



modo

ARCHIVER

Licensing, Thanks and Contact Info

modoArchiver is free to use for commercial and noncommercial purposes. Preset export, thumbnail rendering, script collection, MDD collection and XREF collection require the purchase of a Pro license. modoArchiver licenses are licensed to individual users. Features unlocked by this license may only be used by this user. Additional users are required to purchase separate licenses.

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Thanks to all who have helped with ideas and beta testing!

in no specific order, we would like to thank the following individuals for their contributions:

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01 – Introduction to modoArchiver

What is modoArchiver?

modoArchiver is a standalone utility that gathers all external resources used in a modo LXO file and alleviates the headache associated with moving files between computers or archiving projects. modoArchiver does not interact with an instance of modo (for collection) instead it works directly with the LXO file.



modoArchiver user interface.

What can modoArchiver collect?

modoArchiver collects the following files.

- **Images**
- **Image sequences**
- **IES files**
- **MDD files***
- **Scripts (attached to locators)***
- **XREF LXO files (XREFs can be nested)***
- **Automated material preset export***

* Feature requires a Pro license.

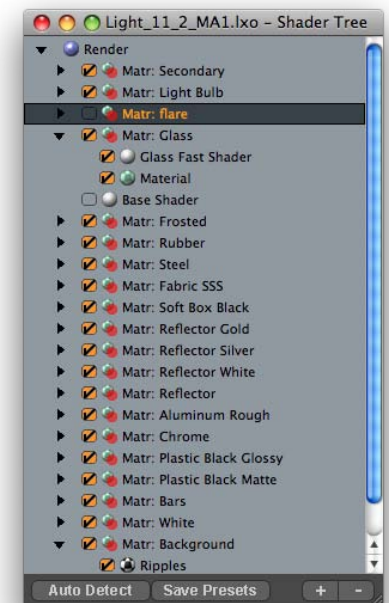
Standard vs Pro

The Pro (licensed) version of modoArchiver adds the ability to automate the export and thumbnail rendering of the shader tree to individual material presets (.LXP files.) and adds support for script, mdd and xref collection.

Requirements

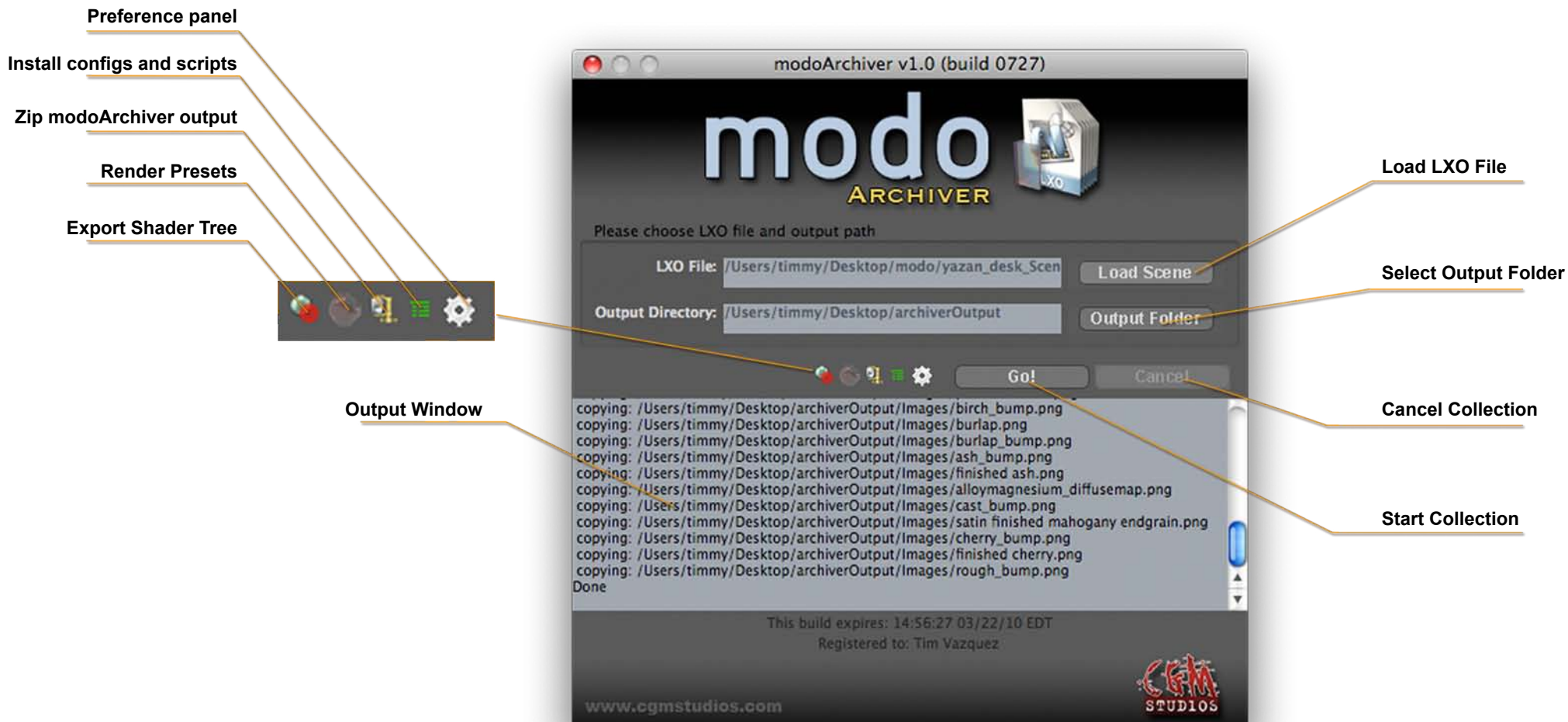
Minimum system requirements are:

