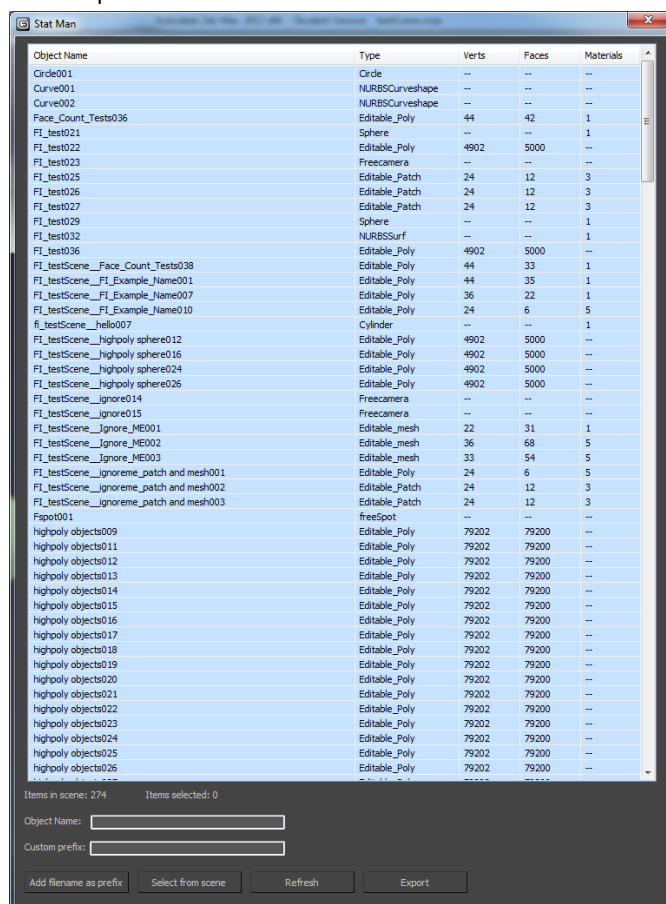




## Stat Man: The statistics manager documentation

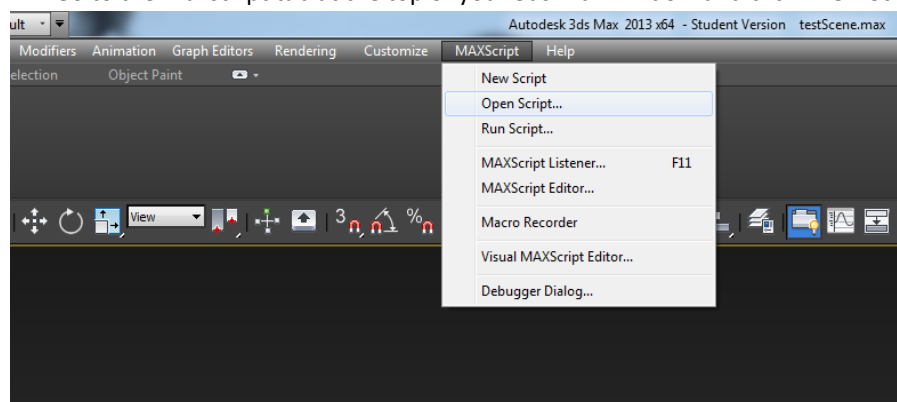
### About:

Stat Man is a tool to help keep track of objects in those larger than life scenes, help keep on top of their stats like type, vertex count, face count and material count. It is an extremely easy to use tool, and has a built in batch exporter as well!



