

# www.srgrafx.net - Lscript instructions

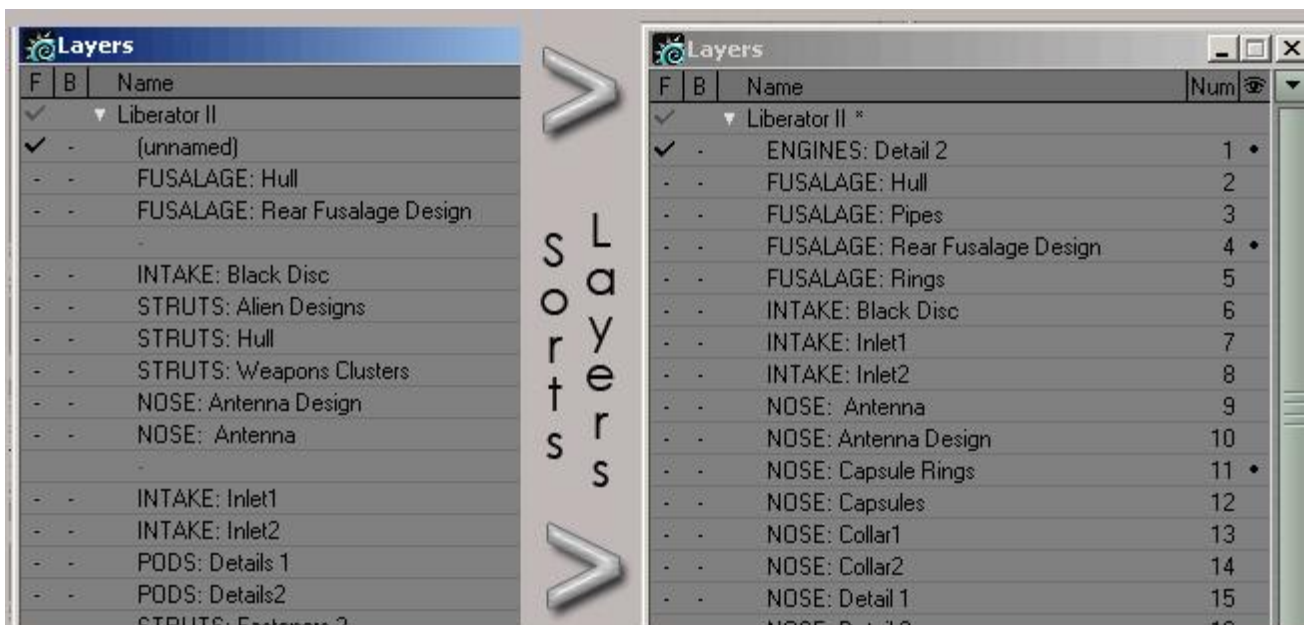
All LScripts are supplied 'as is' and are completely free of charge. They are used entirely at the users own risk. I would love to hear from people who find these plugins useful and also from those who encounter problems with them. Please contact me at [steve@srgrafx.net](mailto:steve@srgrafx.net)

LayerABC

Modeller Lscript for Lightwave 7+

Version 1.0

LayerABC is a modeller script that allows the user to sort an objects layers alphabetically by layer name. Empty layers are moved to the end of the sorted layers and unnamed layers (with data) will be named by the plugin as instructed by the user.



There is one limitation that I have not been able to resolve. Lightwave objects allow a visibility flag to be attached to each layer - this flag tells layout whether to load that particular layer of an object. LayerABC does not currently move visibility flags along with the mesh data. If anybody reading this knows how this can be achieved I would be very grateful for some help.

**Please note I recommend saving any object first before running LayerABC as this plug-in physically juggles your object data using copy and paste!**

SaveALL

Layout Lscript For Lightwave 7+

Version 1.0

This small and simple Lscript can be quite a time saver. When activated, it saves ALL objects in a scene and also the scene itself. It does this **without** any questions or warnings - so make sure you want to do this before you run the script!

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