Members are the names of nodes and/or attributes (depending on a command type and options)
- Members are stored as data in each button.
- Members can be re-defined by Button Popup Menu
- When you choose Prefix option, members will be re-interpreted and called after a given prefix word is searched and replaced.

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Understanding Button Forms

- A button in LOCUS Picker comes in 4 different forms depending on a command type and options:
  1. Rectangle button:
     - A simple box shaped button
     - As an option, you can overlay a text label and/or an image.
  2. Rectangle Button + Slider + Reset:
     - Range and Pose command typed buttons come with a slider and a reset button.
     - Using a slider, easy to set an in-between value in a range of minimum and maximum of the attribute.
     - Useful for setting and blending in a pose to a character.
     - As an option, you can overlay a text label and/or an image.
  3. Vector shape button:
     - SVG formatted vector shapes can be used as buttons.
     - Can be more user-friendly if their shapes are self-descriptive.
     - Supports Select, Key, Toggle, or Reset button, but not for Range and Pose command types.
     - label and image icon are not supported.
  4. Button Group:
     - A button group can be created through Map Popup Menu.
     - Displayed as a rectangular box around child buttons.
     - A button group itself is not clickable, but with an option, can come with a keyframe and a reset button to set all members of the child buttons.

Understanding Map

- Map is a layout/container of buttons.
- In LOCUS Picker, maps are stored in 2 ways:
  1. As a node in a Maya scene:
     - As a default, every map is stored in a node (geometryVarGroup) that resides in a Maya scene.
     - As a default, a Picker node is named with a prefix "locusPicker_" and can be renamed. Renaming a Picker node doesn't affect how it functions.
     - Maya's file export/import tools can be used to share maps.
  2. As a data file:
     - A Picker data file is a human-readable, XML-formatted text file that users can open and edit in any text editor. So, for example, it comes in handy when you want to duplicate a map then search and replace a name for another character or etc.

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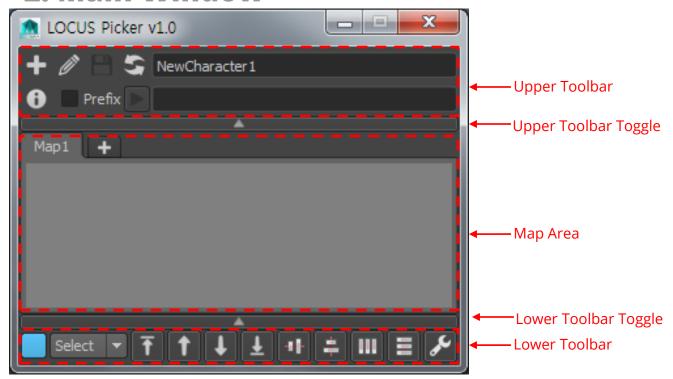
- Importing/exporting a map file is much cleaner way to bring in a new map in a Maya scene.
- It's up to users to choose one way or the both depending on a workflow and their needs.

Understanding Map Group Name

- A Map group name is typically a character name.
- Maps with the same group name are shown together in Picker window (each map in a tab layout)

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2. Main Window

Main Window

- ■ Main window contains 3 parts:
  1. **Upper Toolbar**
  2. **Map Area**
  3. **Lower Toolbar**

Upper Toolbar Toggle

- ■ Click to toggle the visibility of the Upper Toolbar.

Lower Toolbar Toggle

- ■ Click to toggle the visibility of the Lower Toolbar.

Resizing Window

- ■ Drag an edge or a corner of the window to resize the window.
  !! This action resizes the size of the currently selected map as well.

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3. Upper Toolbar

Create Map   Edit Map   Save Map

Refresh   Map Group Name List

Create Map
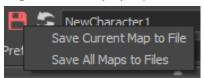
- Click to open **New Map Dialog** to create a new map.
- Right-click for pop-up menu:
  Load Map File: To create a new map by loading a data file.

Edit Map

- Click to open **Edit Map Dialog** to edit the current map.

Save Map

- Click to save edits to map node.
- If a map has unsaved changes, the icon button turns red.
- Once it is saved, the icon turns back to dark until any edit is newly made.
- Right-click for pop-up menu:

Save Current Map to File: To save the current map to a data file.
Save All Maps to Files: To save all maps in the map area to data files.

Refresh

- Click to refresh the Map Group Name List and redraw the current map.
- When it's clicked, any unsaved edits of the map will be reverted to the last saved status.

Map Group Name List

- It displays a group name of the currently selected map.
- Click to show the list of the groups then choose one from the list to change.
- Right-click for pop-up menu:
  Rename: To change the group name of all maps in the window.

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Help Info   Prefix Checkbox   Prefix Name Field

Prefix Copy Button

Help Info

- ■ Click to launch this documentation.

Prefix Checkbox

- ■ Click to toggle the use of the prefix replacement.
- ■ It enables/disables Prefix Copy Button and Prefix Name Field.

Prefix Copy Button

- ■ Click to copy a namespace from a selected node to Prefix Field.
- ■ It is enabled when Prefix Checkbox is toggled on.

Prefix Name Field

- ■ Type in a prefix name.
- ■ It is enabled when Prefix Checkbox is toggled on.

Bookmark Shelf
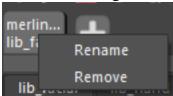
- ■ Bookmark current map for quick access .

- ■ Click a shelf button to move.

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■ Right-click on shelf button.

■ Drag a shelf button to reorder.

.
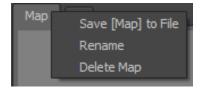
4. Map Area

Map Tab

- A tab title displays a map name.
- Right-click for pop-up menu:

Save to File: To save the selected map to a data file.
Rename: To rename the selected map name.
Delete Map: To delete the selected map.

Selecting Map Node from Tab

- Double-Click on a tab to select its map node

Changing Tab Order

- Drag a tab and move to a desired position.

Add New Map
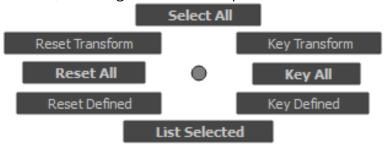
- Click to add a new map to the current group. Creating New Map from Tab Button
- When it's clicked, instantly you can type in a map name.

