



Everyone knows (or should know) the **Transfer** function. If it weren't for this excellent function, several Copy/Paste and selection operations would be required. But the **Transfer** function has a few problems:

- always works with the absolute world coordinates (*usually this is what is necessary, but not always*)
- requires the typing of the name of an object (*specially strange in version 8.x, since it has object drag&drop*)
- just remembers the last object used.

Think of **PSR Clipboard** as a supercharged **Transfer** function.

PSR Clipboard includes 10 (ten) memory banks, independent from the main clipboard.

Each one can store PSR (position, scale and rotation) data for the currently selected object.

Before performing a **Copy**, select the memory bank where you want to store the data (from M0 to M9). If the memory block is empty, it has a - (hifen) before it. Once it contains something, it has a • (bullet) before it.

The memory banks retain their contents for as long as the **PSR Clipboard** window remains open. Any **Copy** operation performed over an already filled memory block, the new values will overwrite the ones already stored.

To clear the contents of any memory block, select it and press **Clear**.

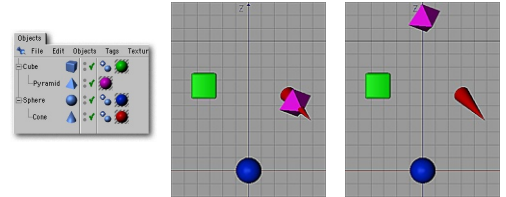
To paste the contents of a memory block to the selected object, select the memory block from which you want to copy from and press **Paste**.

It is possible to paste back only the position, the scale or the rotation (or any combination of these). To do so, check or uncheck the **Use** checkboxes for each of the possible data values (Position,

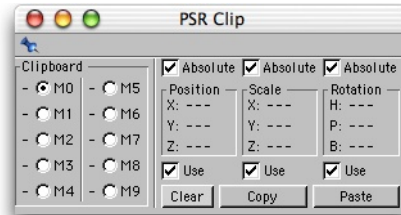
Scale or Rotation). Even if any or all the **Use** checkboxes is unchecked, the **Copy** operation will copy all the data values to the memory blocks so, the **Use** checkboxes are only considered for **Paste** operations.

If the **Absolute** checkbox is checked, the absolute value of the data stored for each data type is pasted back. Otherwise, the relative value will be pasted. The absolute and relative values will only be different if the object from which the values were copied has a parent (ie. is inside an hierarchy).

Check out the sample pictures:



The pyramid is a child of the cube and the cone is a child of the sphere. A **Copy** was performed while the cone was selected. The first image shows the effect of selecting the pyramid and performing a **Paste** with **Absolute** turned on. The second image shows the effect of selecting the pyramid and performing a **Paste** with **Absolute** turned off.



This tool was made by Rui 'Mac' Batista, using COFFEE, the internal scripting language of Cinema4D. It was tested thoroughly but it is not free from possible bugs. If you find any problem, look at the Console (shift+F10) for any error that may be reported there. Please contact the author (rui_mac@yahoo.com) and provide him as much information as possible. If you have any suggestions for additional options, feel free to send them to the author. No promise is made that it will be implemented but all suggestions will be considered.