

# PinnedDown 2.0

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## Installation

To install, just place the **PinnedDown.p** file from the **32-bit** or **64-bit** directory of the download, as appropriate for the edition Lightwave you are running, into the **Plugins** directory of your Lightwave install, usually:

on 32-bit Windows or 64-bit Windows running 64-bit Lightwave:  
**C:\Program Files\Newtek\Lightwave 3D xx\Plugins**

on 64-bit Windows running 32-bit Lightwave:  
**C:\Program Files (x86)\Newtek\Lightwave 3D xx\Plugins**

where **xx** is the version number of Lightwave you're running. For Lightwave versions 10 and up, the **plugins** directory lives inside the **support** directory of the main Lightwave install directory.

Launch Layout, go to the **Utilities** tab, click **Add Plugins** and navigate to and select the **PinnedDown.p** file and click Open.

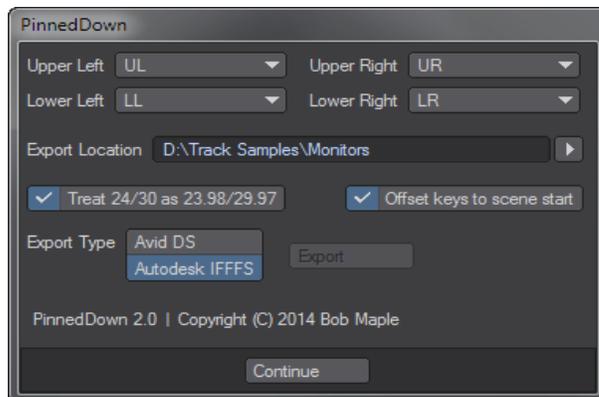
## Usage

In Layout, PinnedDown appears under the **Additional** ▼ pulldown menu, or can be added as a button to the interface wherever you like using **Edit > Edit Menu Layout** (see the Lightwave Layout manual for details.)

With a scene file loaded and the desired reference camera selected, activate PinnedDown.

While PinnedDown was designed primarily for exporting 4-point corner pinning data, you may select fewer items for arbitrary export of the 2D position data for those items. The exported keyframe files will be numbered corresponding to the selections in the PinnedDown interface:

1 = Upper Left      2 = Upper Right  
3 = Lower Left     4 = Lower Right



However, when all 4 items are selected for export, PinnedDown treats them specifically as 4-point trackers and numbers the files appropriately for import into Avid or Autodesk, as selected by the Export Type.

As a convenience, PinnedDown will automatically select items from the scene based on their names:

UL for Upper Left	UR for Upper Right
LL for Lower Left	LR for Lower Right

If more than one item has the same name, it will select whichever it happens to come across first based on Lightwave's internal items list.

Click the ► button to the right of **Export Location** to bring up a file location dialog. Select an output directory, and type in a name you which to use as the base name for the series of exported keyframe files.

Enabling **Treat 24/30 as 23.98/29.97** will cause PinnedDown to export keyframes at 23.98fps if the Lightwave scene is set to 24fps, or at 29.97fps if the scene is set to 30fps. This is useful for those who like to work in non-fractional framerates in Lightwave but are actually rendering material for use in so-called “NTSC-rate” projects. If however you were doing a proper 24fps film project for instance, you would want to turn this option OFF.

PinnedDown only exports keys from the First to Last frames of your Lightwave scene, as set in the Layout **Render Globals** panel, and does so matching the same frame numbering as the scene. Enabling **Offset keys to scene start** will cause PinnedDown to treat the First frame of the scene as if it were really frame 1, renumbering all of the exported keys accordingly. This is particularly useful to enable if you start your Lightwave animations on frame 1 instead of 0.

Once you've selected everything as desired, click the Export button. PinnedDown will create the appropriate keyframe files and close its self indicating it's done.

**DS Hint:** In Avid DS v10 or above, if you chose all 4 objects to do a 4-point corner pin, you can easily load all 8 .fraw files at once by using the 'Import tracking coordinates' function in the Animation Editor of the Tracker node. Older versions of DS will require loading each .fraw file one-at-a-time into the corresponding animation channels. See the DS Online Help for more information.

## Version History

- 2.1 Fixed the export filename numbering for Autodesk when all 4 items were selected
- 2.0 Added support for exporting to Autodesk IFFFS (Inferno, Flame, Flare, Flint, Smoke)
- 1.3 Fixed a rare bug that would crash Layout when PinnedDown failed to write its preferences file out to disk
- 1.2 Added 'Shift scene start to frame 0' option for forcing exported keys to always start on frame 0  
Fixed a problem with Lightwave 10 detecting "(none)" object selections  
Added auto-detection of objects named UL, UR, LL, LR  
A preferences file is now created in your Lightwave plugins directory to remember the selected options and last exported pathname
- 1.1 If less than 4 objects are selected the R# filenames are changed to be in numerical order rather than the corresponding point number used in 4-point tracks
- 1.0 Initial release