### How to install:

- Go to the Maxscript tab at the top of your 3ds Max window and click "New Script"





- Copy and paste in the downloaded Maxscript code and press “CTRL + E”

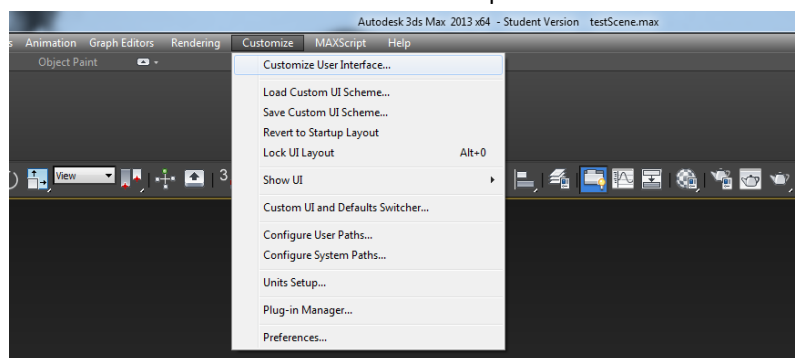
```

C:\Users\TheBitch\Documents\Scripts\Full tools\Stat_Man.ms - MAXScript
File Edit Search View Tools Options Language Windows Help

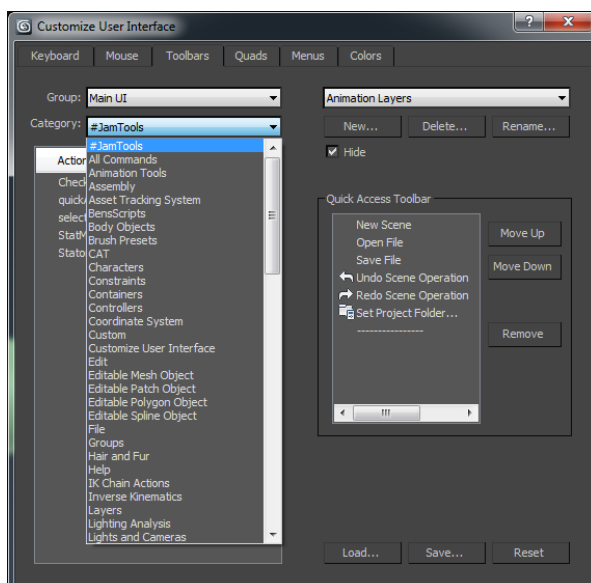
1
2 -- Easy to use, helps keep track of scene large or small
3 -- Batch exporter built in
4
5
6 -- A JamTools production
7 -- BenAndrewHearn@gmail.com
8 -- BenHearnDesigns.weebly.com
9
10 macroscript StatMan category:"#JamTools"
11 {
12     --variables for the script
13     local mySelectedObjects = {} --Master array of objects in the scene
14     local selectionArr = {} --The array of selected items from the list and scene
15     local objArrIndex = {} --The indices of the objects selected
16     local itemsSelected = {}
17
18     local meshArray = {} --Array for mesh objects
19     local nonMeshArray = {} --Array for non mesh objects
20     local masterMatArray = {} --Material master array
21     local faceArr = {} --An array to keep the number of faces in the selection
22
23     local itemsInSelection
24     local allObjects = {} --good way of getting all objects in scene
25
26     local previousSel = {} --Array that holds the selection you had before doing something in the list like renaming etc.
27     local previousSelIndex = {} --Array that holds the index numbers of the previous selection
28
29     local isCopied = false -- flag to say whether you have copied the object or not
30     local gatheredMats = false
31
32     --Bit flag to save memory and time
33     -- 0 = Sort by name
34     -- 1 = Sort by Type
35     -- 2 = Sort by Verts
36     -- 3 = Sort by Faces
37     -- 4 = Sort by Materials
38     local sortByCol = 0
39     local matID
40     local matNum
41
42     local fileNamePrefix = getFilenameFile maxFileName + "_" --gets the maxfilename and assigns it to a variable
43
44     try (destroyDialog theRollout) catch() -- I the dialog is already open then it is destroyed and re-opened
45     --Create a rollout and specify the width
46     rollout theRollout "Stat Man" width:750 height:1000
47     {
48         --Create the default listview
49         --The form class represents a window or dialog box for an applications UI (for list boxes this is ideal)
50         dotNetControl lv "system.windows.forms.listView" pos:[17,7] width:725 height:850
51
52         --Add some buttons and text boxes to the rollout
53         editText suffix_txt "Object Name:" pos:[10,895] width:300 height:15 fieldwidth:200
54         editText prefix_preText "Custom prefix:" pos:[10,925] width:300 height:15 fieldwidth:200
55         button addFileNameButton "Add filename as prefix" pos:[10,960] width:120 height:25
56
57     }
58 }

