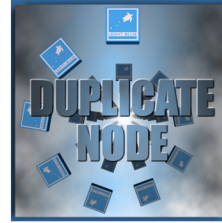


INSTRUCTIONS

"Duplicate Node" is a simple and convenient tool for DazStudio that allows you to duplicate nodes in your scene.



- Click on the "Duplicate Node" icon.
The "Duplicate Node" window will appear.
In this window, you will see:

- The selected node for duplication (written in blue in the top section), if no node is selected, you will see "none" here.
To select a node for duplication, just click on it in the scene.

- Below is the number of copies. Write the number you need.

- The rotation options are below.
Write the number of degrees on any axis you want.

Check the "Incremental Rotation" checkbox to make the rotation increment with every copy.

- Below this, you will find the Pattern options.
You can choose from three pattern types: Linear, Circle, and Grid.

- "Linear" pattern - It gives you the offset options for every axis.
Each copy will be offset by this value from the previous one, so there is no overlap between the copies and the original node.
This pattern will be affected by the rotation options as well.

- "Circle" pattern - It has an option for the size (Radius) of the circle that your copies will create (together with the original).
There is also the circle plane option, which allows you to choose the plane for positioning the copies.
The rotation option affects the copies as well.

- "Grid" pattern - You can choose the number of rows and columns of the grid that will be created with your copies (together with the original node). The original node will always be at the first position in the grid (row 1/column 1), so if you need the grid of 5x5 you will need to create 24 copies, which will, together with the original node, fill out that grid. You will be warned if the grid you want is too small for the number of copies you selected. If you decide to proceed, the number of copies will be decreased to fit the grid. If the number of copies you selected is smaller than the grid, the grid will be created, but it will not be filled completely. You can also choose the distance between the rows and the distance between the columns of the grid. The grid pattern also has the plane positioning option. Rotation will also be applied.

- Below the pattern options, you will find the base name for duplicates. It will suggest a name for the copies, followed by the index suffix (_x). You can change the suggested name, but the indexes will be added to avoid the identical names in the scene.

- In the bottom section, you will see the "Duplicate" button.
When you click this button, the copies will be created with the settings you chose above.
- Below this, you can find the "Close" button, which closes the "Duplicate Node" window, the same as the "X" button at the top right corner of the window.

The best way to get familiar with the options is to load a simple object (Daz primitive or similar) and just experiment with different combinations of settings.