- **OSX 10.5 +**
- **Windows 7, Vista and XP**
- **modo 401 sp3 or later**



Preset export window

02 - Interface



Load LXO File

Opens the LXO file requestor dialog.

Load Scene

Select Output Folder

Opens the folder selection dialog.

Output Folder

Start Collection

After selecting your LXO file and output folder, this starts the collection process.

Go!

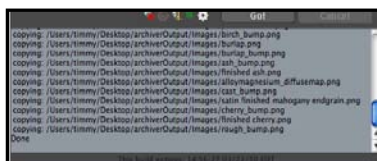
Cancel Collection

Cancels the current operation. If modo is rendering, it will wait for the current task to finish.

Cancel

Output Window

Any message from modoArchiver will be displayed to this window



Preference Panel

The preference panel is where you set modoArchiver defaults, install a license and add custom search paths.



Install Scripts and Configs

Pressing this button will attempt to install modoArchiver's launch script and UI configs into modo. The user script and config path can also be set in the preference panel.



Zip Output

After running a collection, this button will become active. When active, modoArchiver will compress the contents of the output folder into a zip file.



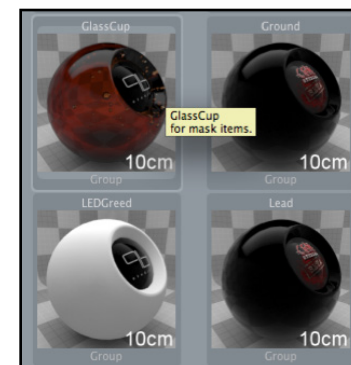
Export Shader Tree*

Opens the export shader tree dialog. In this dialog, you can select which shader tree items to export.



Render Thumbnails*

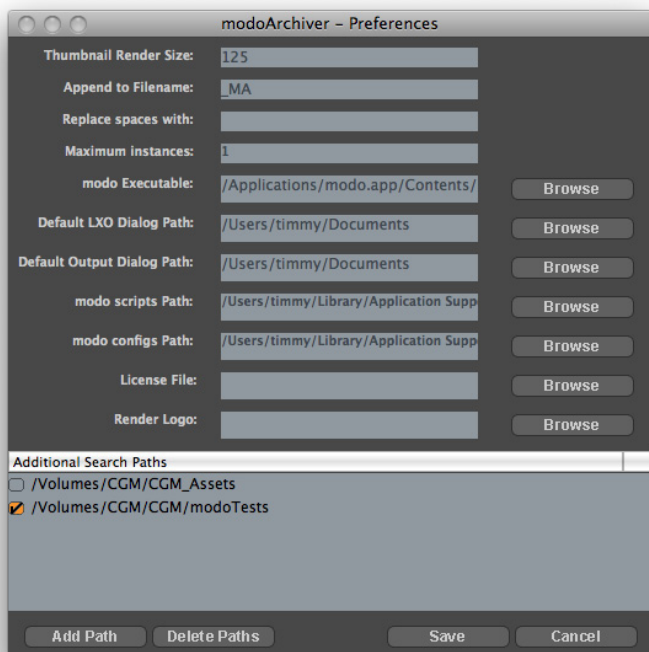
After exporting the shader tree, this button will become active. By pressing this button, a headless version of modo will be launched. Each preset in the collection folder will be applied to a default scene and rendered out at the size specified in the preference panel. After each thumbnail is rendered, the image will be embedded into the LXP file.



