

OutlinerPlus

Version History

Version 1.3 (Released: 21. May 2014)

- There is a new and separate plugin for Maya 2014 and maybe above.
- Added new Maya 2014 node types in OutlinerPlus.ini
- Added Arnold Renderer node types in OutlinerPlus.ini

Version 1.2 (Released: 21. May 2012)

- There is now only one plugin file for Maya 2011, 2012, 2013.
It should work with Maya 32Bit and 64Bit for Windows, Linux and MacOSX.
- Added more node types in OutlinerPlus.ini for Maya 2013
- Added V-Ray node types in OutlinerPlus.ini
- Added Maxwell Render node types in OutlinerPlus.ini
- Changed userSetup.py

Version 1.1 (Released: 28. April 2011)

- Added a version for Maya 2012
- Added more node types in OutlinerPlus.ini for the Maya 2012 version
- Changed userSetup.py

Version 1.0 (Released: 13. January 2011)

- replaced option menus and textfields with popup menus
as a workaround of a bug in Maya. Deleting or modifying selected objects should now work properly when OutlinerPlus is started as a window. This was not a problem when OutlinerPlus was started as a panel.
- OutlinerPlus window is now dockable
- custom MEL or Python functions can now be added to the popup menu
by editing the OutlinerPlus.ini
- added 'Focus selected' function
- added 'Select objects from materials' function
- added 'Select ShadingGroups from objects' function

Version 0.9 (Released: 29. December 2010)

- Initial release for Maya 2011