



# EXTENDED TIMELINE MANUAL

VERSION 1.6

This script allows you to easily navigate in timeline. You can change the active time segment by dragging the slider, or zooming with your mouse wheel .

## HOW TO USE

First, **set the number of frames** you want to use in your animation. Enter the number of the first frame, and the number of the last frame using the spinners at left and right side of the interface. For example, if you want to create an animation with 1500 frames, set the first spinner to 0 and the second one to 1500.



If you want to view a smaller area of your animation range, you don't need to open the time configuration dialog, just **drag the side of the slider** with your mouse.



If you mouse over the slider, you can use your **mouse wheel to zoom in, or zoom out**. Scroll up to zoom in, and scroll down to zoom out. Hold **SHIFT** key while zooming with mouse wheel to zoom slower, and hold **CONTROL** key to zoom faster.

If you don't have a mouse wheel, you can also zoom by hold down middle and left mouse button, and move the mouse to left or right.

**Middle mouse button + Left mouse button + move left = Zoom in**

**Middle mouse button + Left mouse button + move right = Zoom out**

You can offset the current time range by **dragging the whole slider** to left or right.



If you want to see the full time range, just **double click the slider**.

**Double click again** to restore the last zoomed position

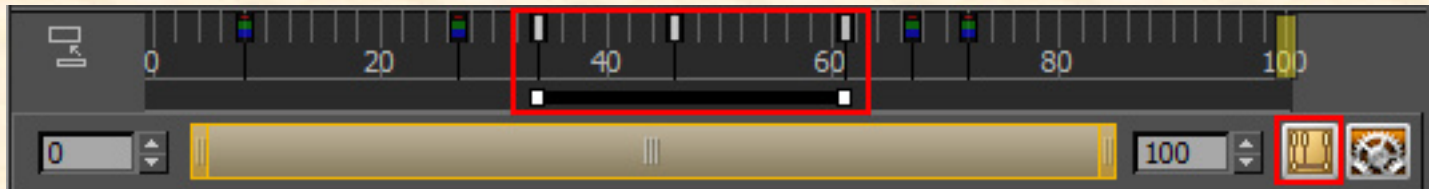
You can move the slider by clicking somewhere on the **slider's background**.

You can use the **inner spinners** to exactly set the zoom range.





It's available to **zoom to selected keyframes**. Just select the keyframes and press the „zoom to keyframes” button.



## PRESETS



The scripts allows you to store the actual position of the slider in presets.

Click one of the preset icons with **right mouse button** to **save** the actual position of the slider.

Click one of the active preset icons with **left mouse button** to **load** a previously saved preset.

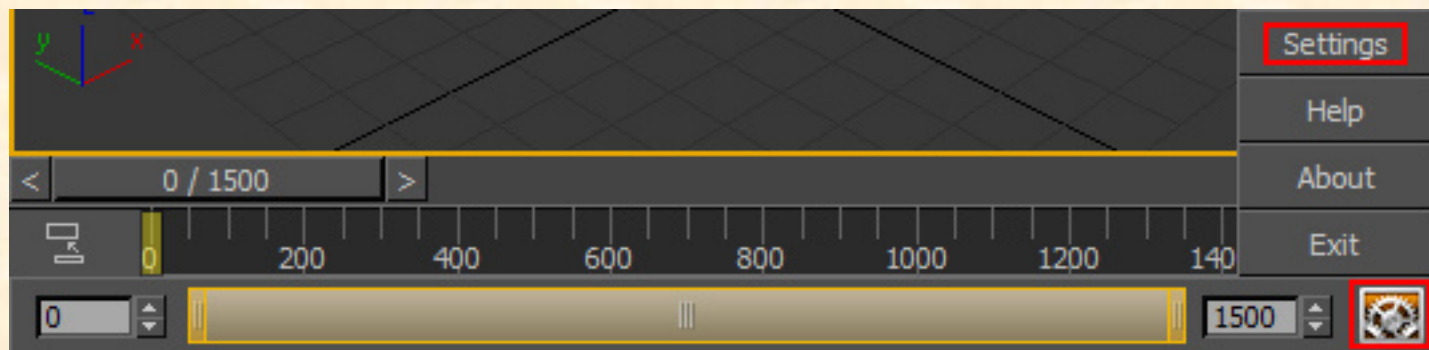
Click one of the active preset icons with **middle mouse button** to **delete** a previously saved preset.