```

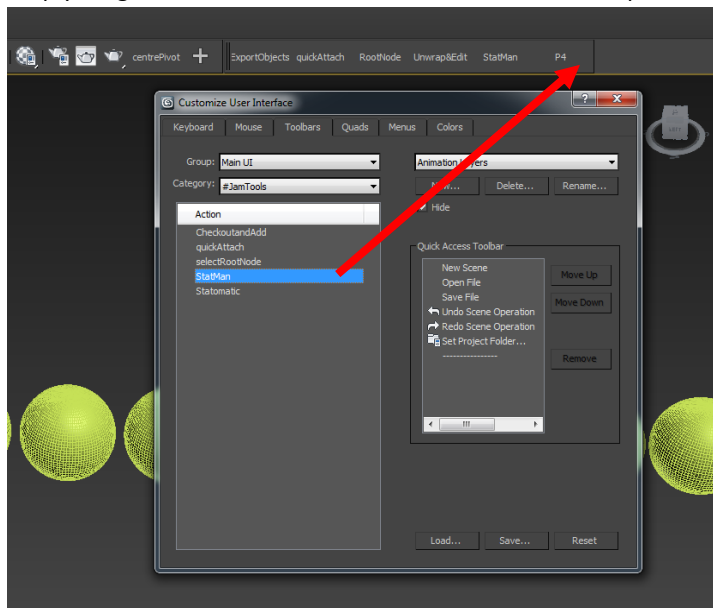
- The script can now be assigned to a hotkey or a button ☺
- Go to the customize tab in 3ds Max and press “Customize User Interface”



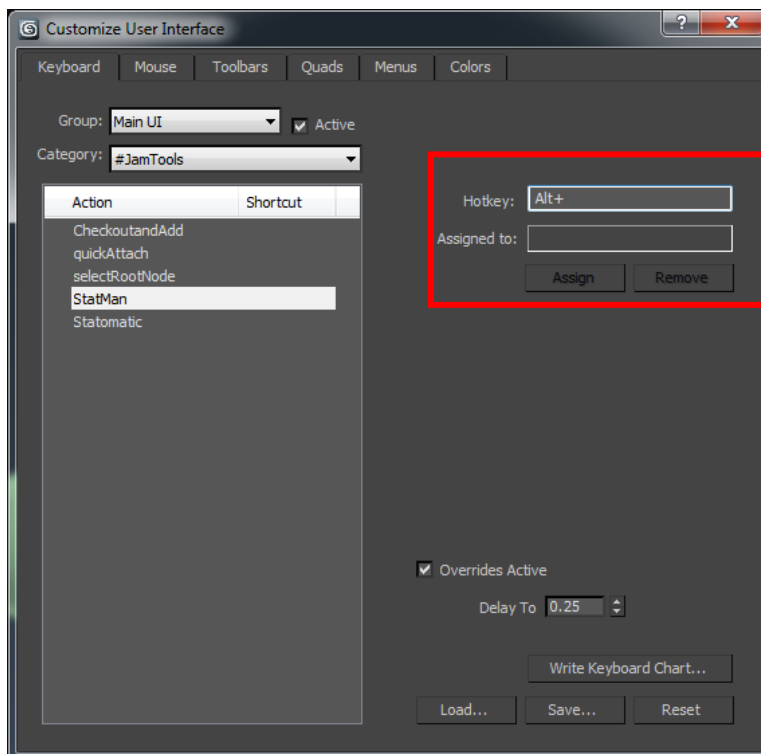
- Go to the Toolbars tab and locate “#JamTools” in the category (It should be at the top)



- Simply drag the “Stat Man” action to the toolbar at the top of 3ds Max and press away!

