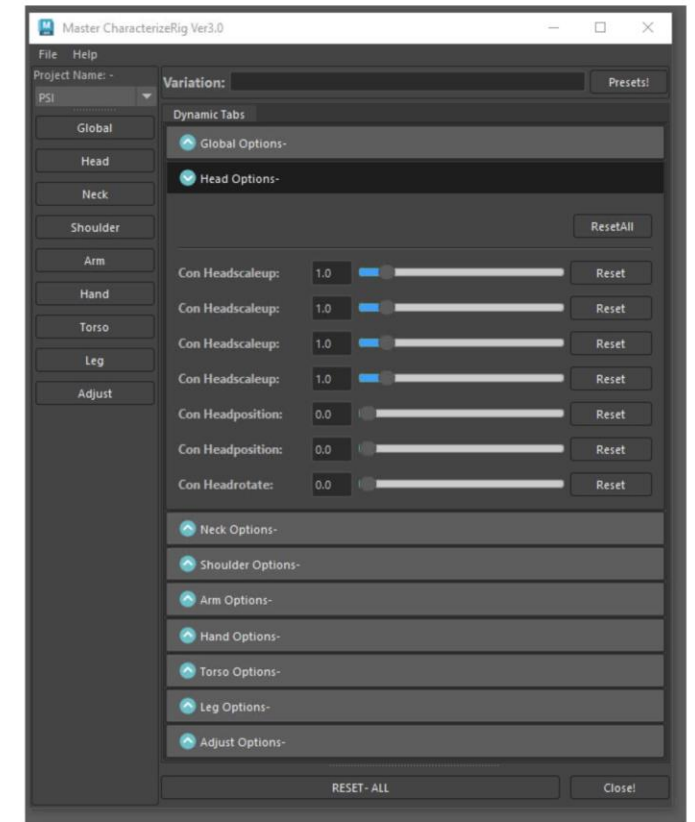


How To Edit Config.Json File

THIS DOCUMENT EXPLAINS THE PROCESS FOR EDITING THE **CONFIG.JSON** FILE AND ADDING WIDGETS TO THE **COLLAPSE TAB OPTIONS** OF THE **MASTER CHARACTERIZE RIG VER 3.0**. HERE'S A DETAILED EXPLANATION AND ADDITIONAL CONTEXT TO REFINE YOUR DOCUMENT:



Detailed Explanation: How to Add Widget in Collapse Tab Options

- Understanding the Widgets
 - A widget in the Collapse Tab Options is composed of multiple elements:
 - **Control Name:** Identifies the widget.
 - **LineEdit:** A text input field to enter or edit values.
 - **Slider:** Allows users to select a value within a range interactively.
 - **Button:** Used to trigger actions like reset or apply changes.

