

# 1. Main Purpose:

 This tool is designed for managing character presets. It allows users to save and load specific configurations (presets) for characters in a pipeline.

## 2. Key Components:

#### a. Character Preset List:

- Displays a list of available character presets.
- Users can select a preset from this list to load.

## b. Log Information:

- Shows metadata about the currently selected preset, such as:
  - Script version.
  - Creation date and time.
  - o Project name.
  - Preset variation.
  - User who created or last modified the preset.

#### c. Dynamic Checkboxes:

- Configurable options for different body parts.
- Examples include: Global, Head, Neck, Shoulder, etc.
- Users can check or uncheck these boxes to include or exclude specific parts of the preset configuration.

### d. Toggle-All Button:

- A shortcut to enable or disable all the checkboxes simultaneously.
- Useful for quickly selecting or deselecting all options.

## e. Saving Character Preset:

- Users can save the current configuration with a custom name using the "Save Preset" button.
- The Name Field allows users to input a unique name for the preset.

#### f. Load Preset Button:

- Allows users to apply a selected preset from the list.
- Automatically updates the scene or configuration based on the loaded preset.

### g. Select Preset for current folder:

- Allows users to apply a selected preset from the shared or unshared folder
- Shared folder where Publish Preset store
- Unshared folder where user save the preset

# 3. Expected Workflow:

## 1. Load Existing Presets:

- a. Users select a preset from the "Character Preset List."
- b. Metadata and settings for the selected preset are displayed in the "Log Information" section.

## 2. Modify Configuration:

a. Use the dynamic checkboxes to customize which parts of the character configuration should be applied.

## 3. Save New or Updated Preset:

- a. Provide a name in the "Name" field.
- b. Click "Save Preset" to store the configuration.

#### 4. Load Preset:

a. Select a preset from the list and click "Load Preset" to use it in the current context.