Map

- Shows currently selected map.
- Click on any empty area in a map to clear selection.
- Ctrl + Right-click for Map Popup Menu:

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Map Popup Menu

To show, Ctrl + Right-click on a map
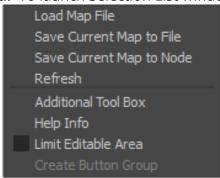
Select All: To select all the buttons in the current map.
Reset Transform: To reset transform attributes of all the buttons in the current map.
Reset All: To reset all keyable attributes of all the buttons in the current map.
Reset Defined: To reset defined attributes of all the buttons in the current map.
Key Transform: To set a key frame to transform attributes of all the buttons.
Key All: To set a key frame to all keyable attributes of all the buttons.
Key Defined: To set a key frame to defined attributes of all the buttons.
List Selected: To launch Selection List window.

Load Map File: Show file dialog to load existing map data file(s).
Save Current Map to File: Show file dialog to save current map to map data file.
Save Current Map to Node: Save the map data to map node in Maya.
Refresh: Reload data from map node in Maya.
Additional Tool Box: Show additional tool box dialog.
Help Info: See this documentation.
Limit Editable Area:
Toggle on/off the limitation of the buttons in current map.
If toggled on limitation, indicator is shown.
Create Button Group:
To create a button group for selected buttons.

Zoom & Track

- Roll the mouse wheel to zoom in / out a map.

■ Holding Alt key and RMB drag to zoom in / out a map.
■ Holding Alt key and MMB drag to track a map.
■ Press "A" key to frame all a map.
■ Select buttons and press "F" key to fit map to selected.
■ Press Ctrl + "0" to restore zoom factor to 100%.

Tearing off Map

■ Holding Ctrl key and drag map.
■ Drop to anywhere to tear off the map.

■ To restore a map, close the map torn off.

5. Lower Toolbar

Template Button

- Click to change a color using Maya Color Editor.
- Ctrl + click to change a color using Swatch Palette Dialog.
- To create a new button:
  1. Select nodes
     Selected nodes will be the members to a newly created button.
  2. Choose a command type (see below for more info)
  3. Select attributes in the ChannelBox if needed.
  4. Drag and drop it onto a map.
- To create multiple buttons horizontally:
  1. Select nodes
  2. Choose a command type Select, Key, or Reset.
  3. Alt + drag and drop it onto a map.
     !! Each selected node will be a member for each button.
- To create multiple buttons vertically:
  1. Select nodes
  2. Choose a command type Select, Key, or Reset.
  3. Ctrl + drag and drop it onto a map.
     !! Each selected node will be a member for each button.
- To create multiple buttons by a camera view:
  1. Select nodes:
  2. Choose a command type Select, Key, or Reset.
  3. Alt + Ctrl + drag and drop it onto a map.
     !! Each selected node will be a member for each button.
  Buttons will be arranged automatically based on the current camera view.

Command Type

Click and choose a command type in the pull-down list.
- **Select :** Button for selecting nodes.
- **Key :** Button for setting key frames on the current time.
  - If you want to specify certain attributes for a Key button, select the attributes in the ChannelBox before dropping on a map to create one.
  - If no attribute is selected in the ChannelBox, all keyable attributes will be associated with a new Key button.
- **Reset:** Button for setting attributes to default values.

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- If you want to specify certain attributes for a Reset button, select the attributes in the ChannelBox before dropping on a map to create one.
- If no attribute is selected in the ChannelBox, all keyable attributes will be associated with a new Reset button.

- ■ **Toggle :** Button for setting attributes toggled between minimum and maximum.
  - It is required to select specific attributes with minimum and maximum values before dropping on a map to create one.
- ■ **Range :** Button + Slider for setting attributes between minimum and maximum.
  - It is required to select specific attributes with minimum and maximum values before dropping on a map to create one.
- ■ **Pose :** Button (Optional + Slider) for setting attributes to recorded values.
  !! Using Pose Button with Slider is not recommended.
  - A Pose button records the attribute values of the selected nodes when it is created.
  - If you want to specify certain attributes for a Pose button, select the attributes in the ChannelBox before dropping on a map to create one.
  - If no attribute is selected in the ChannelBox, all keyable attributes will be associated with a new Pose button.

Arranging Buttons

Bring to Front: Click to bring selected buttons to front.

Bring forward: Click to bring selected buttons forward.

Send Backward: Click to send selected buttons backward.

Send to Back: Click to send selected buttons to back.

Aligning Buttons

Align Horizontally: Click to align selected buttons horizontally.

Align Vertically: Click to align selected buttons vertically.

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Averaging Gap

Average Horizontal Gap: Click to unify the horizontal gap between the selected buttons evenly.
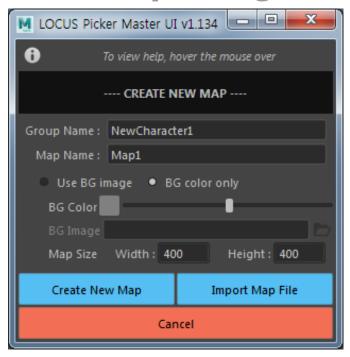
Average Vertical Gap: Click to unify the vertical gap between the selected buttons evenly.

Toolbox

Click to launch **Additional Toolbox window**.

6. New Map Dialog

Creating New Map from New Map Dialog

You have 2 options:

- To import a map data file:
  1. Click "Import Map File" to launch a file browser.
  2. Browse and choose a map file.
- To create a new map:
  1. Fill out the following options
  2. Click "Create New Map" button.

Map Group Name

Type in a group name (typically a character name)

Map Name

Type in a map name (typically a part of a character, such as "Face," or "Body")

Background Option

Choose an option to use a background image or a color only.

Background Color

- Click to change a background color of the map using Maya Color Editor.
- Ctrl + click to change a background color of the map using Swatch Palette.

Background Image

- Click a folder icon button to browse and choose an image.
  Or type an image path in the text field.

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Map Size

- ■ Type in numbers for width and height values.