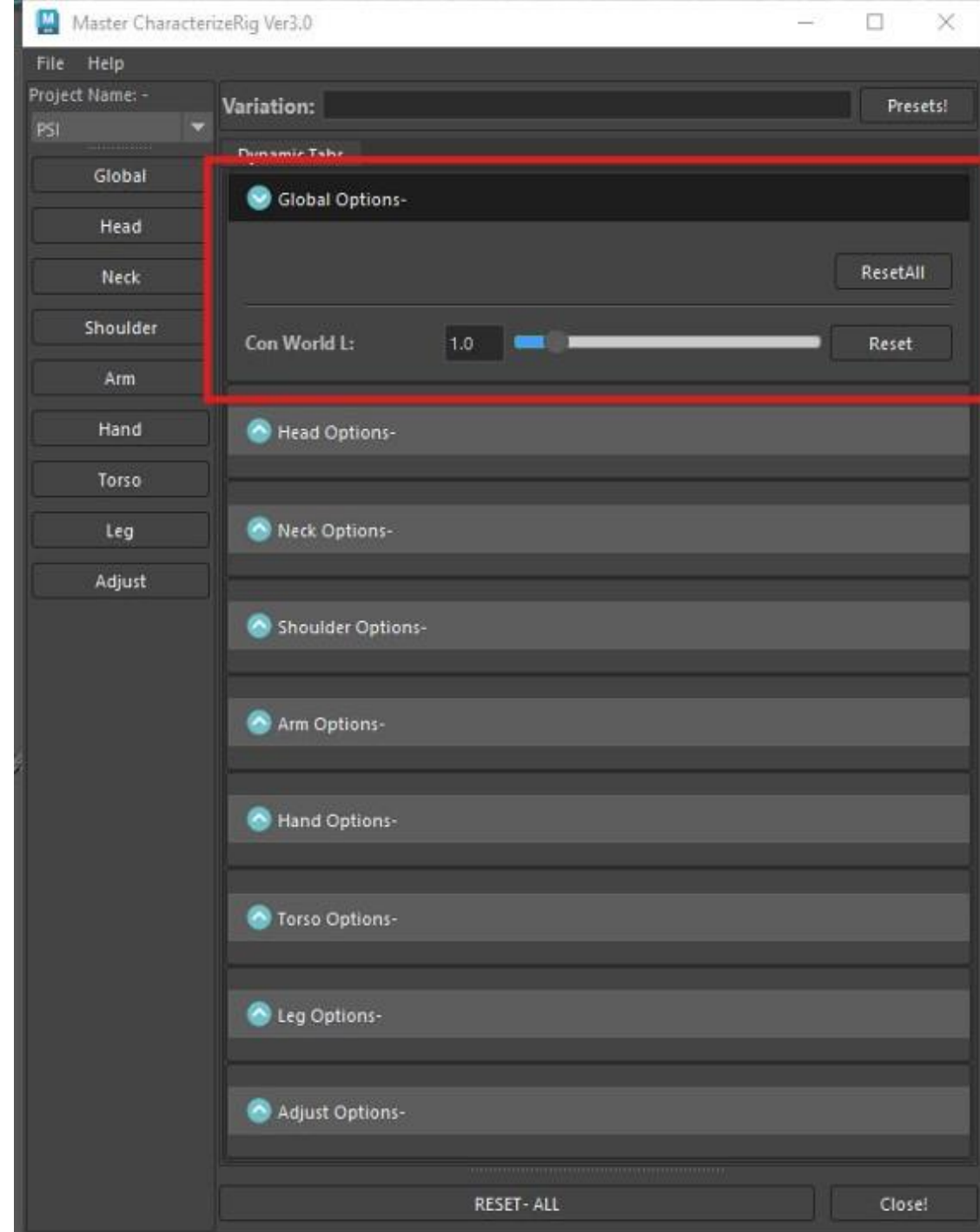
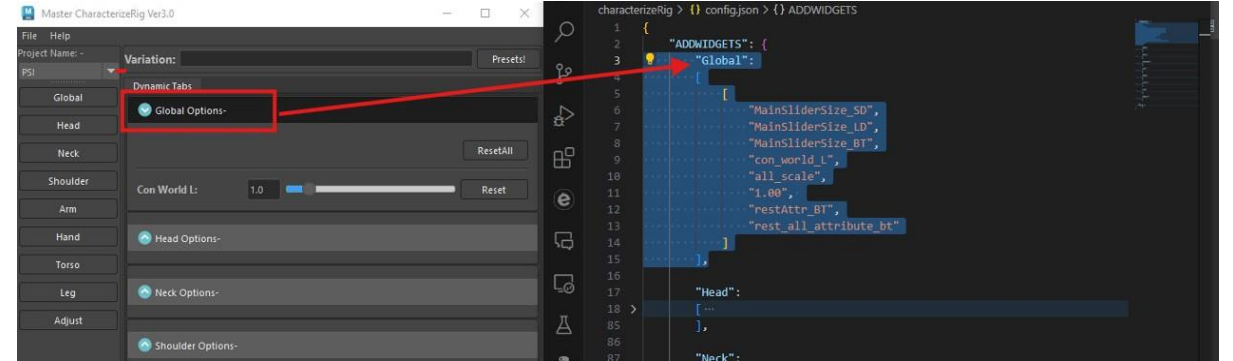


Image Overview

The image depicts:

- **UI Section (Left Pane):**
 - **Global Options:** A tab or section labeled "Global Options-" with widgets such as:
 - **Slider:** Con World L: with a numerical value of **1.0**.
 - **Button:** Reset to reset the slider value.
- **Configuration File (Right Pane):**
 - A JSON file defining the structure and behavior of the widgets under the **Global Options** tab.
 - Located within the **"ADDWIDGETS"** key, with **"Global"** as the primary section.