**The stored presets are always saved to the curent scene, and restored when open the scene.**





## SETTINGS



In the settings dialog press the **General** button to see the general settings.

### Run at Max startup

When on, the script will run automatically when you start 3ds Max.

### Check for updates on startup

When on, the script will check for available updates. To get updates, be sure you have a live connection to internet, and your firewall allows this script to access the internet.

### Check for updates now

Check for newer version immediately.

In the settings dialog press the **Control** button to see the mouse and keyboard settings.

### Normal zoom

The value of zooming in percentage while zoom with mouse wheel

### Less zoom

The value of zooming in percentage while zoom with SHIFT + mouse wheel

### Presets

Enable or disable to store presets

### Number of presets

The number of available presets (maximum 5)

### Zoom spinners

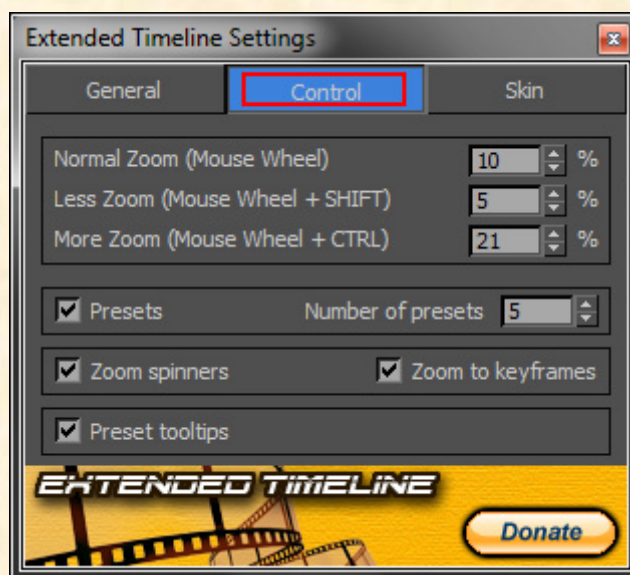
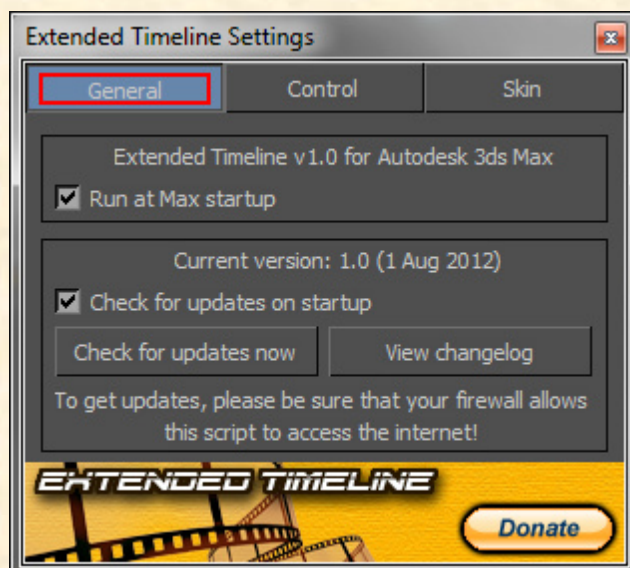
You can use the inner spinners to set the zoom range exactly

### Preset tooltip

You can view the first and the last frame of the presets in a tooltip

### Zoom to keyframes

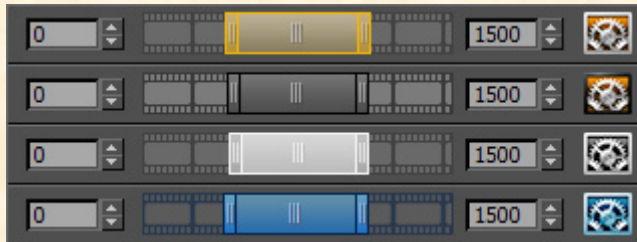
Toggle on/off the „Zoom to keyframes” button





In the settings dialog press the **Skin** button to see the available skins.

By default there are 4 different skins. Default (orange), Dark, Light and Blue.



You can easily create your own skin. Just go to skin folder

(C:\Users\**your user name**\AppData\Local\Autodesk\3dsMax\**your max version**\enu\scripts\Heavenly Pictures\Extended Timeline\skin)

rename one of the skin file's extension to zip, and unpack it. Open the skin.ini files to understand how you can build your own skin. If you need help, just write to [info@heavenlypictures.hu](mailto:info@heavenlypictures.hu)