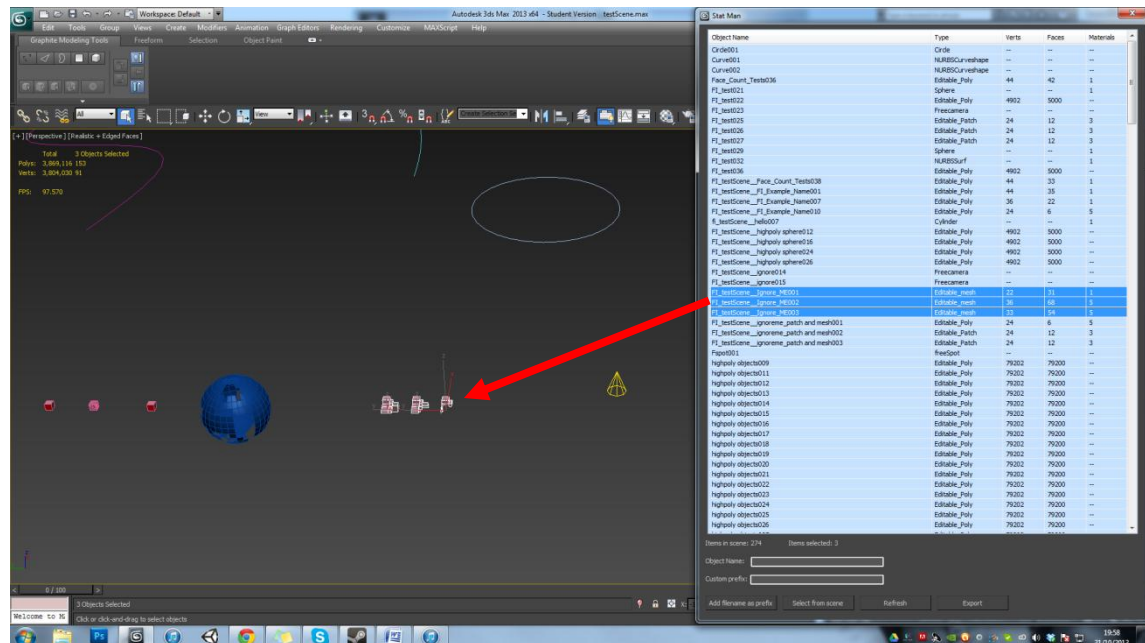


- To assign to a keyboard shortcut simply locate the keyboard tab in the Customize User Interface menu and click the hotkey box and put in your desired hotkey and press assign.
- BE SURE TO SAVE YOUR LAYOUT WHEN YOU ARE FINISHED!!



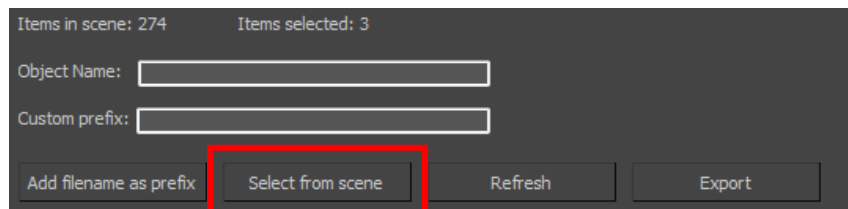
### How to use Stat Man:

- Using the tool is very simple. When you run the tool it will collate a list of all the objects in your scene and display the total number of objects in it.
- When you click on any number of objects in the list they are selected in the scene as well. This allows you to zoom to objects and make edits very quickly or simply select big chunks of scene objects if you so wish.

