



## **User Manual**

Version 2018

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## Introduction

*“So fast, we had to drop the vowels.”*

qckPck 2018 is a navigation system for Lightwave 3D Layout. It's aim is to speed up navigation and common tasks drastically by providing access to often used functionality quickly.

### Compatibility

qckPck is compatible with LightWave3D 2018.0.6 and higher on Windows and MacOS.

Please visit <http://qckpck.db-w.com> for more up to date information.

### Features

qckPck is navigations system for Layout designed to speed up day-to-day tasks tremendously.



## Setting up qckPck

### Installation

The download contains ZIP compressed files for all platforms supported by qckPck. Extract the appropriate ZIP file for your platform.

### Windows

The **qckPck2018.p** file can be copied to any directory where you keep your plugins. We recommend using a manually created plugin directory to separate third party plugins from plugins shipped with LightWave 3D. This will simplify upgrades of LightWave 3D.

Now use the Edit Plug-ins panel (alt-F11) of the Add Plugins menu item to add the plugin file **qckPck2018.p** to LightWave 3D.

You can also copy it to

**%userprofile%.NewTek\LightWave\2018.0.6\plugins**

to allow LightWave to detect the plugin automatically.

### MacOS

The MacOS versions of qckPck are included as a ZIP file which includes this documentation as a PDF and the plugin file.

You can copy the **qckPck2018.plugin** file into one of two locations for LightWave to use it automatically.

You can either copy it to:

**~/Library/Application Support/Newtek/LightWave2018.0.6/Plugins**

or

**/Library/Application Support/Newtek/LightWave2018.0.6/Plugins**

In both cases LightWave 3D will automatically pick up the plugins once you launch it.

You are of course free to copy the plugin file to another location and add it manually.

### Configuring Layout

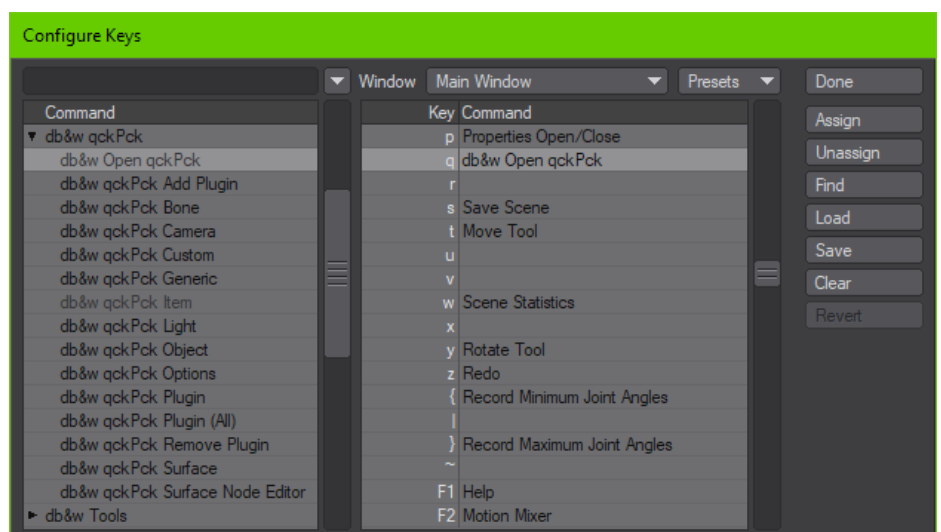
In Layout, launch the Configure Keys panel to assign Open qckPck... (Generic) to a key.

We recommend 'q', but you may pick anything else of course. Make sure it is a key that is very easy to reach - and also easy to remember. ;)

#### (Optional) Add individual commands to the menu

You can add the individual Commands to a menu or to a shortcut.

qckPck 2018 also ships with a menu branch which you can import in the menu editor.



## Registration

Once you've installed the plugin, just press the shortcut you've configured above or launch any of the other included plugins. A registration panel will be displayed.

Enter your full name, company name (if applicable) and e-mail address. Export the registration and attach it to an e-mail to [registration@db-w.com](mailto:registration@db-w.com). We will mail you an activation code within 24 hours after payment is received, depending on the time difference<sup>1</sup>.

Please make sure that our replies don't end up in your spam folder - or check your spam folder for our e-mails. A safe way would be the white list any mail from [@db-w.com](mailto:@db-w.com).

You can now either import the keyfile attached to the activation e-mail, or copy and paste the activation key into the registration panel (please make sure that the personal information is identical to the one submitted to us for the registration).

Your registration is now complete and you will see the interface of nodeMeister, allowing you to use it.

The registration file is stored in `%appdata%db&w\licenses` in Windows or `~/Library/Application Support/db&w/licenes` on MacOS, the license file is named **qckPck2018.key**. If you use multiple licenses of LightWave 3D from a single network share, the registration manager will only append/edit licenses locked to the dongle installed on the host machine. It will however manage multiple licenses allowing for a single registration file on your network share.

