



Version:1.0

User's guide last update:06-2019

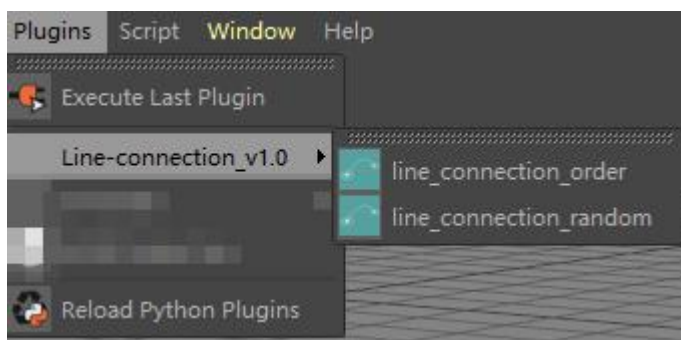
Compatibility:Cinema 4D R20

WHAT IS IT?

Line-Connection is a plugin that allows you to Generate connection lines between selected objects in Cinema 4D(**sequencely or randomly**).

HOW TO INSTALL?

1. Extract the zip file.
2. Just copy the line-connection_v1.0 folder into your plugins folder.
You file path may like this:
C:\Program Files\MAXON\Cinema 4D R20\plugins
3. Open cinema4d. You can find the it under the plugins menu.
There are two option.
First one for connections in order by your choosing sequence.
Second one for connections randomly between your choosing objects.And you can define how many lines it will generate.



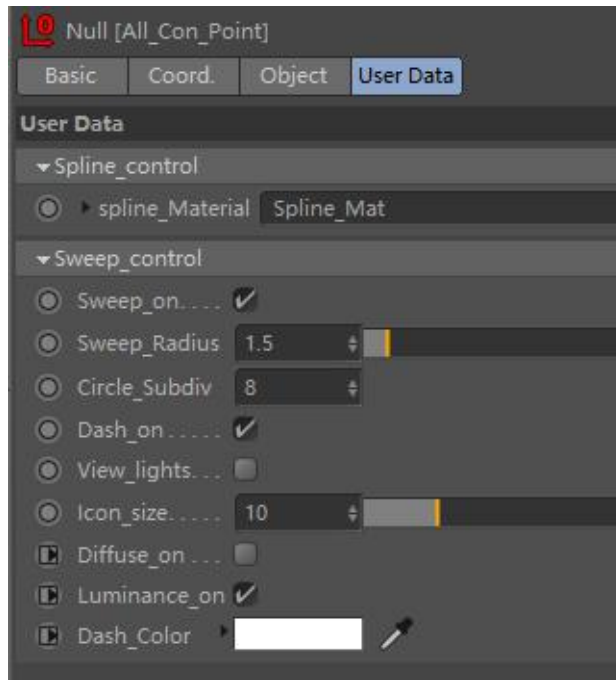
Usage instructions:

Select two or more objects, then execute L-C order command. It will generate lines between objects sequentially and create a ripple object under every select object.

Then in your object manager panel, you will get two null objects: **ALL_con_Point** and **All_Ripple_objects**.

Don't select or click other objects, just move the handle in your view port, you can adjust the position and curvature of the lines.

1. All_con_Point: (parameters for line)



Spline_Material: If sweep on is off, you can only see the spline, this is the spline's material.

Sweep_on: Sweep on or off.

Sweep_Radius: Radius of your swept line.

Circle_subdiv: Subdivision of the sweep circle.

Dash_on: Dash line or solid line.

View_lights: View lights or not. There is a light at the tip of every line. It will move from start to end along the spline. This option is just for the need to do compositions in the composite softwares like After Effects.

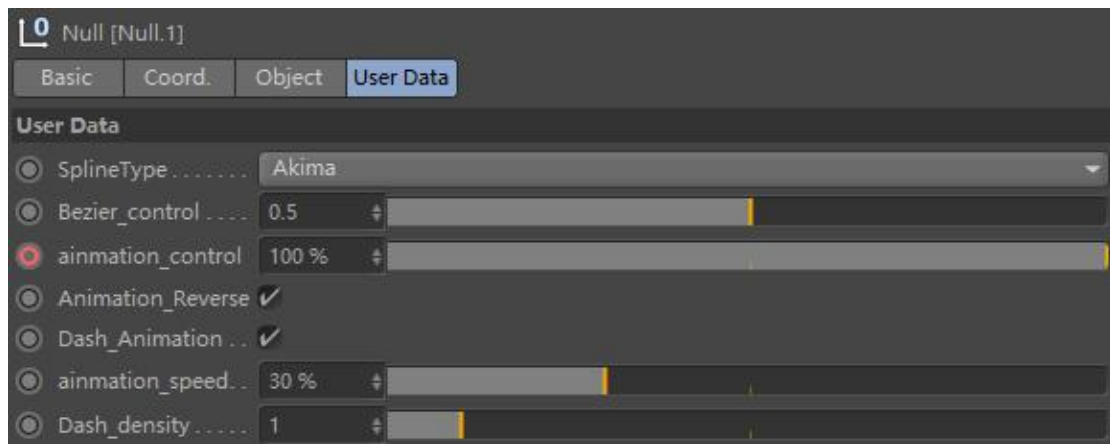
Icon_size: Control the size of the handle.

