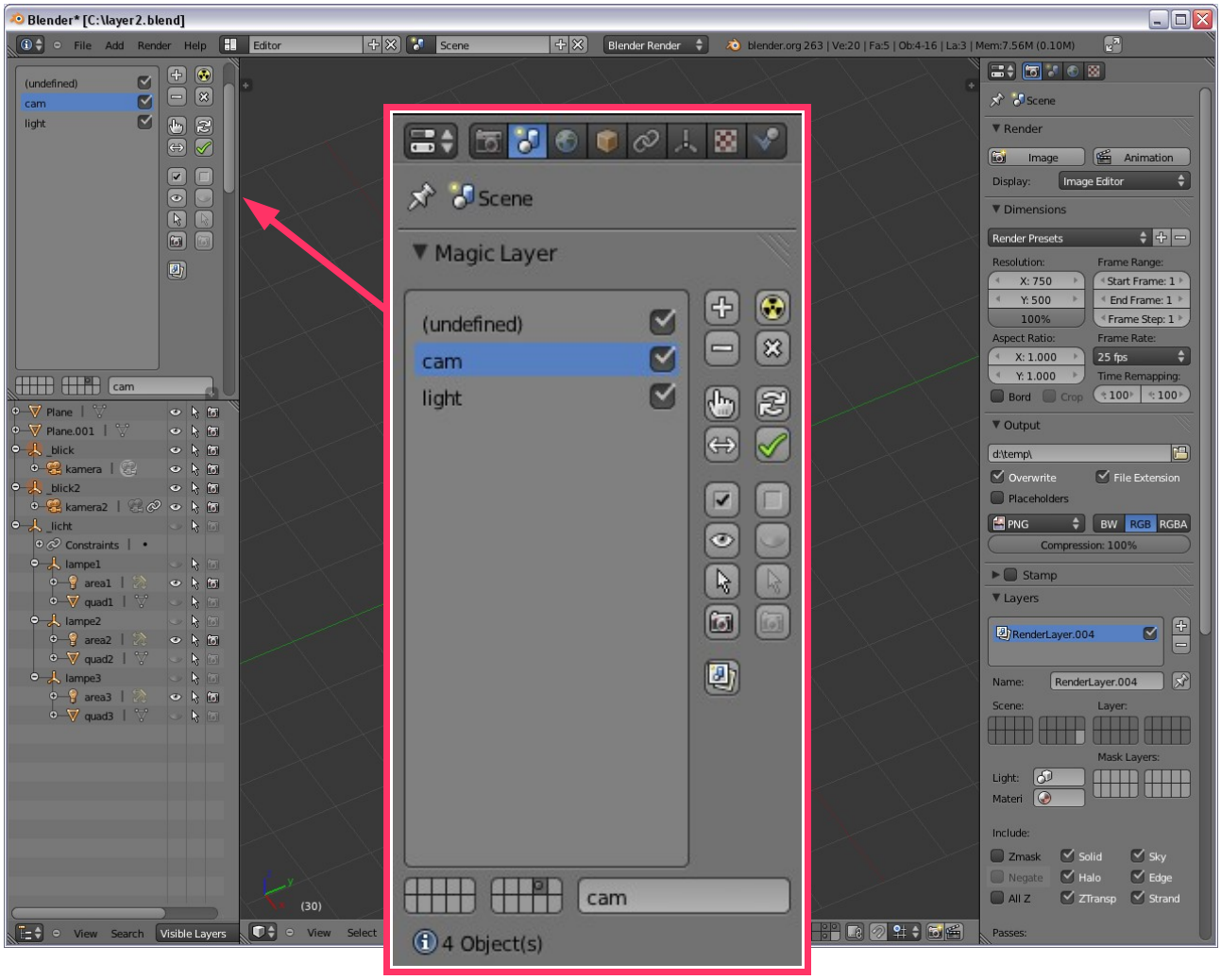
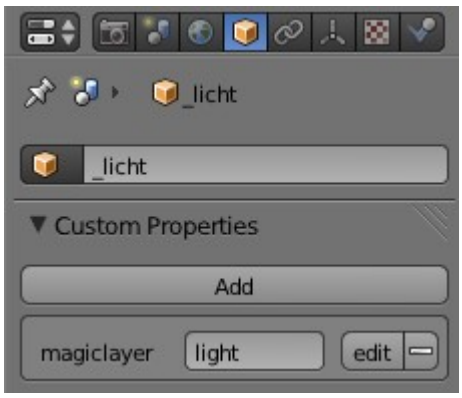
Magic Layer for Blender



How it works?



With this addon, you can create unlimited number of layers. You assign every object to one (only one!) layer. This informations are stored in „custom properties“ for each object. You can create/delete it per hand, or with this addon.