<sup>1</sup> Our key generator needs some sleep every now and then ;)

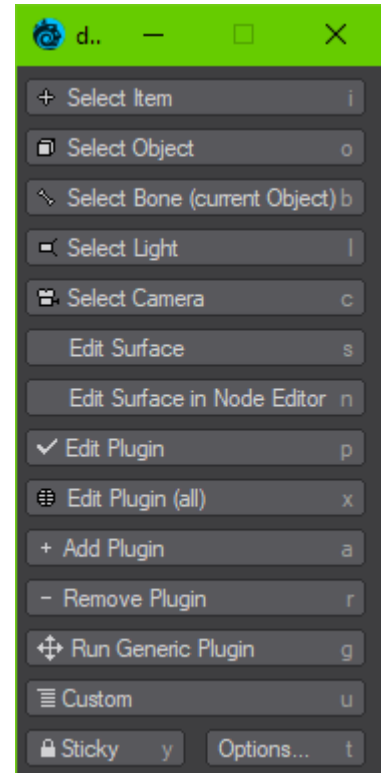
## qckPck (Master)

This plugin contains the main panel, it will show a list of available menus and their respective shortcuts. You can either add and activate it via the Master Plugins in LightWave 3D or, preferably, launch it via the Open qckPck... (Generic) plugin.

We recommend assigning Open qckPck... (Generic) to a shortcut, such as 'q'.

Since it can be very tricky to move using the title bar<sup>2</sup>, you can also press the cursor keys on the keyboard to judge. Another open is to re-open it using a shortcut, since it always centres under the mouse when opening.

The menus themselves are individual, Generic plugins that can also be assigned to a menu or shortcut individually.



### Select Item - i

This button launches qckPck Item (Generic).

It displays a list of all available items in the current scene to select.

### Select Object - o

This button launches qckPck Object (Generic).

It displays a list of all available objects in the current scene to select.

### Select Bone (current Object) - b

This button launches qckPck Bone (current Object) (Generic).

It displays a list of all available bones attached to the current object to select.

### Select Light - l

This button launches qckPck Light (Generic).

It displays a list of all available lights in the current scene to select.

### Select Camera - c

This button launches qckPck Camera (Generic).

It displays a list of all available cameras in the current scene to select.

### Edit Surface - s

This button launches qckPck Surface (Generic).

It opens a list of all available surfaces<sup>3</sup>. Selecting a surface will open the surface editor (if required) and selects the surface for editing.

### Edit Surface in Node Editor - n

This button launches qckPck Surface Node Editor (Generic).

It opens a list of all available surfaces<sup>4</sup>. Selecting a surface will open the node editor for the surface.

<sup>2</sup> On Windows, which, unfortunately, can't be changed due to SDK restrictions.

<sup>3</sup> Except for surfaces on primitives, which we can't get at using the SDK.

<sup>4</sup> Except for surfaces on primitives, which we can't seem to get at.

## Edit Plugin - p

This button launches qckPck Plugin (Generic).

It shows all plugins attached to the current item as well as scene based plugins, with the exception of plugins that are either disabled or hidden.

Selecting one of them will open their user interface.

## Edit Plugin (all) - x

This button launches qckPck Plugin (All) (Generic).

It shows all plugins attached to the current item as well as scene based plugins.

This includes plugins that are either disabled or usually hidden from the user.

Selecting one of them will open their user interface.

## Add Plugin - a

This button launches qckPck Add Plugin (Generic).

It displays a list of all available plugins to add to either the current selection or the scene.

This adds the selected plugin either to the selected items or the scene, depending on the kind of plugin.

## Remove Plugin - r

This button launches qckPck Remove Plugin (Generic).

It shows a list of plugins attached to the current item selection and the scene.

Plugins that may be attached to more than one item in the current item selection will display how many times they're attached as a number behind their name.

Selecting one will remove it either from the item selection or the scene.

## Run Generic Plugin - g

This button launches qckPck Generic (Generic).

It displays a list of all available generic plugins and allows selecting one of them to run.

## Custom - u

This button launches qckPck Custom (Generic).

This is a menu that you can edit using the Options. By default, a small selection of commands populates it.

## Sticky - y

This toggles the behaviour of the panel.

By default, if sticky is off, the panel will close again after selecting a menu.

If sticky is on, the panel will stay open.

## Options... - t

This opens the qckPck Options... (Generic).

Currently this allows you to edit the custom menu and view the about box.

## qckPck Options... (Generic)

This opens the Options panel for qckPck. Currently the only options are editing the custom menu.

You can also check the current version by clicking on the About button.