Key Details from the JSON Configuration

- **Global Options Widgets Definition:**

- The "Global" key inside "ADDWIDGETS" contains an array of widget configurations. Each widget is defined with the following properties:
 - "MainSliderSize_SD": Refers to the slider's display name and configuration in the tool.
 - "MainSliderSize_LD": LineEdit, allowing users to type values manually.
 - "MainSliderSize_BT": Button associated with the slider for specific actions.
 - "con_world_L": **Control Name**, linking this widget to the corresponding rig control.
 - "all_scale": **Attribute Name**, defining the parameter being controlled.
 - "1.00": **Default Value**, setting the initial value for the attribute.
 - "restAttr_BT": Button to reset this attribute to its default value.
 - "rest_all_attribute_bt": Button to reset all attributes in the **Global Options** tab.

- **UI and JSON Relationship:**

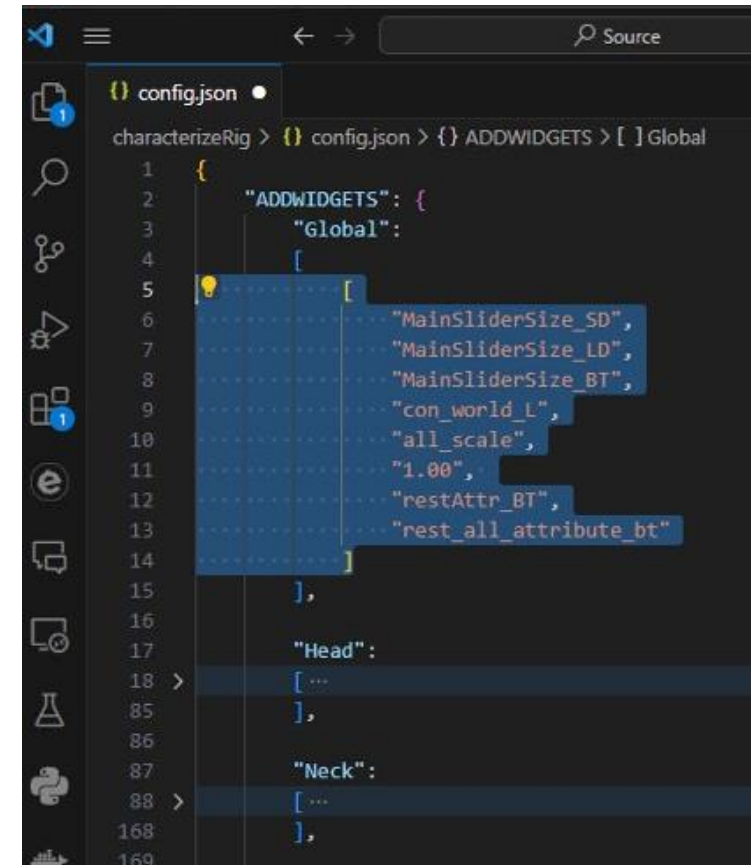
- The **Global Options**- tab in the UI (left pane) dynamically reads its layout and functionality from the "Global" configuration in the JSON file (right pane).
- Each JSON entry corresponds to a widget or action in the UI. For example:
 - "MainSliderSize_SD" maps to the slider labeled Con World L: in the UI.
 - "restAttr_BT" maps to the Reset button next to the slider.

- **Expandable Structure:**

- The JSON structure allows for scalability. New tabs such as "Head", "Neck", and "Shoulder" are defined as empty arrays, ready to be populated with their own widgets in the future.

