



Sparrowhawk3D

Quicksave Open Beta

for CARRARA 7, 8

Version 0.37

The Quicksave scene command makes an instant backup of the key frame data in the sequencer and most settings and properties for primitives, lights and cameras. Use the Quicksave command to increase productivity by making running backups of your work in scenes with large files that are slow to save.

To install the plugin extract the contents of the compressed zip package into the Carrara\Extensions sub-folder. Optionally create a \Sparrowhawk3D\ subfolder to manage all the plugins. To remove the Quicksave plugin users must delete the Quicksave.mcx, Quicksave.dat and Quicksave.txt files.

Macintosh users should open the Carrara installation folder (typically /Applications/Carrara). Right-click on the Carrara application and then choose "Show Package Contents". Navigate to "Contents/MacOS/Extensions" then copy the the Quicksave.mcx, the Quicksave.dat and the Quicksave.txt files into that folder.

Once installed use the Quicksave plugin with the default keys [Ctl]+[Shift]+S (or Cmd+Shift+S on Macintosh) or from the application menu by choosing Edit > Sparrowhawk3D > Quicksave or Quickload to retrieve data.

Using the Quicksave Plugin

Scenes with multiple figures with a large number of morphs can take a long time to save. The Quicksave makes an instant backup of the animation data in the sequencer, many of the other object parameters and the modifiers list and effects tabs. In the event of a crash the Quickload command can be used to retrieve as much lost data as possible.

The Quicksave plugin was devised for use with scenes that involve working with posing figures after having set up the scene, costumes and lights to allow for saving the scene less frequently with confidence of not losing data.

- Quicksave doesn't save modeler data for spline and vertex objects. Height maps are not saved for terrain objects.
- For figures the pose and morph dial values are saved but not the entire figure mesh and morph deltas.
- Master object names must not be changed after a full scene save. Quickload requires the same object names to find the master objects.

- The Quicksave command does not save Master Shaders, NLA clips, Sound clips, Light Gels, Scene and Render settings.

Known Issues

- Terrain primitive values and filters are saved by Quicksave but will not be refreshed in the model room by Quickload if the terrain is open in the editor. Manually raise the terrain primitive in the modeler room and then dial the preview quality slider to update and refresh it.
- Use Quickload immediately after reloading the scene. Do not open any modeler rooms or jump into any groups before executing quickload.

Tips and Tricks

- When working with simple vertex objects, which are not quick saved, keep the Carrara objects browser open and drop them into it for a quick backup.
- Similarly when working with complex and important shaders, NLA and Sound clips drop them in to the browser for a quick backup
- With other elements like the Scene and Environment these can also be saved to the browser or presets.
- Take a break and fully save the scene with rotating backups every hour, changing the file name with a suffix such as Doc1, Doc2.

Planned Improvements

- To save other less vital information such as instance names and instance scene visibility
- To rebuild as many missing objects that are added to the scene after the last full scene save
- To add some user options for file recovery and prompts for certain error handling decisions
- Possibly to save simple vertex object modeler data but exclude full figures from the quicksave
- To save the Master Shaders list in full and rebuild it upon Quickload

Support

The Quicksave plug-in is part of the user supported Patreon project <https://www.patreon.com/Sparrowhawke3D>. Any new version with improved features will be available with a subscription. A free version of the Quicksave plugin will be released on my website www.Sparrowhawke3D.com.

You can use it in any project, commercial or otherwise. You may not repackage, redistribute or sell the Quicksave plugin.

For bug reports, comments, feedback and suggestions email me, Jeremy@Sparrowhawke3D.com.