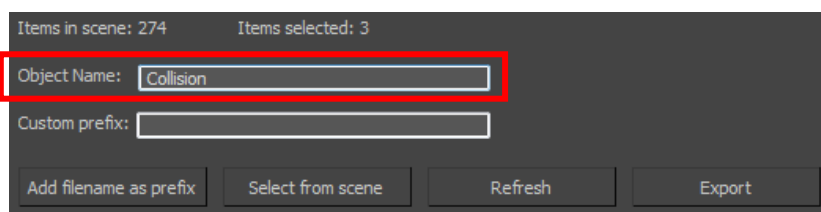


*Selecting the objects in the list has selected them in the scene*

- To select objects in the list from the scene, you select them from the scene and press the “Select from scene” button in the tool.



- To add a custom prefix i.e. you may have to use something like UCX for UDK collision. Simply insert the prefix you require into the “Custom prefix” bar and hit enter
- To mass rename objects, **make sure you have them selected in the list**, insert your desired name for the objects and press enter.



Items in scene: 274      Items selected: 3

Object Name:

Custom prefix:

- If you have made major changes in your scene and need to see them in the list press the refresh button and the list is repopulated

Items in scene: 274      Items selected: 3

Object Name:

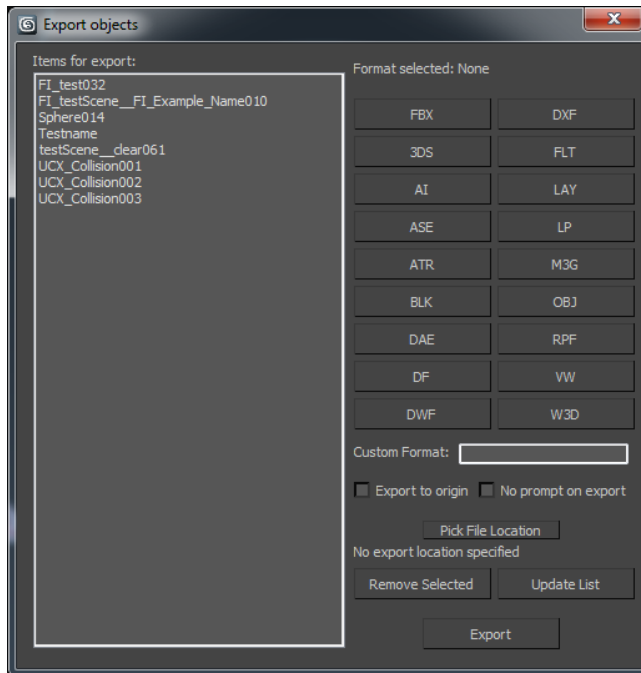
Custom prefix:

- To re-organise the list by any of the columns simply click on them and they are organised alphabetically or highest to lowest

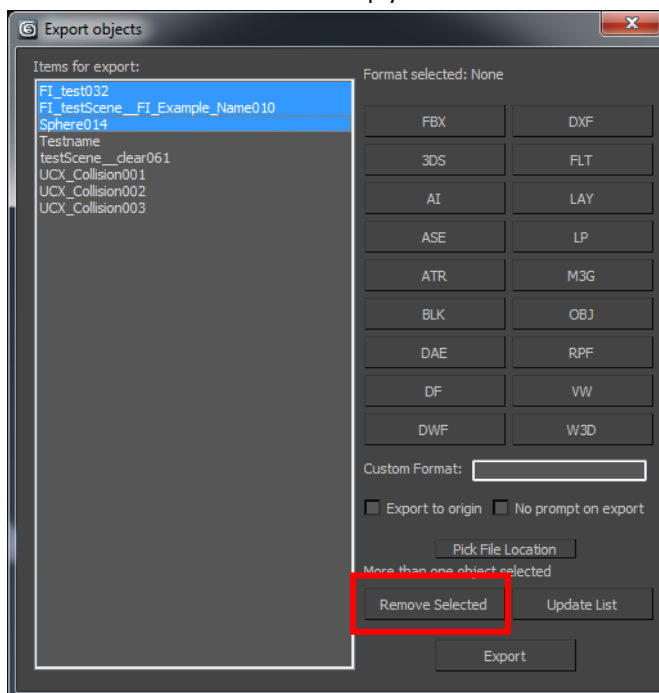
Object Name	Type	Verts	Faces	Materials
Circle001	Circle	--	--	--
Curve001	NURBSCurveshape	--	--	--
Curve002	NURBSCurveshape	--	--	--
Face_Count_Tests036	Editable_Poly	44	42	1
FI_test021	Sphere	--	--	1
FI_test022	Editable_Poly	4902	5000	--
FI_test023	Freecamera	--	--	--
FI_test025	Editable_Patch	24	12	3
FI_test026	Editable_Patch	24	12	3
FI_test027	Editable_Patch	24	12	3
FI_test028	Sphere	--	--	1

