



I. Description

Tool for selecting and finding objects by name with a quick and spotlight-like search behavior.

II. Requirements

Should work with:

3Ds Max 2008/2009 and maybe earlier.

Tested with:

3Ds Max 2010 on XP SP3 (32 and 64bit)

III. Install

Recommended

1. Place the *pbMaxSpotlight.ms* and *.ini* file inside the startup folder*

2. Start Max

* *C:\Program Files\Autodesk\3ds Max 2010\Scripts\Startup*

Standard

1. Copy the *pbMaxSpotlight.ms* and *.ini* file into a directory of your choice

2. Choose from the Menu Bar *MAXScript* and then *Run script...*
3. Browse to and open the *pbMaxSpotlight.ms*

IV. How to use

3Ds Max - Typing (see Figure 1.)

1. Open the *Listener* to see search results (see Figure 2.)
2. Type into the TextBox
3. All objects which include the string will be listed
4. Press Enter to select all listed objects

3Ds Max - Drag & Drop

1. You can drag text into the TextBox
2. If an object matches the string, it will be selected.

3Ds Max - By Script

1. If you want to input text from another tool into MaxSpotlight you can use:
*pbMaxSpotlight.Enter "Sph*re"*
autoSelect:true silentMode:true



Figure 1.

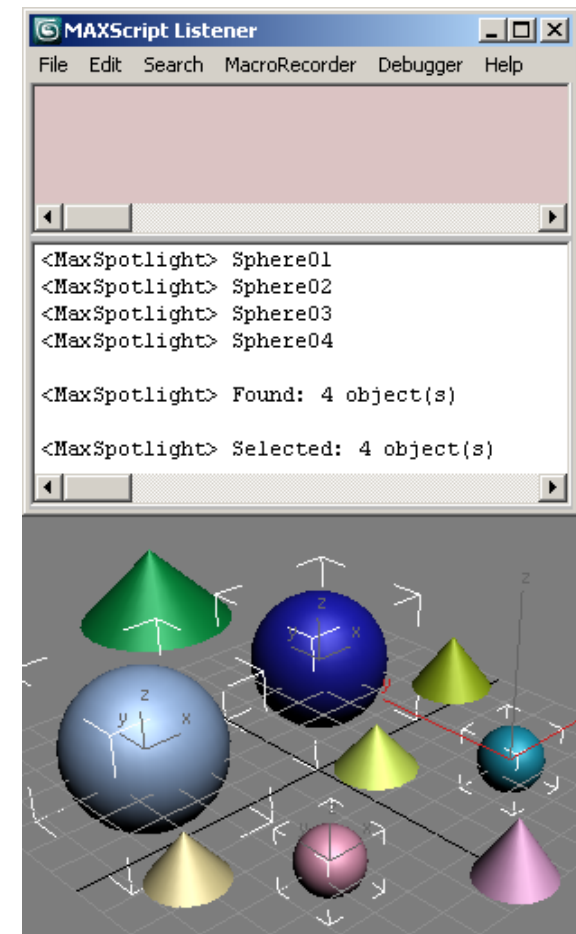


Figure 2.

General

*Entry supports wild cards. (e.g.: *Sph*re*)

*Settings file(.ini) must be located in the same directory as the .ms file

*If you enter the exact name of an object it will always select it

e.g.: you have two objects *sphere01* and *spere01a* and enter *sphere01* it won't select both objects, only the former

V. Properties

You can configure MaxSpotlights behavior to your needs by altering the *pbMaxSpotlight.ini*:

appLabel (default *<MaxSpotlight>*)
Printed in front of all tool messages

defaultText (default *MaxSpotlight*)
Default text displayed inside the textBox until you make an entry

autoSelect (default *false*)
Select while typing

clearListener (default *true*)
Clear the Listener after every change of text-Box input

showNames (default *true*)
Output all found object names

showCount (default *true*)
Output count of found objects

showSelectCount (default *true*)
Output count of selected objects

lostFocusSelect (default *true*)
When clicking outside the textBox, it selects

silentOnDrop (default *true*)
When drag&drop a string into the TextBox, don't clear Listener and don't show names, count and selectCount

autoMarkAll (default *true*)
When true and textbox gets focus, mark all text. If false, place cursor at click position

largeToolbar (default *false*)
If using large toolbar buttons, set to true for inceasing height of MaxSpotlight dialog

VI. Last thoughts

Handy tool and time saver if you have an object naming convention established and duplicate object names avoided.

While working in production, some tools I am using print object names to the Listener for various reasons. I now can double click to select them and drag & drop them over to MaxSpotlight. A colleague of mine wrote himself a small MacroScript using the Enter function described under 'IV. How to use' and added a Hotkey to the Macro. After selecting the name in the Listener, he just presses the Hotkey and the object gets the selected.

VII. External links

The webpage of the author:
PixelBaker.com

Valuable platform for MXS scripting:
CGTalk 3dsMax SDK and MaxScript Forum

Video showing the script in action:
Demo MaxSpotlight v1.6.3