

Alpha & Texture Loaders

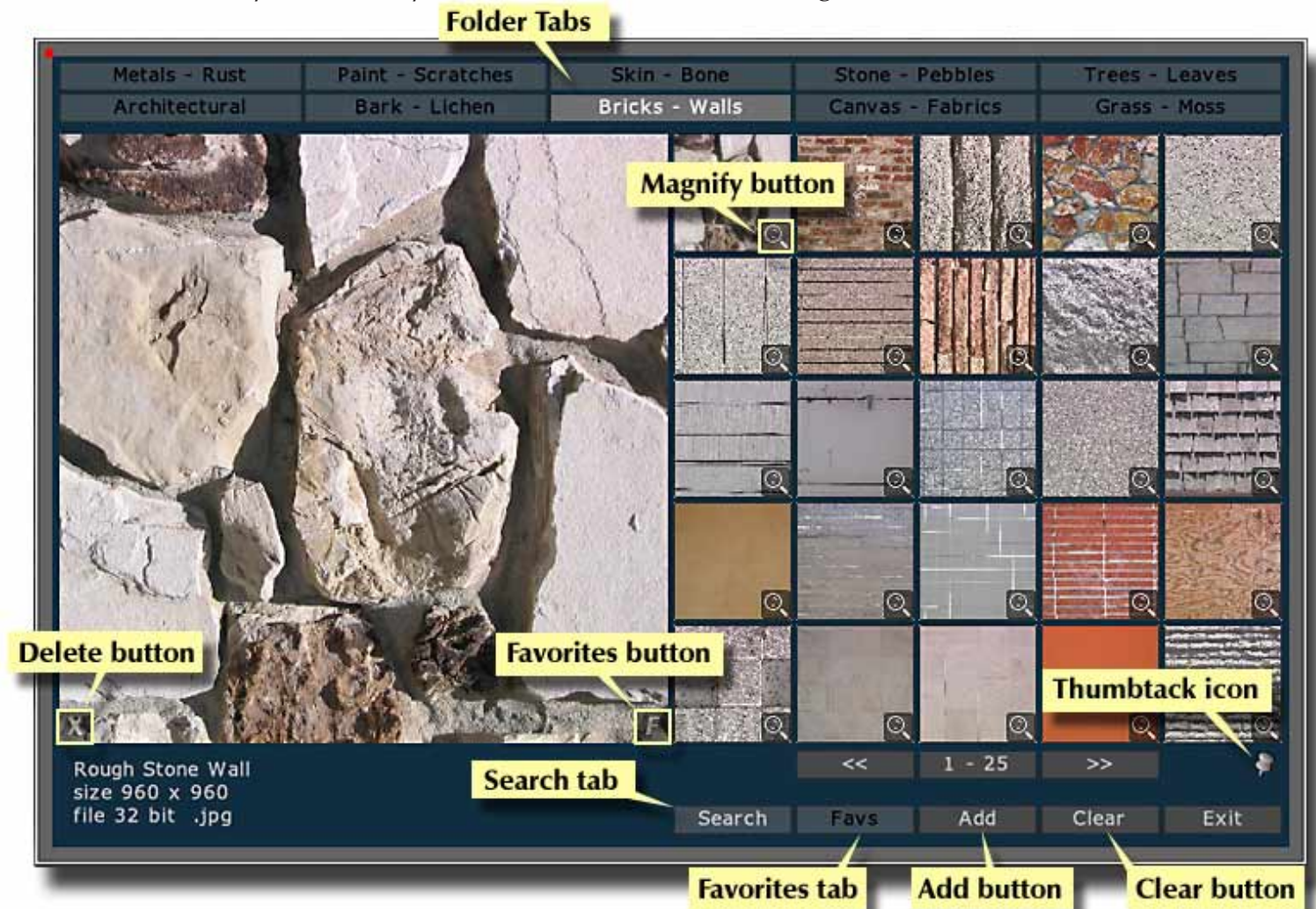
Image library browser plugins by marcus_civis

Installation

Unzip the zip file to your ZStartup\ZPlugs folder (..\ZBrush2\ZStartUp\ZPlugs). You may need to create the ZPlugs folder if you have a new installation of ZBrush.

To install only one plugin: delete the .zsc file and data folder for the plugin you don't wish to use.

Restart ZBrush. You will find two new buttons: a **LoadAlphas** button under *Alpha Library* in the Alpha palette, and a **Load Txtrs** button under *Texture Library* in the Texture palette. You can Ctrl+drag the buttons to where you want on your interface and store the setting (Ctrl+Shift+I).



Adding files to the Loader

Use the **Add button** to add files to the Loader. Select a file or SHIFT+click to select multiple files. Up to 100 files can be added at a time. (Selecting over 100 simply means that the first 100 only will be added.)

The Loader will then create thumbnails of the files. This may take a few minutes for a number of large files. For the Alpha Loader, thumbnails will be black & white even if the originals are color.

The thumbnails are added to a tab. The tab name will be the name of the folder containing the files. Folder names over about 17 characters may not display correctly. There's no need to select a tab before adding files. If you have already added files from a particular folder then the Loader will automatically add to that tab. If you reselect files that have been added before these files will be skipped.

If ZBrush can't load a file (such as a grayscale *.jpg*), then it will return an error. This may mean that some or all of the files you selected are not added to the Loader (including the problem file), or that there are thumbnail errors. If this happens you may need to clear the tab and try adding the files again, avoiding the problem file.

Tip: When a **single** file is selected in the **Import Image** dialog, ZBrush usually displays a thumbnail. If you only see the gray ZBrush logo it's likely that the file won't load.

Up to 250 files can be added for each of ten folder tabs - 2,500 files in all. However, because of the way ZBrush handles image files it is best not to add more than about 200 files at a time. When there are over 400 images [textures or alphas and their thumbnails] in the cache there will be a warning message and it is best to restart ZBrush before continuing.

Note on file types: Only files with the extensions *.psd*, *.tif*, *.jpg* and *.bmp* are used. Duplicate names should be avoided: when there are two files with the same name but different extensions the Loader will use the *.psd* one first, irrespective of which file you selected. If you use a Mac and select a file with an extension other than *.psd*, *.tif*, *.jpg* or *.bmp* then the Loader will create a duplicate with a *.psd* extension. If you are adding files to the Alpha Loader this duplicate will be black & white even if the original is color.

Using the Loader

Click on a **tab** to select that folder and use the **scroll buttons** << >> to browse the thumbnails 25 at a time.

Clicking on either a **thumbnail** or the **large image** will load that file. To load more than one image at a time, press the **Thumbtack icon** to pin the Loader open.

To enlarge a thumbnail click on the **Magnify button**.

Click the **Favorites button** to add the large image file to the Favorites tab.

Click the **Delete button** to delete the large image file from the current tab. *Your original file is unaffected.*

Click the **Clear** button to clear a tab of all files. You will then be able to select a new folder and files to add to the Loader. *Only the Loader records are deleted - your original files are unaffected.*

Click the **Search tab** to search for a file by name. You must use more than three characters. Up to 250 results will be returned. The search is preserved until the tab is cleared using the Clear button. A new search can then be made.

Click the **Favorites tab** to view your selected Favorites. When Favorites is the current tab clicking the Load Favs button will load all the files.

All the Loader settings are preserved between ZBrush sessions. You can quickly load any files in the Favorites tab by using a hotkey: **SHIFT+A** for Alphas, **SHIFT+X** for Textures.

Thanks for trying the Alpha & Texture Loaders. I hope you find them useful.

Comments, questions and bug-reports to marcus@benbus.co.uk