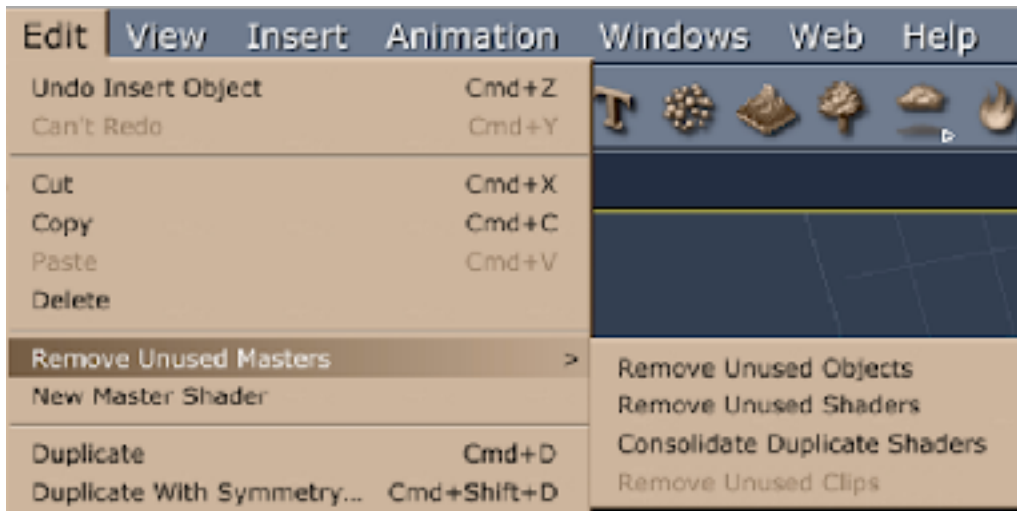


[Carrara 8.5 Plugin] Remove Unused Masters Module

I have read quite a lot of posts in the Daz3D Carrara forum about issues with large scene files due to Unused Master Objects and/or Shaders. To remove them you have to activate one or more menu items (e.g. 'Edit->Remove Unused Masters->Remove Unused Objects') Not very efficient or userfriendly.



This plugin will do it automatically, if you allow it. It sits in the background and waits for a signal that a instance of an object is removed from the tree of instances. It then checks all the masters (objects, shaders, clips and sounds) for having an instancecount of 0. Those, depending on your preferences, will all be removed with the exception of the 'Default master shader'. The default master shader is needed whenever you insert a new object or primitive.

The signal is send every time you delete an instance. Unfortunately the group/ungroup action also sends this signal. Internally Carrara probably uses copy+delete in a group/ ungroup action. So be ware of this whenever you create a new master shader using the menu 'Edit->New Master Shader'. Make sure to apply it to an instance or this plugin will inadvertently remove it.

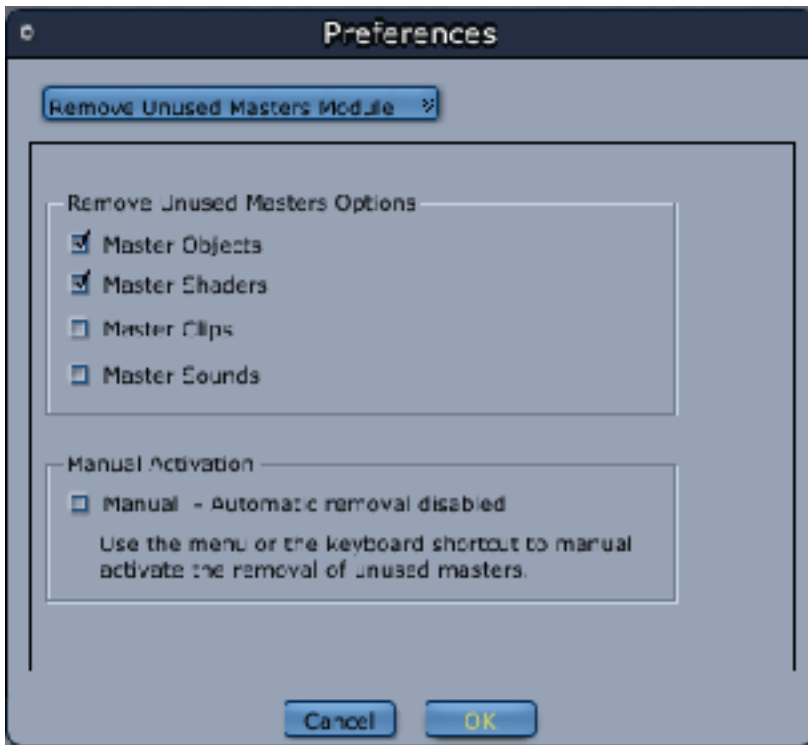
It's also possible to manually invoke the removal using the menu 'Edit->RuudL->Remove Unused Masters Module' or using the keyboard shortcut Ctrl+Alt+R on windows and Cmd+Option+R on a mac.

I don't expect that the menu or the shortcut will be used very often. It's intended use is right after you opened a previous saved scene files with unused masters.



Preferences

The default setting is to remove Master Objects and Shaders only. Using the 'Remove Unused Masters Module' option in the File->Preferences menu you can set your own preferred setting. There is also an option to set it to manual activation (disabling the automatic removal)



Installation

As usual place the 3 plugin files in the extension folder (or in one of its subfolders) within the Carrara application.

On Mac:

/Applications/DAZ 3D/Carrara8.5 64-bit/Carrara.app/Contents/MacOS/Extensions

On Windows:

C:\Program Files\DAZ 3D\Carrara8.5\Extensions

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