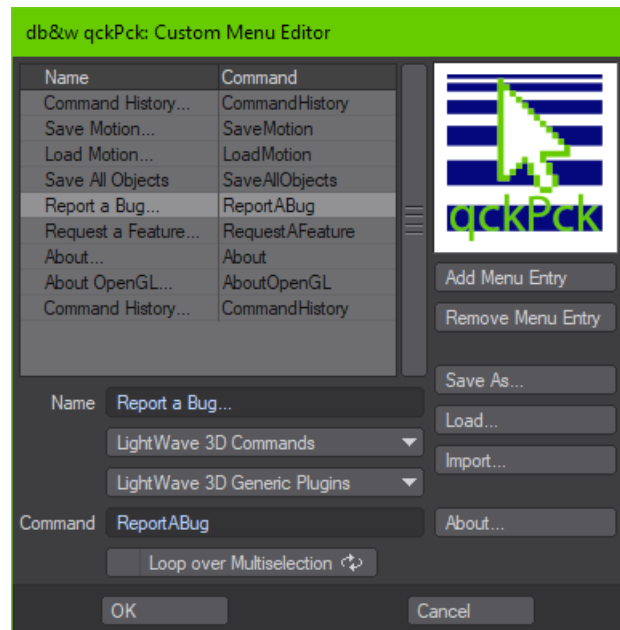
This plugin is usually launched from qckPck itself but may also be assigned to a shortcut or menu individually.

The custom menu allows you to add any of LightWave 3D's commands.

### Menu List

This displays the current entries of the custom menu. You can drag and drop to reorder them.

Selecting an item will make it available for editing below.



### Name

This is the name as displayed in the custom menu.

### Lightwave 3D Commands

This pop-up provides a list of all native commands available in Layout (as exported from LW 2018.0.6).

Selecting an entry here copies it to the Command to the entry being edited.

### Lightwave 3D Generic Plugins

This pop-up provides a list of all generic plugins available in Layout - this also includes third party plugins and is generated on the fly.

Selecting an entry here copies it to the Generic Plugin to the entry being edited, adding a prefix of "Generic\_" so that LW can call it properly.

### Command

This is the command that will be execute if the menu item is selected.

### Loop over Multiselection

Some commands may operate on the currently selected (single) item.

If this option is enabled **and** multiple items are selected, the custom menu will select each of the multi-selected items, one after the other, and call the command for each of them. Afterwards it restores the multi-selection.

### Add Menu Entry

This adds a new, blank menu entry to the menu.

### Remove Menu Entry

This removes the currently selected item from the menu.

**Save As...**

Saves the current custom menu to a file.

**Load...**

Loads the current custom menu from a file, replacing the current menu.

**Import...**

Loads a custom menu from a file, appending it to the current menu.

**About...**

Displays the about window showing the current version number, your licensing information as well as our credits.

---

## Individual Menus

These are individual Layout Commands and can also be directly assigned to a shortcut or placed in menus.

### qckPck Surface (Generic)

This lists all<sup>5</sup> surfaces present in the current scene. Selecting an entry will open the surface editor (if required) and select the surface.

This plugin is usually launched from qckPck itself but may also be assigned to a shortcut or menu individually.

### qckPck Surface Node Editor (Generic)

It opens a list of all available surfaces<sup>6</sup>. Selecting a surface will open the node editor for the surface.

### qckPck Item (Generic)

It displays a list of all available items in the current scene to select.

### qckPck Object (Generic)

It displays a list of all available objects in the current scene to select.

### qckPck Bone (current Object) (Generic)

It displays a list of all available bones attached to the current item to select.

### qckPck Light (Generic)

It displays a list of all available lights in the current scene to select.

### qckPck Camera (Generic)

It displays a list of all available cameras in the current scene to select.

### qckPck Plugin (Generic)

It shows all plugins attached to the current item as well as scene based plugins.

Only active and visible plugins are shown.

Selecting one of them will open their user interface.

### qckPck Plugin (All) (Generic)

It shows all plugins attached to the current item as well as scene based plugins.

This includes plugins that are either disabled or usually hidden from the user.

Selecting one of them will open their user interface.

### qckPck Add Plugin (Generic)


If multiple items are selected, then plugins marked with  will be applied to each selected item.

### qckPck Remove Plugin (Generic)

This removes a plugin from the current selection of the scene.

<sup>5</sup> almost, unfortunately we can't list the surfaces of primitives at the moment.

<sup>6</sup> See the previous footnote. ;)

If  is displayed behind a plugin name, then it is applied to multiple, selected items and will be removed from those. The number in brackets displays how many items it's applied to.

### **qckPck Generic (Generic)**

This menu displays all Generic plugins currently available in Layout. This can include many third party plugins as well.

### **qckPck Custom (Generic)**

The entries for this menu can be edited in the qkcPck Options... (Generic) plugin, either launched directly or via qckPck (Master).

If a custom menu entry has been flagged as being multi-select aware and multiple items are selected, the command will be triggered once with each of the selected items being the only selected item.