Copying Content

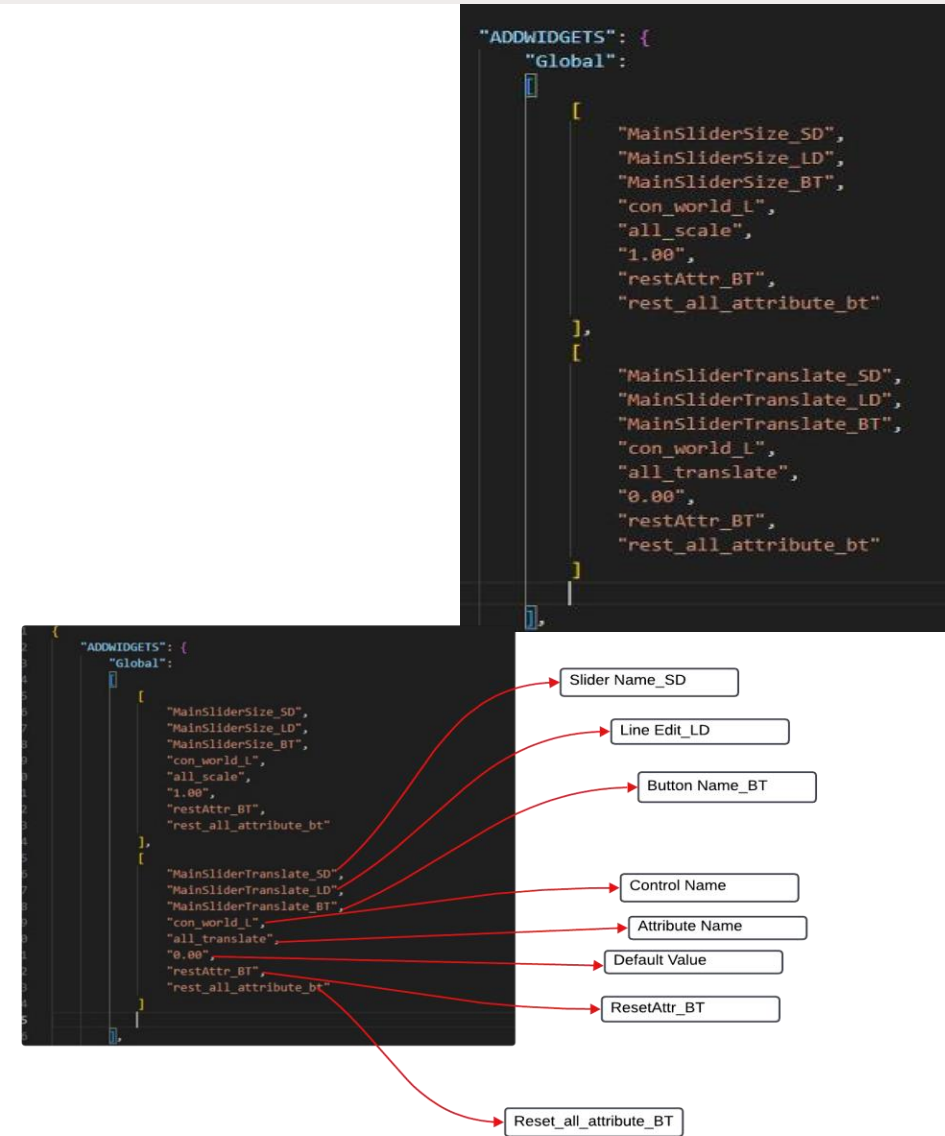
- To add a new widget in the **Global Option Tab**, you need to duplicate existing entries in the **Config.Json** file. These entries typically contain:
 - **Slider Name_SD**: Represents the slider widget.
 - **Line Edit_LD**: Represents the text input field.
 - **Button Name_BT**: Represents buttons for specific actions.
 - **Control Name**: The overarching identifier for this widget set.
 - **Attribute Name**: Links the widget to a specific attribute in the tool.
 - **Default Value**: The initial value displayed when the tool is opened.
 - **ResetAttr_BT**: Button functionality to reset individual attributes.
 - **Reset_all_attribute_BT**: Button functionality to reset all related attributes.



```
1 {
2   "ADDWIDGETS": {
3     "Global":
4     [
5       "MainSliderSize_SD",
6       "MainSliderSize_LD",
7       "MainSliderSize_BT",
8       "con_world_L",
9       "all_scale",
10      "1.00",
11      "restAttr_BT",
12      "rest_all_attribute_bt"
13    ]
14  },
15
16  "Head":
17  [ ...
18
19  ],
20
21  "Neck":
22  [ ...
23
24  ],
25
26  ],
27 }
```

Pasting Content

- **Pasting Content**
- Once the content is copied:
 - Paste it into the appropriate section of the **Config.Json** file under the **Global Option Tab**.
 - Update the naming conventions, such as **Slider Name**, **Line Edit Name**, **Button Name**, Control Name, Attribute Name, and widget labels, to ensure they are unique and relevant to the new functionality.
 - **Please Don't Rename the Two Reset Attr Button**
- This allows the widget to appear in the tool's UI, as demonstrated in the provided image.