7. Edit Map Dialog

Editing Map from Edit Map Dialog
- Fill out the following options then click "Save to Node"

Saving Map to File from Edit Map Dialog
- Fill out the following options if necessary, then click "Save to File"

Changing Map Group Name
- Type in a group name to change.
- A group name is typically a character name.

Changing Map Name
- Type in a map name to change.
- A map name is typically a part of a character, such as "Face," or "Body."

Background Option
- Choose an option to use a background image or only a color.

Background Color
- Click to change a background color of the map using Maya Color Editor.
- Ctrl + click to change a background color of the map using Swatch Palette.
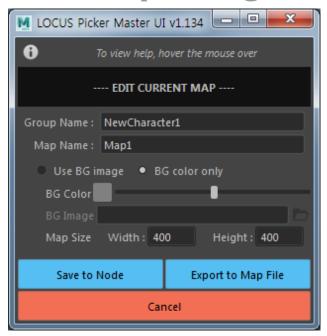
Background Image
- Click a folder icon button to browse and choose an image.
  Or type an image path in the text field.

Map Size
- Type in numbers for width and height values.

8. Additional Toolbox

Additional Toolbox contains various dialog tabs of additional tools to create and edit buttons and maps:

1. **Vector Maps**:
   Tools to import SVG vector maps.
2. **Create**:
   Tools to create buttons with various options.
3. **Modify**:
   Tools to modify (arrange, align, mirror and etc) buttons with various options.
4. **Color**:
   Tools to change a color of a button by a drag & drop action from the color palettes.
5. **Image**:
   Tools to create and layout an icon image for a button or a map.
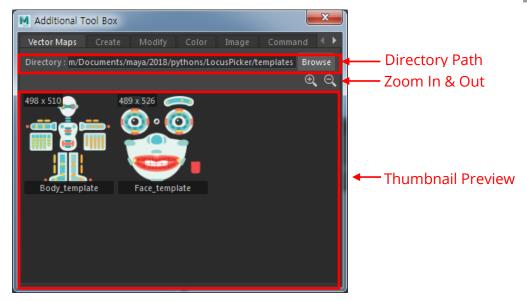6. **Command**:
   Tools to change a button command by a drag & drop action from the command palettes.
7. **Label**:
   To change a label text and a font by a drag & drop action from the palettes.

More information in the following chapters.

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8-1. Additional Toolbox:: Vector Maps

Vector Maps Dialog Tab
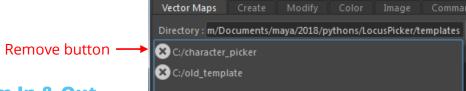
Vector Maps dialog provides interface for user to import vector paths as buttons.

Creating Vector Map Buttons

1. In the Vector Maps tab of the Toolbox, Browse and choose a directory where your SVG files are located
2. In the Thumbnail Preview, drag a thumbnail icon and drop onto a map.

Directory Path

- ■ To open a new directory, click "Browse" button to browse and choose a directory of SVG files to import.
- ■ To open one of the recently opened directories, click on a path text to show the pop-up list.
  - Click on a path in the list to change a directory.
  - To remove a path in the list, click a remove button.

Zoom In & Out

Click an icon to increase/decrease icon sizes in Thumbnail view.

Thumbnail Preview
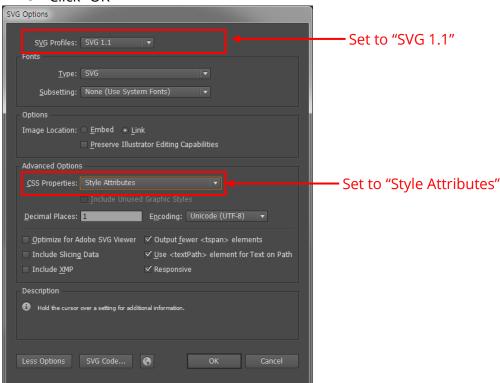
- ■ It displays thumbnail images of the SVG files in the currently selected directory.
- ■ To import a vector map, drag a thumbnail image and drop onto a map.

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Notes on Exporting Vector Map
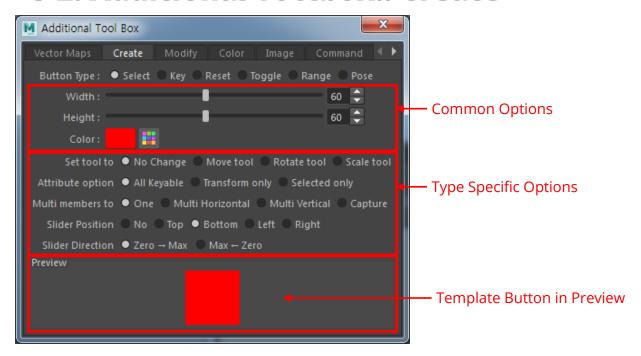
- ■ Any vector graphic software supporting SVG format should work.
- ■ Before exporting vector paths to a SVG file, there are a few notes to be mindful of:
  1. Each vector path will be imported as an individual button.
     - That means a group of paths will be imported as separate individual buttons, not as one united button.
 2. Name each vector path with a node name if you want Picker to automatically assign a node name to a button.
     - When a SVG file is imported, LOCUS Picker will check out each name of a vector path and see if there's any object matches in Maya scene. If so, the node name will be automatically associated as a member to the button.
  3. "Stroke" is not supported, only "Fill"
     - A stroke is a boundary outline of a path and it'll be ignored when imported.

Exporting Vector Map in Adobe Illustrator

1. Be mindful of "Notes on Exporting Vector Map" above.
2. In Adobe Illustrator, go to File > Save As
3. In the "Save As" browser, choose "SVG" file type, then click "Save."
4. SVG options window will be launched.
   - ● Set SVG Profiles to "SVG 1.1"
   - ● Set CSS Properties to "Style Attributes"
   - ● Click "OK"

8-2. Additional Toolbox:: Create

Create Dialog Tab

- ■ Locus Picker provides 6 types of buttons.
- ■ Each button type has 3 common attributes—width, height, and color—and some unique options to choose.
- ■ To create a button, select nodes, choose options, and drag the template button in Preview and drop onto a map.