The thumbnails on the left have been rendered, the ones on the right have a default image

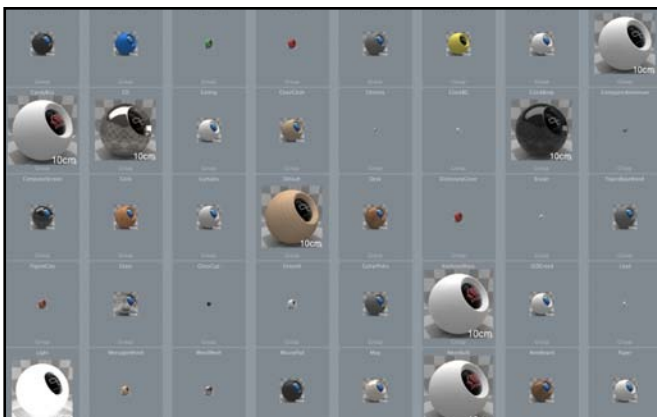
*Only available when a license is installed

03 – Preferences



Thumbnail Render Size

Sets the LXP thumbnail size that modoArchiver will render. This value can be changed while a set of LXPs are being rendered.



Append to Filename

A string value that will be added to the end of each LXO file. The purpose of this is to differentiate LXOs that have been processed by modoArchiver. The default value is "_MA" but this can be changed to anything, such as "_Archived" or the completion date of a project.

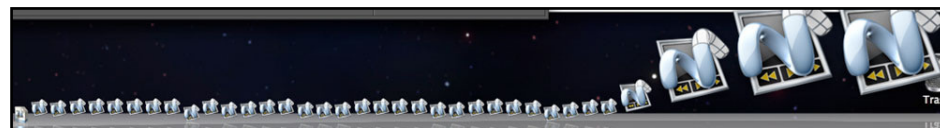
Replace spaces with

A string value that will be used to replace spaces in an assets filename. If this preference is blank, this feature will be ignored. This is useful if you are exporting your project to an application that will break when an asset has a space in its filename, such as Octane Render.

- *Example:* If this preference value is set to "_" then "this is my file name.jpg" will become "this_is_my_filename.jpg"

Maximum Instances

This is an experimental feature. This value determines the maximum number of modo instances that modoArchiver will launch when rendering LXP thumbnails. If you are rendering 100 preset thumbnails and set the maximum instances to 5, modoArchiver will assign each modo instance 20 presets to render.



modo Executable

This is path to your modo_cl executable file. modoArchiver will do its best to try and find this for you. If modoArchiver can not find this, this will be blank and you will need to use the browse button to locate it manually.

Default LXO Dialog Path

This is the path of the last selected LXO file.

Default Output Dialog Path

This is the last selected output path.

modo Scripts Path

This is the path in which modoArchiver will install its script. This is set to modo's default script folder. If you are using a custom script path, you can set it here.

modo Configs Path

This is the path in which modoArchiver will install its config file. This is set to modo's default config folder. If you are using a custom config path, you can set it here.

License File

Use the browse button to select and install your license file. modoArchiver will need to be restarted for the changes to take affect.

Render Logo

When rendering LXP thumbnails, you can override the default logo with your own custom logo. Use the "Browse" button to select your custom logo. Logos needs to be a square PNG file with a transparent background. The default logo is a 1k image.



Custom 9b Studios logo

Default logo



Default PNG logo

Additional Search Paths

Here you can specify additional base paths for modoArchiver to search for assets. If you use a custom modo setup where you are overriding the default asset path on startup or have some path aliases stored outside of the default modo config file, modoArchiver will not be able to find these assets since the base asset path is not stored in the LXD file. By adding base paths to this dialog, you will help modoArchiver find your assets.

