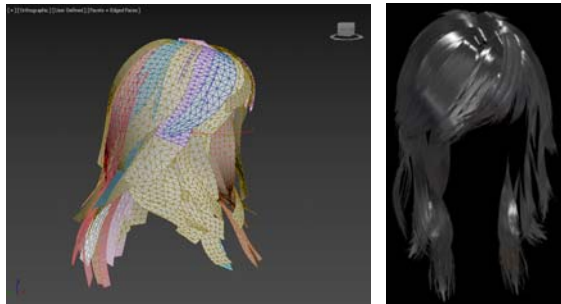
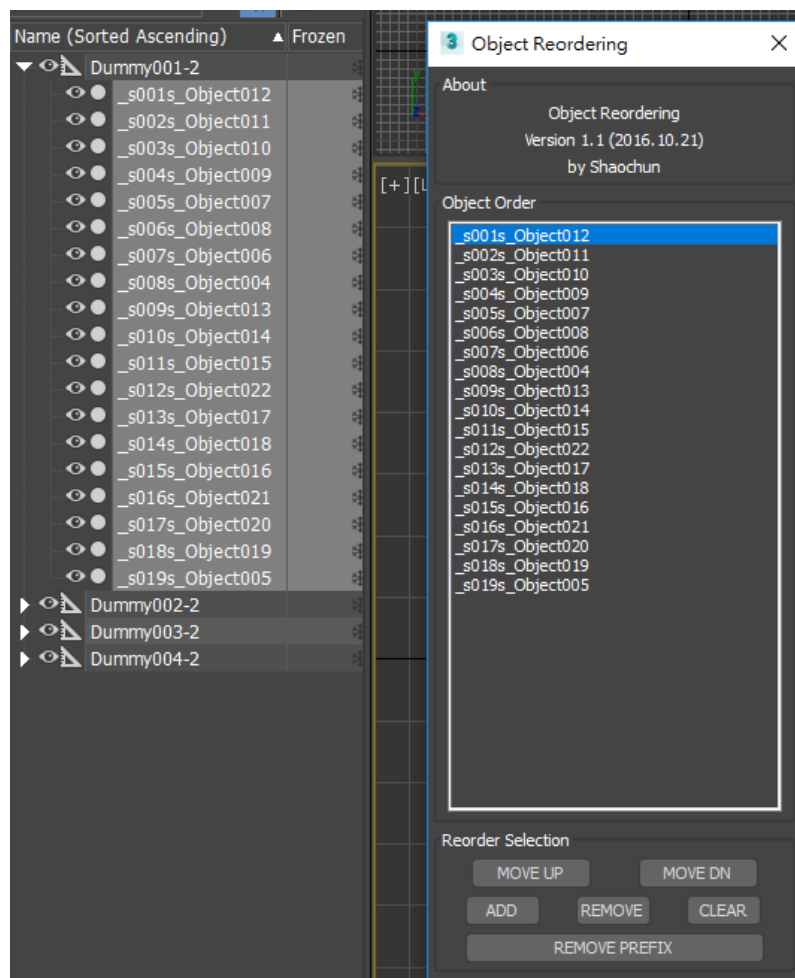


## Hair Clip Manual Sorting



1. The meshes in the hair geometry has to be sorted in the data stage in order to be rendered correctly and efficiently
2. This can be done in Max via the script interface below:



3. Script location:  
<https://github.com/shaochun/TA/blob/master/maxscript/ReorderObjects.ms>  
A new Trackview named 'reorder' will be created when the script is running.  
Please minimize it and don't close it.
4. Parent node should be a Max **Dummy** or **Point**. **Don't use Groups**.

5. Select all the children under the parent node(Dummy001-2 in this example), then hit **ADD** to add to the list. You'll have to add all the objects beneath the same parent node. Now the order can be tweaked using the **MOVE UP** and **MOVE DOWN** button. Make sure inner hair clips are arranged first.
6. When manipulating the orders, these objects will be move out of the parent node. Just move them back to the parent node (Dummy001-2) when done.
7. When reordering, a \_s000s\_-style prefix will be added to the object's name to indicate the order. Hit **REMOVE PREFIX** to remove these prefixes when you're done. You can leave this info though since it makes your graphics programmer's life easier – it helps debug.
8. The parent node(DummyXXX) order matters too, so please make sure they are sorted as well:

