



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.
 - 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.

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.