### Batch exporter:

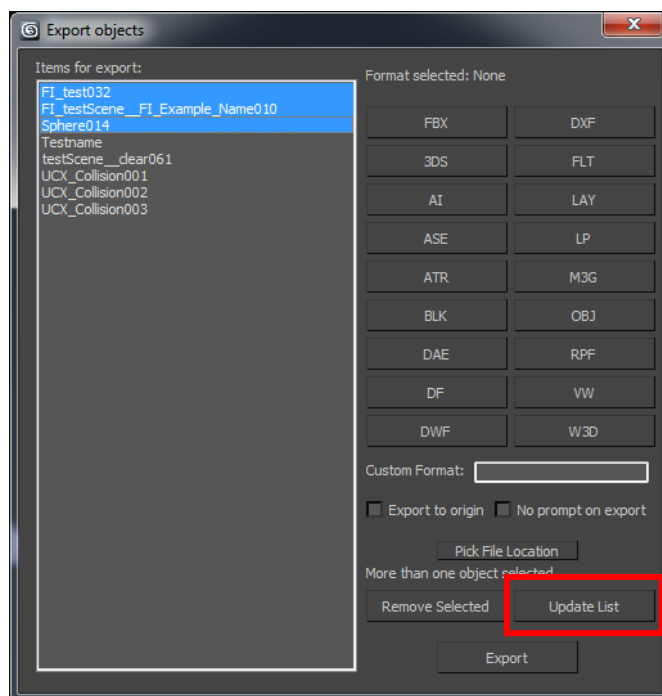
- To use the batch exporter click the export button and the tool opens up. This can be used without the listview open



- The objects listed are the objects that you are about to export
- The formats to export in are listed on the right and a custom format box is also present to export in custom formats
- To remove items from the list simply select them and hit the remove selected button