Creating Button from Toolbox

1. Select the following options.
2. Drag the template button in Preview and drop on a map.

Button Type

Choose one of the button types to create.
- ■ **Select :** Button for selecting nodes.
- ■ **Key :** Button for setting key frames on the current time.
- ■ **Reset:** Button for setting attributes to default values.
- ■ **Toggle :** Button for setting attributes toggled between minimum and maximum.
- ■ **Range :** Button + Slider for setting attributes between minimum and maximum.
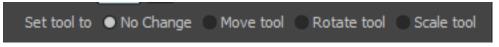- ■ **Pose :** Button + Slider for setting attributes to recorded values.

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Width & Height

To change, move a slider or type in a value in the number fields.

Color

Color Button Color Swatch Palette

- ■ To change a button color using Maya Color Editor click on the color button.
- ■ To change a button color using Swatch Palette, click on the Swatch Palette button.
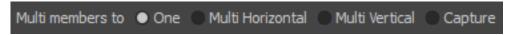
Set Tool to

!! Only available in a Select button type.

To set a tool when a Select button is clicked, choose an option.

Multi members to

With multiple selected nodes:
- ■ **One:** To create only one button for all selected nodes.
- ■ **Multi Horizontal:** To create each button for each selected node horizontally.
- ■ **Multi Vertical:** To create each button for each selected node vertically.
- ■ **Capture:** To create each button for each selected node. Buttons will be arranged automatically based on the current camera view.

Attribute Option
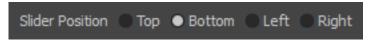
!! Only available in a Key, Reset, and Pose button types.

When creating a button to set values to specific attributes:
- ■ **All Keyable :** To set values to all keyable attributes of the selected nodes.
- ■ **Transform only :** To set values only to transform attributes.
- ■ **Selected only :** To set values to selected attributes in the Channel box.

Slider Position

!! Only available in a Range and Pose button types.
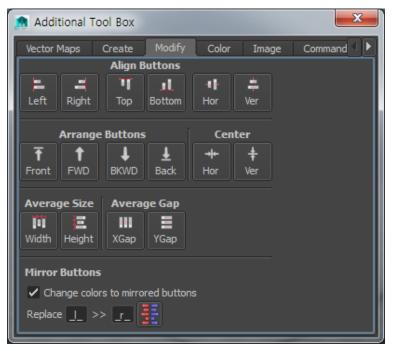
To change a slider position, choose one of the options.

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Slider Direction

(Available when a slider is horizontally placed)
(Available when a slider is vertically placed)
!! Only available in a Range and Pose button types.
To change a slider direction, choose one of the options.

8-3. Additional Toolbox:: Modify
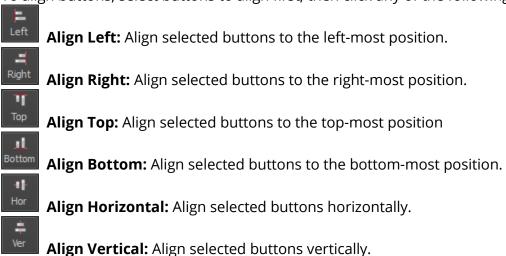
Modify Dialog Tab

Tools in Modify dialog lets you:
- Align buttons
- Arrange buttons in depth
- Center buttons in a map
- Set an average scale to buttons.
- Set an average gap distance among buttons
- Mirror buttons

Align Buttons

To align buttons, select buttons to align first, then click any of the following:

Align Left: Align selected buttons to the left-most position.

Align Right: Align selected buttons to the right-most position.

Align Top: Align selected buttons to the top-most position

Align Bottom: Align selected buttons to the bottom-most position.

Align Horizontal: Align selected buttons horizontally.

Align Vertical: Align selected buttons vertically.

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Arrange Buttons

When buttons are overlapped, you can change their stacking order.
To arrange buttons, select buttons to arrange, then click any of the following:

Forward: Bring the selected buttons forward.

Bring to Front: Bring the selected buttons to the top of the stacking order.

Backward: Send the selected buttons backward.

Send to Back: Send the selected buttons to the bottom of the stacking order.

Center Buttons

To move buttons to the center of a map, select buttons to move, then click any of the following:

Horizontal: Move the selected buttons to the horizontal center of a map.

Vertical: Move the selected buttons to vertical center of a map.

Average Size

To unify the sizes of buttons by their average size, select buttons to resize, then click any of the following:

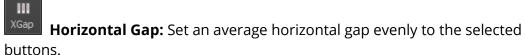**Average Width:** Set an average width to the selected buttons.

Average Height: Set an average height to the selected buttons.
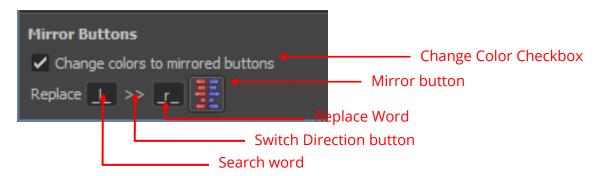
Average Gap

To unify the gaps--distance between buttons, select buttons to move, then click any of the following:

Horizontal Gap: Set an average horizontal gap evenly to the selected buttons.

Vertical Gap: Set an average vertical gap evenly to the selected buttons.

Mirror Buttons

- ■ To mirror button:
    1. Select buttons on a map to mirror.
    2. Choose the Search & Replace options
    3. Then click Mirror button.
- ■ **Change Color checkbox**:
    Choose whether to change the color of the mirrored buttons automatically
- ■ **Search Word**:
    Type in a word to search and replace in the member names of the mirrored buttons.
- ■ **Replace Word**:
    Type in a word to search and replace in the member names of the mirrored buttons.
- ■ **Switch Direction** :
    Switches the direction of which word to search and replace with.
- ■ **Mirror button** :
    Executes mirroring.

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8-4. Additional Toolbox:: Color

Color Swatches

Custom Color Swatch

Color Dialog Tab

Color tab dialog provides color swatches for you to choose and change color of a button or a map.