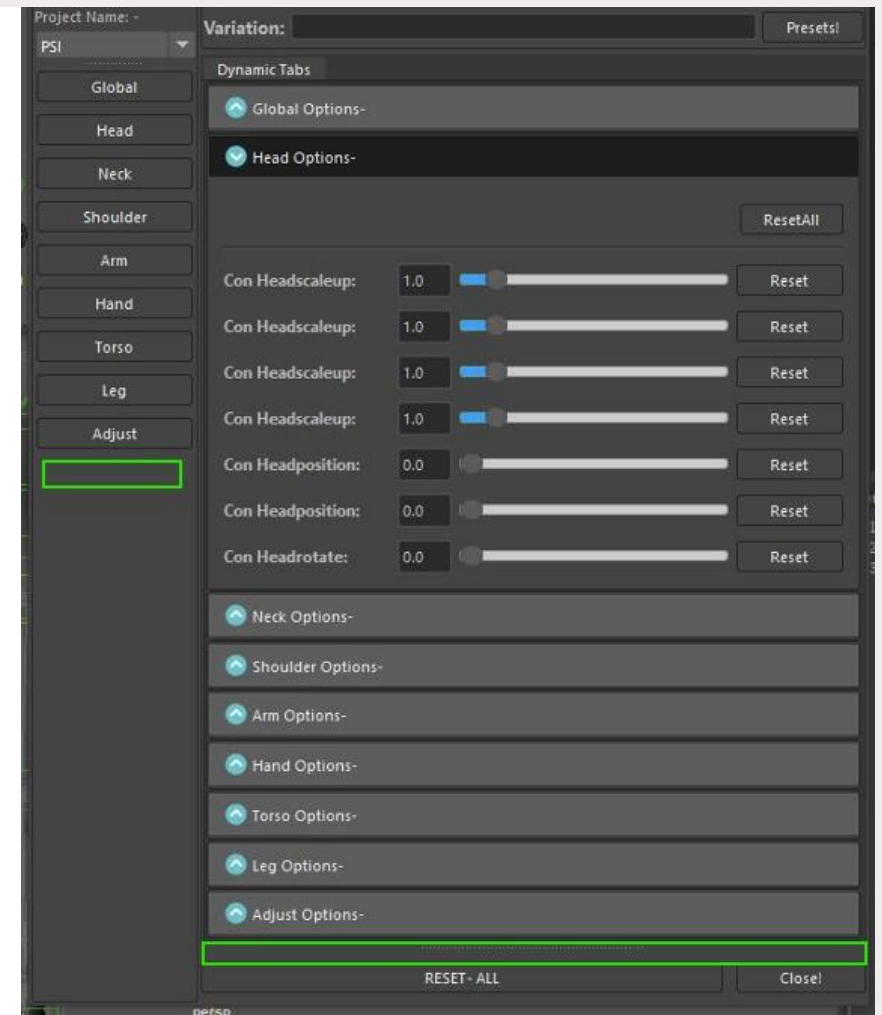


Final Validation

- After updating the **Config.Json**, reload the tool to verify that the new widget appears correctly in the **Global Option Tab**.
- Ensure all functionality, such as sliders, buttons, and reset options, works as expected.