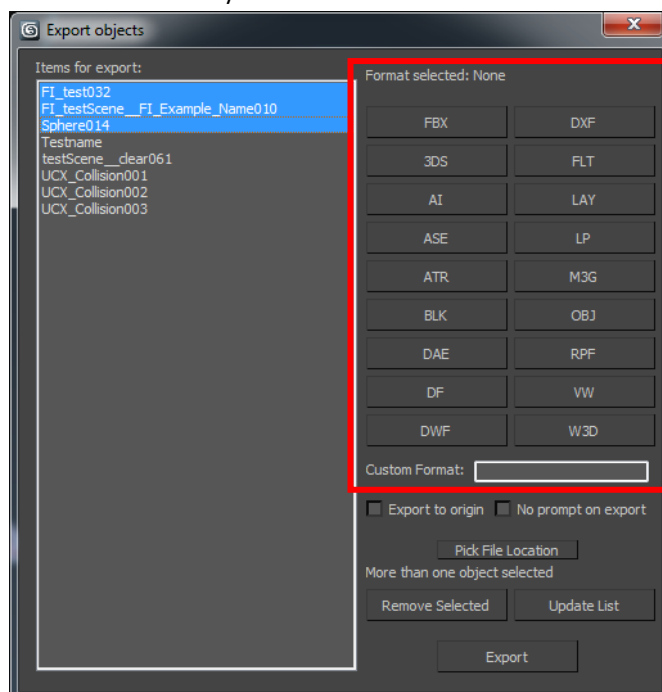


- To add items to the list, select them from the scene and press update list



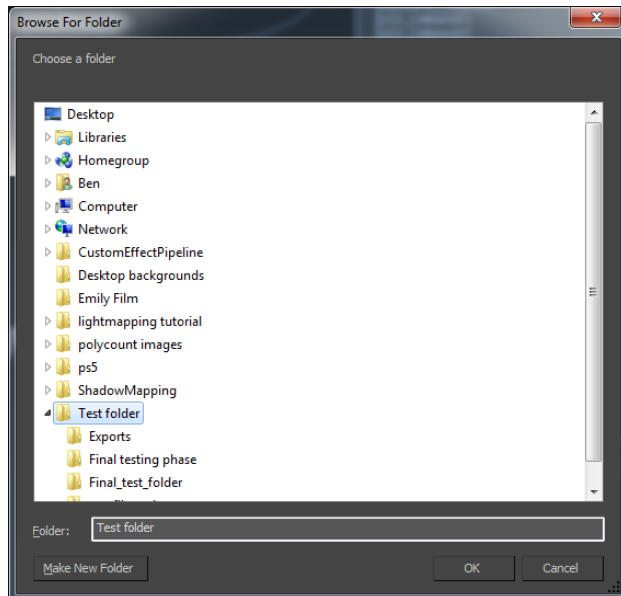
#### Actually exporting your objects:

- When you go to export your objects you will need to select a format from the right hand side and click the format you desire or enter a custom format

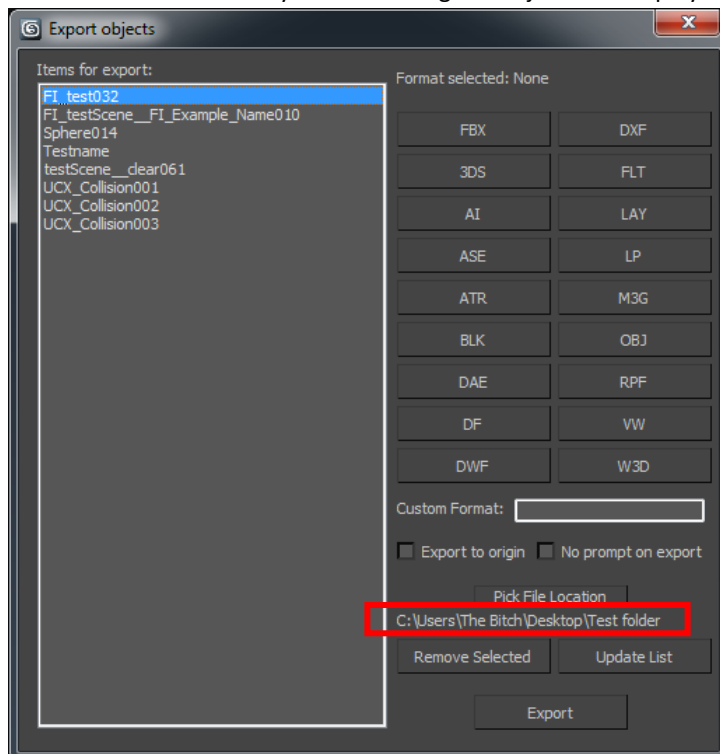


- You have the options to “Export to origin” and “No prompt on export”
- Export to origin will export your objects from world (0, 0, 0) and No prompt will stop the option boxes popping up for every object you export

- When you go to export your objects you have to pick an export location for your objects by pressing the “Pick File Location” button. This process is performed on the objects you have selected in your list allowing you to specify different file locations for each object if you so wish
- Select the export folder and hit ok
- When you do this the location you have specified is saved onto the object meaning you won’t have to specify a new file location each time you export!!



- The file location you are sending the object to is displayed in the right hand corner



- When you are ready hit the export button and the objects in the list will be exported to the location you have specified





I hope you find the tool useful, please enjoy! 😊

A Jam Tools production

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