Using Color Swatches

- ■ To change a color of a button on a map:
  1. Drag one of the Color swatches
  2. And drop onto a button.
- ■ To change a background color of a map:
  1. Drag one of the Color swatches
  2. And drop onto a map.

Using Custom Color Swatch

- ■ To change a color of a button using Maya Color Editor:
  1. Click the custom color swatch to launch Maya Color Editor.
  2. Pick a custom color in Maya Color Editor.
  3. Click "Done" button to close Maya Color Editor.
  4. Drag the custom color swatch and drop onto a button.
- ■ To change a background color of a map:
  1. Click the custom color swatch to launch Maya Color Editor.
  2. Pick a custom color in Maya Color Editor.
  3. Click "Done" button to close Maya Color Editor.
  4. Drag the custom color swatch and drop onto a map.
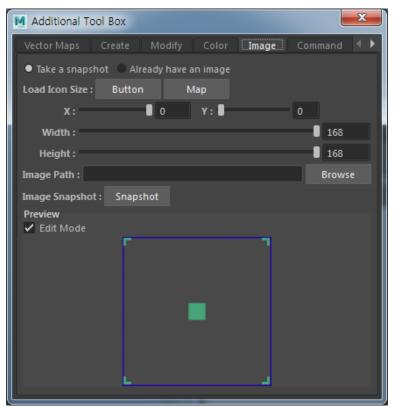
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8-5. Additional Toolbox:: Image

Image Dialog Tab

Image tab dialog provides tools to create, edit layout, and assign an image to a button or a map (as a background image)

Image Option

- **Take a snapshot:**
  Creates an image by capturing the current camera view in Maya.
- **Already have an image:**
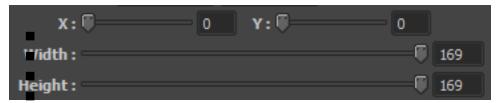 Lets you use an existing image file.

Load Icon Size

- These buttons let you load a preview of your choice (Button or Map) to preview and edit the layout.
- To load a preview from a button to change:
  Select a button and click "Button."

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- To assign an image to a map (as a background):
  Make sure the tab of the map you want to edit is selected, then click "Map."
- Once "Button" or "Map" is clicked, the Preview will be changed accordingly to show layout.

Position and Size

- To change a position and a size of the image frame, you can use sliders or type in a number in the fields.
- Once a button or a map size is loaded, you can see the template image layout in Preview.
- The red frame indicates a boundary frame representing the size of a button or a map.
- The blue frame indicates an image frame. (For more details about Preview, please see Preview section)

- The blue image frame can be resized and moved but must stay inside the red boundary frame.

!! If you want a bigger size of an image than the currently loaded boundary frame, simply type in a desired width and height in the fields to scale up the boundary frame as well.

Image Path

- To take a snapshot, click **Browse** to browse to a directory, then type in a file name.
- To choose an existing image, click **Browse** to browse and choose an image file.

Image Snapshot

- To take a snapshot:
  1. Choose "Take a snapshot" option
  2. Set an image file path.
  3. Pick a desired camera view in a Maya viewport.
     - If "Renderer" option in a Maya model panel is set to **Viewport 2.0**, the background will be transparent.
     - If "Renderer" option in a Maya model panel is set to **Legacy Default Viewport**, the background will be captured as is.
  4. Click "Snapshot." A captured image should be shown in the image frame in Preview.

Preview

- Preview shows a layout of an image inside the template frame.
- The red frame indicates a boundary frame representing the size of a button or a map.
- The blue frame indicates an image frame.
- The green handles are transform tool to resize and move the image frame.

Preview Edit Mode

- When **Edit Mode** checkbox is on:
  - The green handles are shown. You can drag and move the handles to change a position or sizes.
  - The template button is not movable off the window so that you can't drag and drop it onto a button or a map.
- When **Edit Mode** checkbox is off:
  - The green handles are hidden.
  - The template button is movable off the window so that you can drag and drop it onto a button or a map.

Using Green Handles to Layout Image

- Only available when Edit Mode checkbox is on.
- To resize the image frame, drag a corner or an edge of the frame.
- To resize the image frame uniformly as keeping a ratio of width and height, hold Shift and drag a corner or an edge of the frame.
- To move the image frame, drag the middle square.

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8-6. Additional Toolbox:: Command

Command Dialog Tab

Command dialog provides various command templates for user to drag and drop onto a button to change its command.

Changing Command from Templates

Drag one of the template buttons and drop onto a button you want to change.

Keep the assign object names

When a button is created in a map, names of the selected nodes are recorded to the new button which is, in Locus Picker, called "defining members" to button.

- If this checkbox is on, the members of the button where you drop a template button onto will not be changed.
- If this checkbox if off, the members will be re-defined by the selected nodes.

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Command Templates

- **Select:**
  Select nodes
- **Select+Move:**
  Select nodes + change manipulator to Move tool.
- **Select+Rotate:**
  Select nodes + change manipulator to Rotate tool.
- **Select+Scale:**
  Select nodes + change manipulator to Scale tool.
- **Key:**
  Set a keyframe to all keyable attributes of the nodes.
- **Key Transform:**
  Set a keyframe to transform attributes of the nodes.
- **Key Selected:**
  Set a keyframe to the selected attributes in the ChannelBox.
  !! Select attributes in the ChannelBox first before you commit to change.
- **Toggle:**
  Toggle values of the attributes between minimum and maximum.
  !! Select attributes in the ChannelBox first before you commit to change.
- **Reset:**
  Set all keyable attributes to default values.
- **Reset Transform:**
  Set transform attributes to default values.
- **Reset Selected:**
  Set selected attributes in the ChannelBox to default values.
  !! Select attributes in the ChannelBox first before you commit to change.
- **Range:**
  Set and blend selected attributes between minimum and maximum.
- **Pose:**
  Set all keyable attributes to specific values.
  !! Pose values are recorded when it's dropped on to a button to change.
- **Pose Transform:**
  Set transform attributes to specific values.
  !! Pose values are recorded when it's dropped on to a button to change.
- **Pose Selected:**
  Set selected attributes in the ChannelBox to specific values.
  !! Pose values are recorded when it's dropped on to a button to change.
  !! Select attributes in the ChannelBox first before you commit to change.
- **No Slider:** Remove a slider from a button.
- **Slider Right:** Position a slider to the right of a button.
- **Slider Left :** Position a slider to the left of a button.
- **Slider Below:** Position a slider to the bottom of a button.