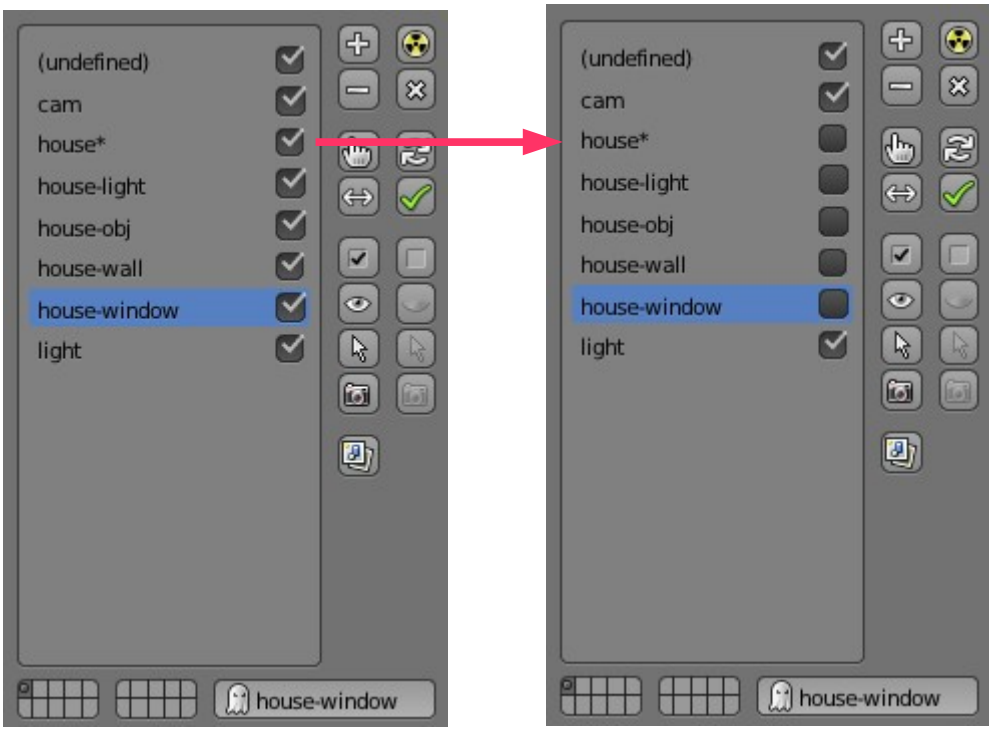
Every scene can have separate layers. But if you use same object in many scenes, they have always same layer name. This can help you to save time if you change something.

Magic Layer use blender's default 20 layer, but with some tricks:
-Layer 1-19 are free to use
-Layer 20 is reserved to hide objects
At update cycle, layer 20 is periodically disabled.

At the beginning, you should click on „update“, to read in all layer tags. If here are no layer informations, a layer „(undefined)“ is created. Sometimes layers/objects are not automatically updated, so you must click on update button.

After you create a layer, you can set where to place your object(s). You can select many blender's 20 layers at once (like RenderLayers). Most time you can work only with first layer. Only if you also work with blender's 20 layers or with RenderLayers, you can choose more than one.

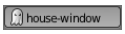
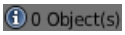
Tip: A star behind the name have special meaning. All objects with same beginning name are (un)checked at same time.



The ghost symbol at the bottom show that this is a „ghost layer“ without assigned objects. (be sure you updated layers).

Note: simple delete layers (minus button) do not mean that you loose object tags! Click on update, and you get all layers back – but you loose layer and checkbox toggles.

	Add new layer to list in a scene
	Delete layer from list in a scene. But this do not un-tag objects! Click on update and you get all used layers back.
	Delete layer and objects – not working
	Un-tag selected objects – not working
	Select current layer objects – also if they are not visible. But not in other scenes.
	Sync visible setting (all objects in scene). Copy „hide_render“ to „hide“ Helpful if you temporary make objects invisible in 3D View.
	A „hard“ update method that refresh objects/layers/counters. Before rendering

	starts a hard update is automatically executed. Sometimes a „soft“ and quick update is automatically executed, if you click into list or change layer setting. You need hard update, if you create/duplicate a object or change property or temporary move object to other blender layer.
	Assign selected objects in scene to active layer – also if they are not visible
	View or hide all layers (checkbox)
	Make all objects from active layer visible or not
	Make all objects from active layer selectable or not
	Make all objects from active layer visible for render or not
	Single-Mode! Enable it (warning symbol) and you see only active layer objects Very helpful, if you set outliner to „visible layers“ mode
	Blender's 20 layers
	Layer name. Ghost = no objects assigned
	Count objects in layer (not updated automatically, it need hard update)

What do not work:

1) A shortcut like „M“-Key
2) Delete layer buton „kill“
3) Un-tag button „unset“