

XSISelectionSets – Mike Malinowski

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Overview

This plugin allows you to quickly store user-defined selections and easily retrieve them again. This tool has the following features:

- **Model Name mapping**
When you store a selection set of objects which are within a model space it is this model that will take priority when applying that selection. However, you have the ability to override this in the namespace parameter which will allow you to use the same selection sets across different models.
- **Easy-To-Use add/Remove**
To Add a selection set simply select the objects you want to contain in the selection set, then click add. You're prompted to give a name for the selection set and that's it. Removing a set is equally as easy, just click remove and choose the set you want to remove from the drop down menu.
- **Additive Selecting**
Selecting a selection set will override your current selection, however, holding down shift will add the selection set to your existing selection
- **Mirror Selection**
This will attempt to mirror the selection, if for instance you have a control named L_Hand, or Left_Hand, or Hand_L etc, it will attempt to find the R_, _R, Right version. This also supports additive selection, so holding down shift when choosing to mirror will append the mirror search to the existing selection.

Installation & Setup

The plugin is available in both 32 and 64 bit versions, please be sure to download the correct version for your application.

To install the plugin, drag the .xsiaddon file into the Softimage viewport, this will by default install the addon into the User Addons directory.