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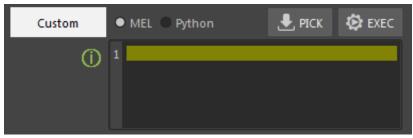- **Slider Above:** Position a slider to the top of a button.
- **Visibility Toggle:** Toggle visibility of belonging buttons.
- **Reference Editor:** Open Reference Editor.
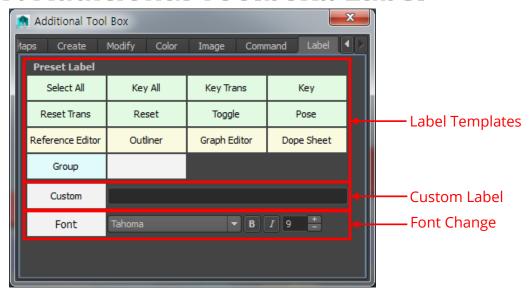- **Outliner:** Open Outliner.
- **Graph Editor:** Open Graph Editor.
- **Dope Sheet:** Open Dope Sheet Editor.

Changing Command from Custom

- Choose command type (mel or Python)
- To assign a custom command:
    1. Enter commands depending on choice in the text field.
    2. Drag the custom button drop onto a button to assign.
- To get command from a button, click PICK button. Then, you can see the command that chosen button assigned.
- Or you can execute the command that you typed in by clicking EXEC button.

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8-7. Additional Toolbox:: Label

Label Dialog Tab

Label dialog provides various label templates for user to drag and drop onto a button to change its label text and font.

Changing Label from Templates

To assign a label, drag one of the templates and drop on to a button.

Removing Label

To remove a label, drag the white template button and drop onto a button.

Changing Label from Custom

Type a label text in the field, then drag **Custom** button and drag onto a button in a map.

Changing Font

To change a font of a button label already created in a map:

- Choose a font in the font list
- Click [B] Bold button if bold style is desired.
- Click [I] Italic button if italic style is desired
- Set a font size
- Drag Font button and drop onto a button with a label to change.

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9. Button Editor

- Button Editor comes in handy when you want to edit many different attributes of a button in one dialog window.
- Unlike using mouse, you can layout buttons more accurately by typing numbers in Button Editor
- Unlike other drag & drop editing tools, any change is made in Button Editor will affect the selected button on a map in real time. But the edits you've made won't be permanent until "Save" button is clicked.
- If Button Editor is kept open and selection of a button changes, Button Editor will be refreshed with a new selected button. In this way, it's easy to keep editing one button and another.

Launching Button Editor

Right-click on a button to show Button Pop-up Menu, then choose "Edit this button."

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Save / Close

- As soon as a change is made in Button Editor, a change will be reflected on the selected button accordingly in real time. But until **Save** button is clicked, the changes you have made won't be permanent.
- If **Close** is clicked without saving, all the changes have been made will be reverted.

Expand / Collapse Section

Expand / Collapse Button

Move Handle

Click to expand/collapse button to expand/collapse a section in Button Editor.

Changing Section Order

Drag the Move handle to change the order of a section.

9-1. Button Editor:: Color

Changing Color from Maya Color Editor

Click on the color swatch.

Changing Color by Numbers and Sliders

Type RGB values in the number field, and/or move the sliders.

9-2. Button Editor:: Label

Label section provides tools to change label and font.

Changing Label

Type a label in the "Label" text field.

Changing Label Position

Type in values or press arrow keys in the number fields.
!! The position of origin (0,0) is the upper left corner of a button.

Changing Font

- Choose a font in the font list
- Click Bold button if bold style is desired.
- Click Italic button if italic style is desired
- Set a font size

Aligning Label

Click any of the following buttons to change alignment:

 : Align to Left

 : Align to Right

 : Align to the top

 : Align to the bottom

 : Move to the horizontal center

 : Move to the vertical center

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Layout Label Interactively

Edit Interactively
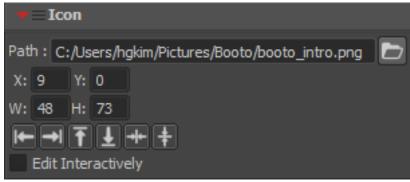
Show/hide the interactive edit handle for the label.

Move Handle

- ■ To move the label, drag the move handle (upper left corner of a label)

9-3. Button Editor:: Icon

Icon section provides tools to set/change an image icon.

Setting Icon Path

Click the browse button to launch a file browser and choose an image file.

Changing Icon Position

Type in values or press arrow keys in the number fields.
!! The position of origin (0,0) is the upper left corner of a button.

Changing Icon Size

Type in values or press arrow keys in the number fields.

Aligning Buttons
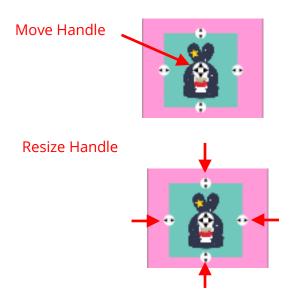
Click any of the following buttons to change alignment:

 : Align to Left

 : Align to Right

 : Align to the top

 : Align to the bottom

 : Move to the horizontal center

 : Move to the vertical center

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Layout Icon Interactively

Edit Interactively

Show/hide the interactive edit handle for the icon.

Move Handle

Resize Handle

- To move icon, drag the move handle.
- To resize icon, drag the resize handles.

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9-4. Button Editor:: Move

Move section provides tools to move the selected button.

Changing Button Position

Type in values or press arrow keys in the number fields.
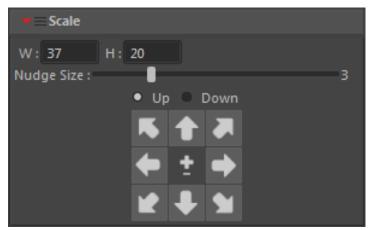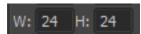
Moving Button

- ■ Nudge Size**:**
  A nudge size is a number of pixels that is applied for each move.
  To change, move the slider.
- ■ Directions:
  Click a direction button to move the button.