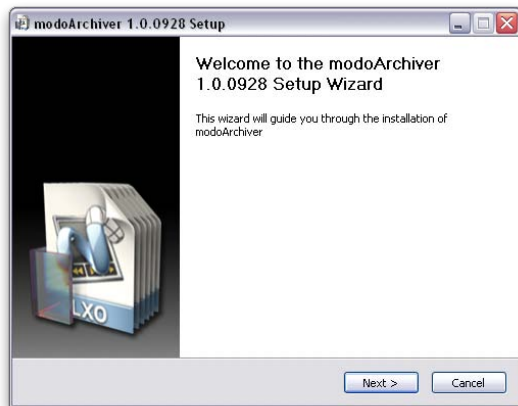
This is a great tutorial on how to set up custom configs by Fredrik Stenson.

<http://www.modo.stenson.tv/articles/custom-config-setup>

04 – Installation

Windows

Download the windows installer from your account page. Launch the installer and follow the instructions.



OSX

Download the OSX DMG file from your account page. Launch the downloaded DMG file. Drag the modoArchiver icon to the Applications folder.



Scripts and Config Files

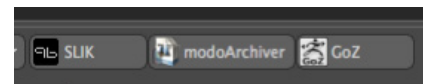
modoArchiver can install custom scripts and config files so that it can be launched from within modo.

When first launching modoArchiver, the install button is red, indicating that nothing has been installed yet. By clicking on this button, modoArchiver will attempt to install its configs/scripts into modo's default user paths. These



Script installation.

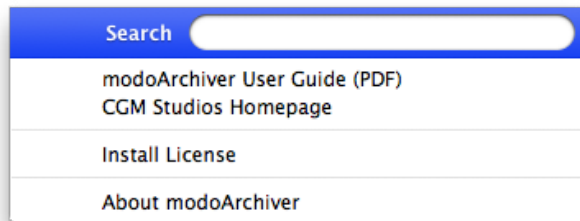
paths can be changed in the preferences panel. If the install was successful, the icon will be green and a modoArchiver button will be present in the modo UI upon restart.



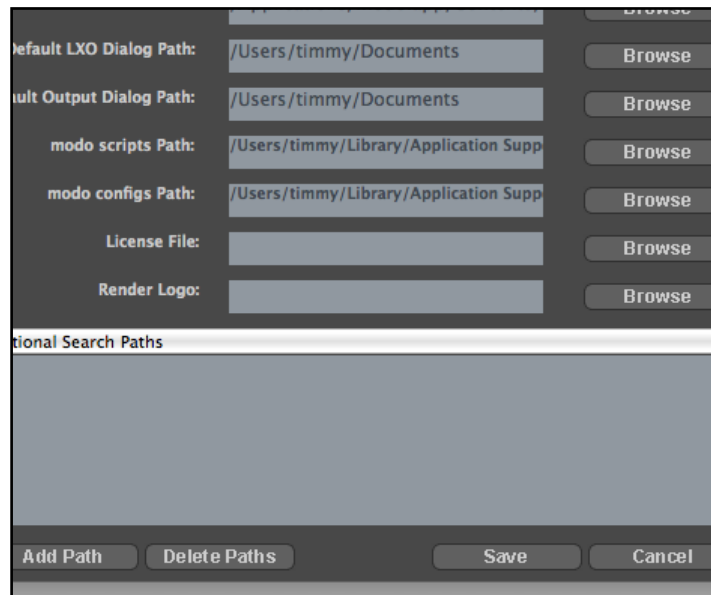
modoArchiver button in modo UI.

License File

After you have downloaded your license file from your account page, you can install it by either selecting “Install License” from the help menu or by opening the preference dialog and clicking on the browse button in the license row. You will need to restart modoArchiver to see the changes.



modoArchiver help menu.



modoArchiver preference panel.

Additional Files

After you run modoArchiver for the first time a preference folder is created. This preference folder is where the modoArchiver database, custom icon logo and license file are stored.

On Windows XP, the path is:

C:\Documents and Settings\{username}\Application Data\modoArchiver

On Windows Vista and Windows 7, the path is:

C:\Users\{username}\AppData\Roaming\modoArchiver

On OSX, the path is:

/Users/{username}/Library/Preferences/modoArchiver