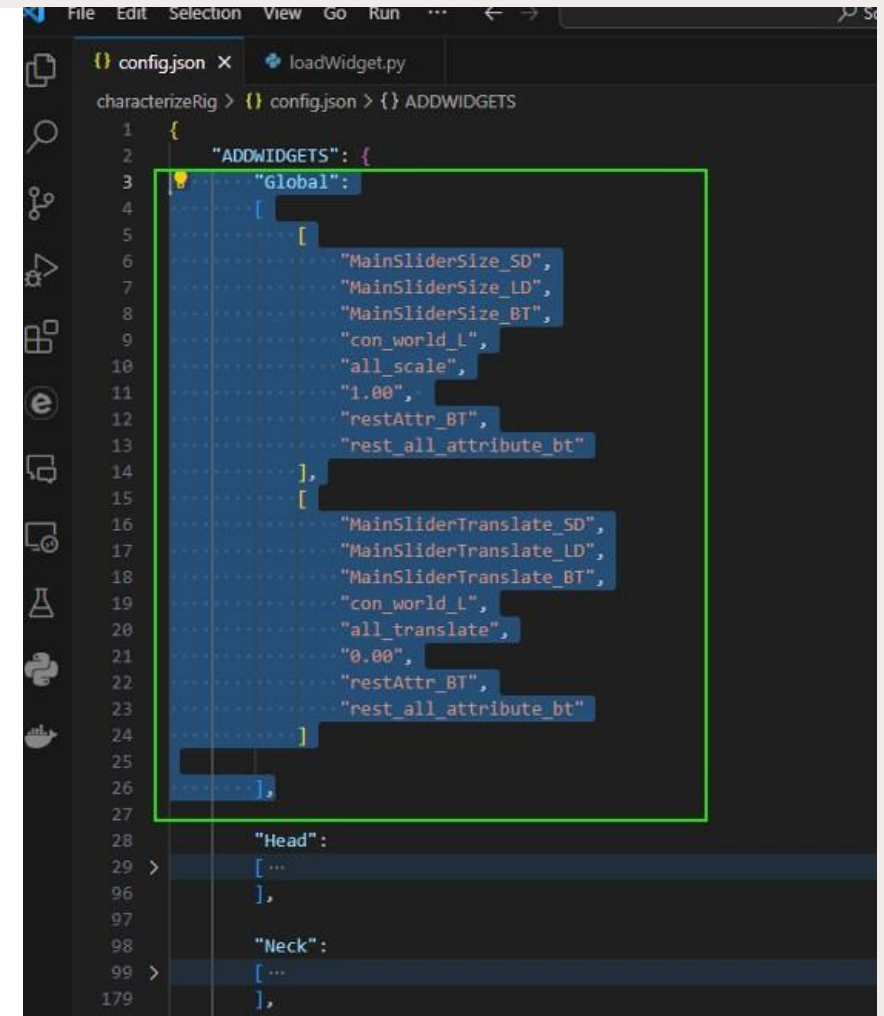
How To Add Collapse Tab In UI

- The process of adding a new **Collapse Options Tab** in the UI follows a similar approach to adding widgets. The key difference is that you will define a new tab (e.g., "Head", "Neck") and add widgets under it. Here's a step-by-step guide:



Steps to Add a Collapse Options Tab

- **Steps to Add a Collapse Options Tab**
- **1. Copy an Existing Tab Configuration**
- Locate the **Config.Json** file and identify the "ADDWIDGETS" section.
- Copy the structure of an existing tab (e.g., "Global") that includes its widgets.
- **2. Paste and Rename**
- Paste the copied structure into the "ADDWIDGETS" section.
- Rename the **Collapse Options Tab** key to the new tab name (e.g., "Head", "Neck").
- Update the widget names (e.g., Slider Name, Line Edit Name, Button Name) and associated attributes to ensure uniqueness.



```
1 {
2   "ADDWIDGETS": {
3     "Global":
4     [
5       "MainSliderSize_SD",
6       "MainSliderSize_LD",
7       "MainSliderSize_BT",
8       "con_world_L",
9       "all_scale",
10      "1.00",
11      "restAttr_BT",
12      "rest_all_attribute_bt"
13    ],
14    "Head":
15    [
16      "MainSliderTranslate_SD",
17      "MainSliderTranslate_LD",
18      "MainSliderTranslate_BT",
19      "con_world_L",
20      "all_translate",
21      "0.00",
22      "restAttr_BT",
23      "rest_all_attribute_bt"
24    ],
25  ],
26 }
27
28 "Head":
29 [ ...
30 ],
31
32 "Neck":
33 [ ...
34 ],
35 }
```

Reload the UI

- Save the updated **Config.Json** file.
- Reload the tool to verify that the new tab (e.g., "**Head**") appears in the UI as a collapsible section with its widgets.
- **Key Points to Remember**
- **Unique Names:** Ensure the tab name, widget names, and attributes are unique to prevent conflicts.
- **Testing:** Test the new tab and its widgets to ensure all functionalities, like sliders and reset buttons, work correctly.
- **Scalability:** Use consistent naming conventions to simplify the addition of future tabs.