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9-5. Button Editor:: Scale

Scale section provides tools to resize the selected button

Changing Button Size

Type in values or press arrow keys in the number fields.

Resizing Button Size

- ■ Nudge Size:
  A nudge size is a number of pixels that is applied for each move.
  To change, move the slider.
- ■ Up or Down:

  Choose to scale up or down.
- ■ Also the middle button   toggles between scale up and down.

- ■ Directions:
  Depending on an option of scale up or down, the directions of the arrows
  are toggled accordingly.
  Click a direction button to move a corner or an edge of the button to resize.

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9-6. Button Editor:: Slider
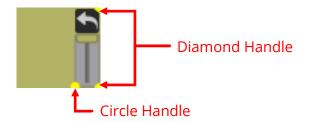
Slider section provides tools to change slider.

Layout Slider Interactively

Show/hide the handle for the slider.

- To change the thickness, drag a circle handle.
- To change the length, drag a diamond handle.

10. Using Buttons in Map

Using a Select Button

- Click to select members (nodes that are associated with) of a button.
- Selecting members of Select buttons works exactly the same way as selecting objects in Maya model view.
    - **Replace-select:** Click on a button.
    - **Toggle select:** Shift + click.
    - **Deselect:** Ctrl + click.
    - **Add select:** Ctrl + Shift + click.
    - **Clear selection:** Click on an empty spot in a map.

Using Select Buttons with Marquee

- Marquee selecting comes in handy when you want to select multiple buttons.
- The way of Marquee-selecting buttons works the same way as selecting objects in Maya model view.
    - **Marquee Add Select:** Marquee drag around buttons.
    - **Marquee Toggle Select:** Shift + Marquee drag around buttons.
    - **Marquee Deselect:** Ctrl + Marquee drag around buttons.
    - **Marquee Add Select:** Ctrl + Shift + Marquee drag around buttons.
    - **Clear selection:** Marquee drag on an empty spot in a map.
    - **Moving Marquee Box:** When dragging, hold Alt to move the Marquee box.

Using a Key Button

- Click to set a keyframe to members (nodes that are associated with a button).
- If a Key button was created with specific attributes, the button action will be applied only to those attributes.

Using a Reset Button

- Click to reset the attributes of members (nodes that are associated with a button).
- If a Reset button was created with specific attributes, the button action will be applied only to those attributes.

Using a Toggle Button

- Click to set a minimum or a maximum value of the attributes of members (nodes that are associated with a button).

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Using a Range Button

- Click to set a minimum or a maximum value of the attributes of members (nodes that are associated with a button).
- Using a slider, you can set a value between minimum or maximum values.

Using a Pose Button

- Click to set the recorded values to the attributes of members (nodes that are associated with a button).
- If a Pose button was created with specific attributes, the button action will be applied only to those attributes.
- (In case of DragPose) To apply with specific percentage, press MMB over a button and drag left and right.
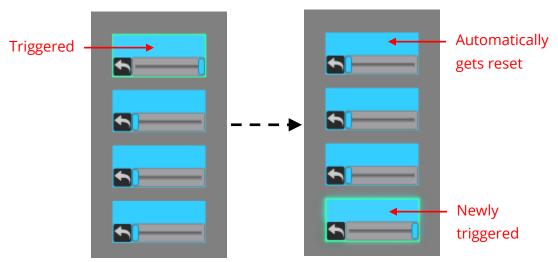
Using a Pose Slider

!! Using Pose Button with Slider is not recommended.

- A pose button comes with a slider that lets you set an in-between pose.
- A pose slider ranges from a default value and the recorded values.

Using Pose Buttons and Normalizing

- If you have more than one pose button associated with the same members (nodes), by triggering one pose button, the rest of the pose buttons will be automatically reset in order to avoid conflicts. And it is called "normalizing" in LOCUS Picker.
- An example is described as follows:
  When pose buttons with the same members are all out on a map.
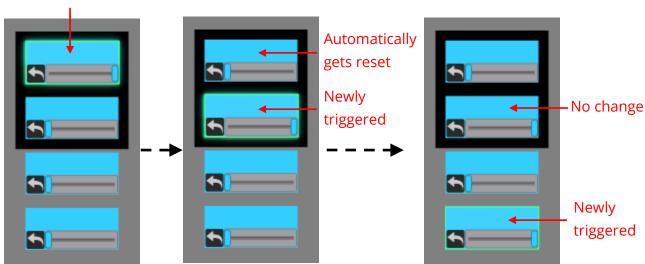
Using Pose Buttons in a Group with the Same Members

- ■ When some pose buttons are in a group (displayed as a black box around the child buttons as in the illustration below) and some are not, and if all those buttons share the same members, only the pose buttons in a group will be normalized. And the other buttons out on a map with no group will be normalized among themselves.
- ■ An example is described as follows:

So, grouping pose buttons lets you design how to set and balance out among poses.
- ■ If you have poses to blend and normalize among them, group them separately.
- ■ And if you have some other poses to additively mix over, create another group with those separately.

Using Pose Drag

- ■ Press MMB over DragPose Button and move left and right to apply value.

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- DragPose work based on current pose. It blends current pose and desired pose with that percentage.

Duplicating Button

- Copy / Paste buttons:
  1. Select buttons to copy
  2. Press Ctrl + "C"
  3. Press Ctrl + "V".
  You can paste on another map.
- Duplicate buttons:
  1. Select buttons to duplicate
  2. Press Ctrl + "D"
  To distinguish duplicated buttons, it located with slight offset.

Deleting Button

- To delete buttons:
  1. Select buttons to delete
  2. Press Delete key
  3. Click Yes button when popup shows

Moving Button

- To move buttons:

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1. Select buttons to move
2. Hold Alt + Shift and hover the mouse pointer over a button
   (mouse pointer turns to a hand icon)
3. Drag to move.