Diffuse_on: Diffuse of lines' material on/off

Luminance_on: Luminance of lines' material on/off

Dash_Color: Lines' color

Null objects under the All_con_Point are handles for adjusting lines' shape.



Spline_type: Spline's type.

Bezier_control: Only useful when spline type is bezier.

Animation_control: Line's animation control. Most times you don't need to adjust this parameter.

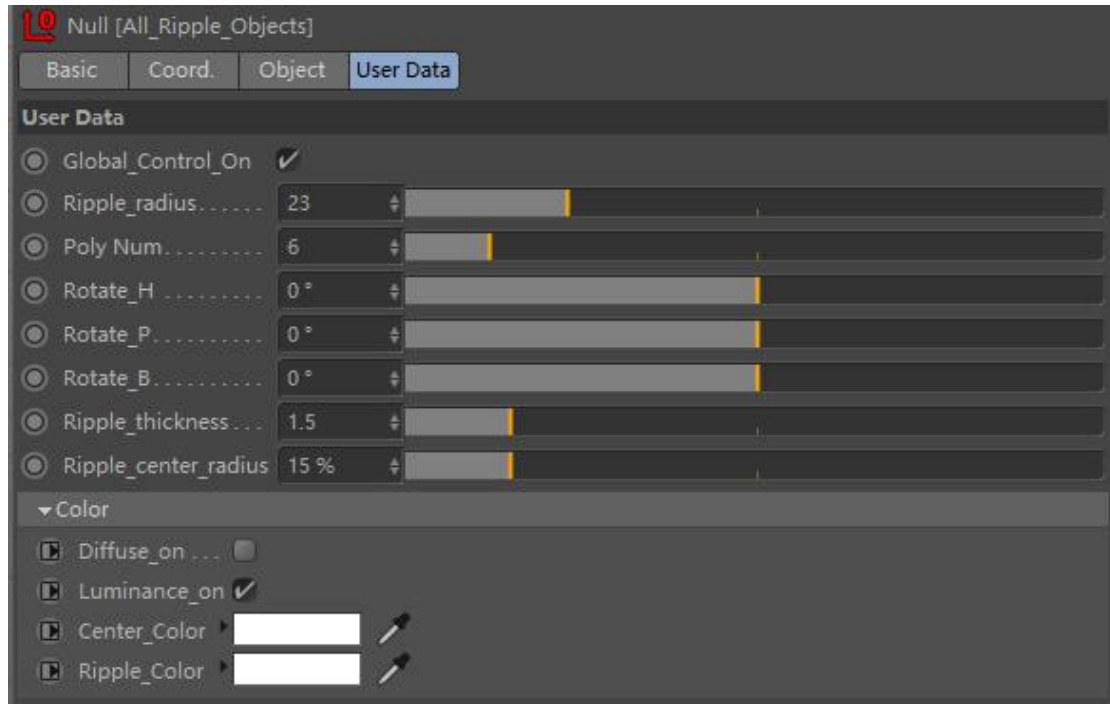
Animation_Reverse: Reverse line's animation.

Dash_Animation: Control if dash has an animation.

Animation_speed: Dash animation's speed

Dash_density: Dash lines density.

2.All_Ripple_Objects: (parameters of ripple objects)



Global_Control_On: On/off of global control.

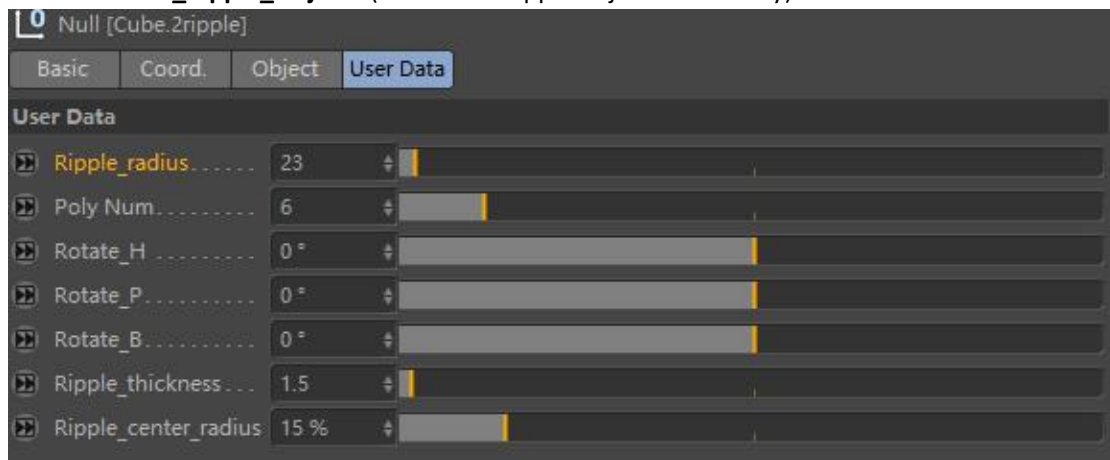
Ripple_radius: Radius of ripple.

Poly_num: Subdivision of ripple.

Ripple_thickness: Outside circle's thickness.

Ripple_center_radius: Radius of center circle.

Children of All_Ripple_Objects: (Control for ripple objects individually)



Video Tutorial:

https://youtu.be/B_APUyqY-jY

<https://youtu.be/EWET8sh-Ys0>