

QuickDisplay

A plugin for Cinema 4D

Introduction

This is a tiny plugin I wrote to do a very specific job, but maybe others will find it useful. What it does is this.

Normally I have object outlines (the orange line round a selected object) turned on. It's useful to see where an object selected in the object manager is located in the scene. However, when building plants in C4D recently, I found that the plant object, with lots of narrow stems and branches, and small leaves, petals and so on were obscured by the outline. You can turn this off in the main C4D preferences, but that means opening the prefs dialog, making the change, and closing the dialog again. That's too many clicks and unfortunately the outline isn't an option in the shortcut menu you get by pressing 'N'.

What I wanted to be able to do was a one-click solution to turn the highlight off then turn it on again when desired. That's all this plugin does.

Important: any changes this plugin makes are changes to the C4D preferences, which are saved when Cinema exits. If you turn off outlines, then close and reopen C4D, outlines will be off until you turn them on again.

Note also that any changes you make are reflected in the main c4d preferences window, as you can see if you have the prefs window open when using this plugin. But if you have the plugin's dialog open, and you make changes in the main prefs window, these won't show up in the plugin dialog until you close and reopen it.

When loaded the plugin has this icon in the Extensions menu:

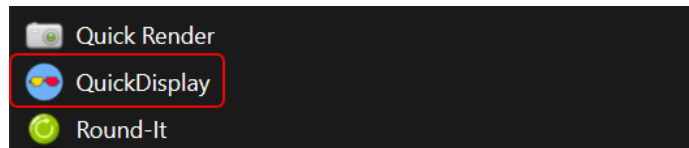


Figure 1. QuickDisplay icon in Extensions menu

You can do two things with this. A simple click will toggle the object outline and bounding box off (or on again). You could modify the palettes in Cinema to include this icon, like so:

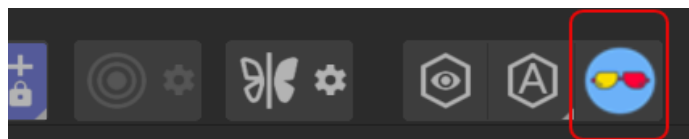


Figure 2. QuickDisplay icon in customized palette

You don't have to do that, but it's faster than opening the menu. Now it just takes one click to toggle the outlines on or off.

The second thing you can do is hold down the Ctrl key and click the icon. Now you get a little dialog box as shown on the next page (Figure 3).

This lets you turn off the outline but leave the bounding box on, or switch to wireframe view if desired. The dialog is very small, so you can either leave it open or dock it somewhere without losing much screen space.

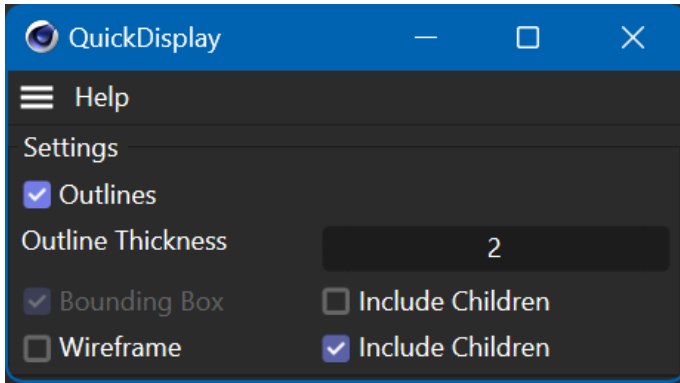


Figure 3. QuickDisplay dialog box

Reference

The settings are all tick boxes apart from one.

Outlines

If this is ticked, selected objects will be shown with the usual orange outline. You can also change the thickness of the outline, with a range of 1 to 10.

Bounding Box

If ticked, the object's bounding box is shown if outlines are turned off. You can opt to include child objects of the selected objects if you desire.

Note that the bounding box options are only available if the 'Outlines' switch is turned off.

Wireframe

Turn this on to display a wireframe overlay on the object. Again, you can include child objects if desired.

The wireframe options are independent of the outline/bounding box displays.

Help menu

About...

Displays the version number and date of the current version of QuickDisplay.

Show Help File (.PDF)...

Opens this help file. This only works if the help file is in the same folder as the plugin binaries (the files with .xdl64 and .xlib extensions).

Conclusion

A tiny plugin which you may or may not find useful. If you do, and have any comments or bug reports, you can contact me at <https://www.microbion.co.uk/html/contact.htm>.

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