Resizing Button

- To resize a button:
   1. Select a button to resize
   2. Hold Alt + Ctrl and hover the mouse pointer over a corner or an edge of
      a button. (mouse pointer turns to an arrow)
   3. Drag to resize.

Changing Icon from File Manager

- To change icon:
   1. Select an image file in file manager (i.e., File Explorer in Windows or
      Finder in OSX)
   2. Drag the file and drop onto a button

Button Pop-up Menu

- Right -click on a button in a map to show Button Popup Menu.
- Button Popup Menu provides basic commands regardless of what type of
  command was originally assigned to a button.

```
Select
Key Transform
Reset
Reset Transform
Redefine Members
Edit this button
```

- **Select**:
  Select member nodes associated with a button.
  This menu item is hidden if a button's command is already Select.
- **Key**
  Set keyframes to all keyable attributes of the member nodes.
  This menu item is hidden if a button's command is already Key.
- **Key Transform**
  Set keyframes to transform attributes of the member nodes.
  This menu item is hidden if a button's command is already Key Transform.
- **Reset**
  Reset all keyable attributes of the member nodes.
  This menu item is hidden if a button's command is already Reset.

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- **Reset Transform**
  Reset transform attributes of the member nodes.
  This menu item is hidden if a button's command is already Reset Transform.
- **Redefine Members**
  Replace the current member nodes of a button with the selected nodes.
- **Edit this button**
  Launch Button Editor Window.
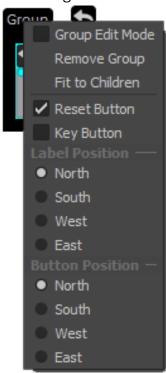
Button Group Pop-up Menu

- Right-click on a button group in a map to show Button Group Popup Menu.

- **Group Edit Mode**
  Toggles on/off the edit mode to the button group.
  When this checkbox is toggled on, the group can be moved.
- **Remove Group**
  Deletes a button group.
  You can choose to remove all child buttons as well or leave them.

- **Fit to Children**

Resizes the button group to match including buttons.
- **Reset Button**
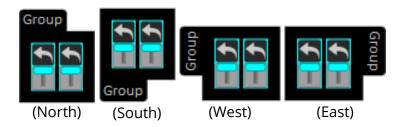
  Toggles on/off visibility of reset button of the group.
- **Key Button**

  Toggles on/off visibility of key button of the group.
- **Label Position**
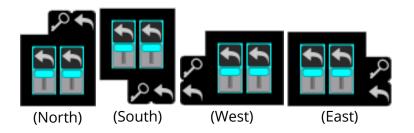
  Choose one of the positions of the label if there's any.

(North)   (South)   (West)   (East)

- **Button Position**
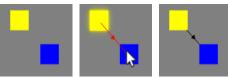
  Choose one of the positions of Reset and Key buttons if there's any.

(North)   (South)   (West)   (East)
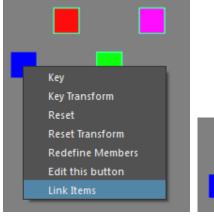
11. Hierarchy among Buttons
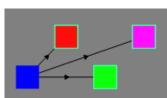
Linking Buttons

- ■ Press MMB on a button holding Ctrl key and drag to another button to connect.

- ■ Or select buttons to append and right-click on a button to show Link Items menu.
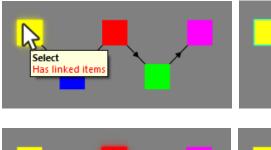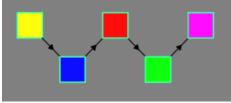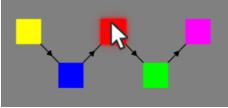
- ■ Arrow shows a connection order between buttons (Parent to Child).
- ■ To remove all children, selecting nothing and use Link Items menu
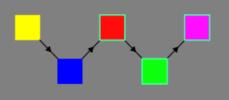
Selection via Hierarchy

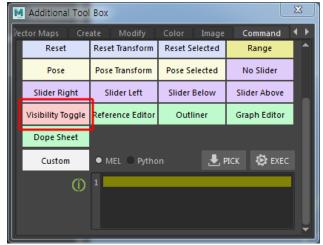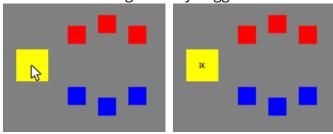- ■ Double-click on a button to select down-stream on hierarchy.

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12. VisToggle Button

Change Command

- Show Toolbox and move to Command Tab.
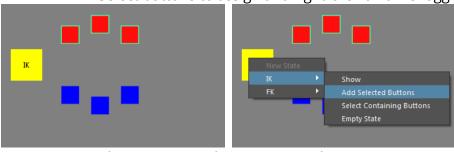
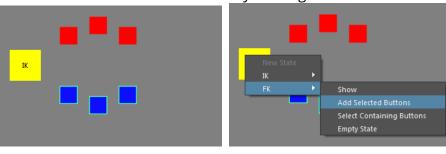- Drag Visibility Toggle Command onto desired button.

Assign Buttons

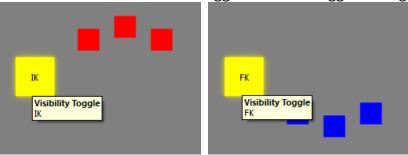- Select buttons to assign and right-click on a VisToggle Button.

- Choose a state when you assign buttons.
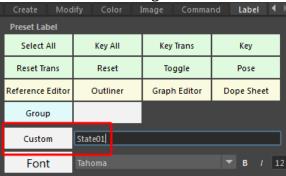
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Using VisToggle Button

■ Click LMB a VisToggle Button to toggle belonging buttons.

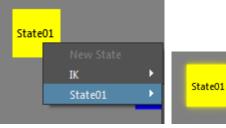■ Change visibility of buttons when click the button.

Editing VisToggle Button

■ To change label of state, show Toolbox and move to Label Tab.

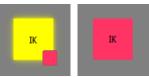■ Change the state at you wish and drag text onto the button.

■ To change color of state, show Toolbox and move to Color Tab.

- ■ Like text, drag color onto the button.

- ■ To clear state, right-click on the button and use Empty State menu under each state.

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