

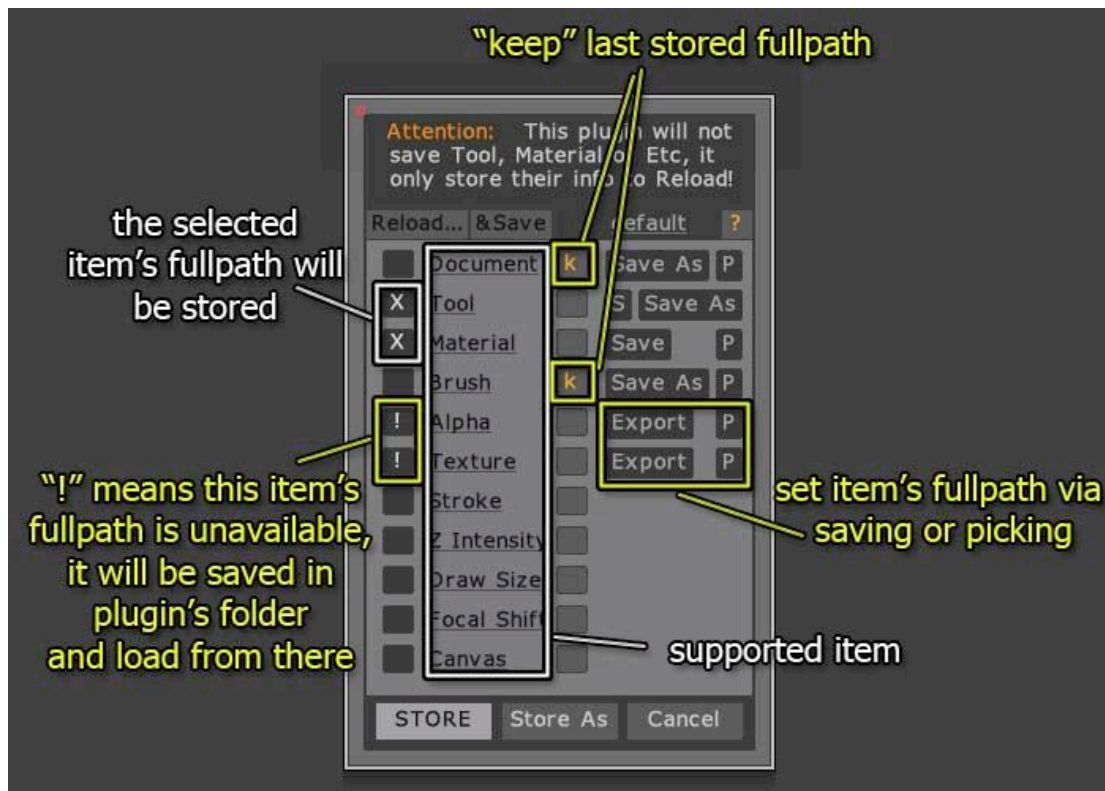
Reload + could load ZDoc, ZTool, Brush, Alpha, Texture and Etc with one button, but it's a bit complicated, please read carefully and test it several times.

Instruction:

Reload+ contains two buttons:

1. Reload: load items via the info stored in default file ("ZBRUSH_\ZStartup\ZPlugs\Reload\default.txt").
2. Store: popup an UI to help storing the current selected items' info. It's complex, I will detail it below.

Store UI contains 4 columns:



- Select column: select item which you want to store its info, selected one will display "X" or "!".
- Item column: list supported items and show the path when you click it.
- Keep column: keep the selected item's old info (the info have stored last time) if available and display "k".
- Save column: set item's fullpath via saving it or picking it up.

Item's fullpath will be empty if it is not in ZStartup folder, because it's hardly to get Document, Alpha and Texture's fullpath.

To solve this problem, I added Keep column and Save column.

Keep column can help you keep from setting item's fullpath everytime.

Save column should be used when item's path is empty. "Save As", "Save", "Export" help to get current item's fullpath via saving it. "P" button only pick up a file without

opening and saving it. "S" button means saving current Ztool directly if exists (It will not save alpha or texture).

You can double check the fullpath by clicking each item.

Buttons in Store UI :

- Store: store the selected item's info to default file.
- Store as: store the info to another file.
- Reload...: Reload from file you selected.
- &Save: use autosave mode (**NOT Recommended!!!**). With normal mode, Reload+ only store item's informations to plugin's file, you still need to save the item manually. But when this button switched, ZDoc, ZTool, Alpha, Texture, Material, Brush which you selected would be saved in current Reload+ file's folder automatically, and named based on Reload+ file. (For example: current Reload+ file is "ZBRUSH_\ZStartup\ZPlugs\Reload\default.txt", it would be saved as "default_Document.zbr", "default_Tool.ztl" in "ZBRUSH_\ZStartup\ZPlugs\Reload") This button is dangerous, because file would be overwritten when you use the same Reload+ file to Store & Save next time!
- Name of Reload+ file: display current storing Reload+ file's name and you could change it by picking up another Reload+ file. It also help to autosave items in different folder and named them differently with &Save mode.
- ?: help, not completed.

Something important:

1. Don't forget save item manually!
2. Select or Keep: only one can be chosen, and if there is no old path, Keep will be unavailable.
3. Document, Material, Brush, Alpha, Texture: If item's fullpath is unavailable when you stored, the plugin will autosave it in "ZBRUSH_\ZStartup\ZPlugs\Reload" and load it from there, it would be overwritten next time!.
4. ZTool: With &Save Mode, only selected item will be autosaved, the Kept one will not be saved. But ZTool excepted, it will be auto updated when Kept.
5. Store button: In fact, it is optional. Instead, open your Reload+ file, default is "ZBRUSH_\ZStartup\ZPlugs\Reload\default.txt", then edit it as you like. Once create a standard file by text editor or Store button, you needn't to use Store button each time!