



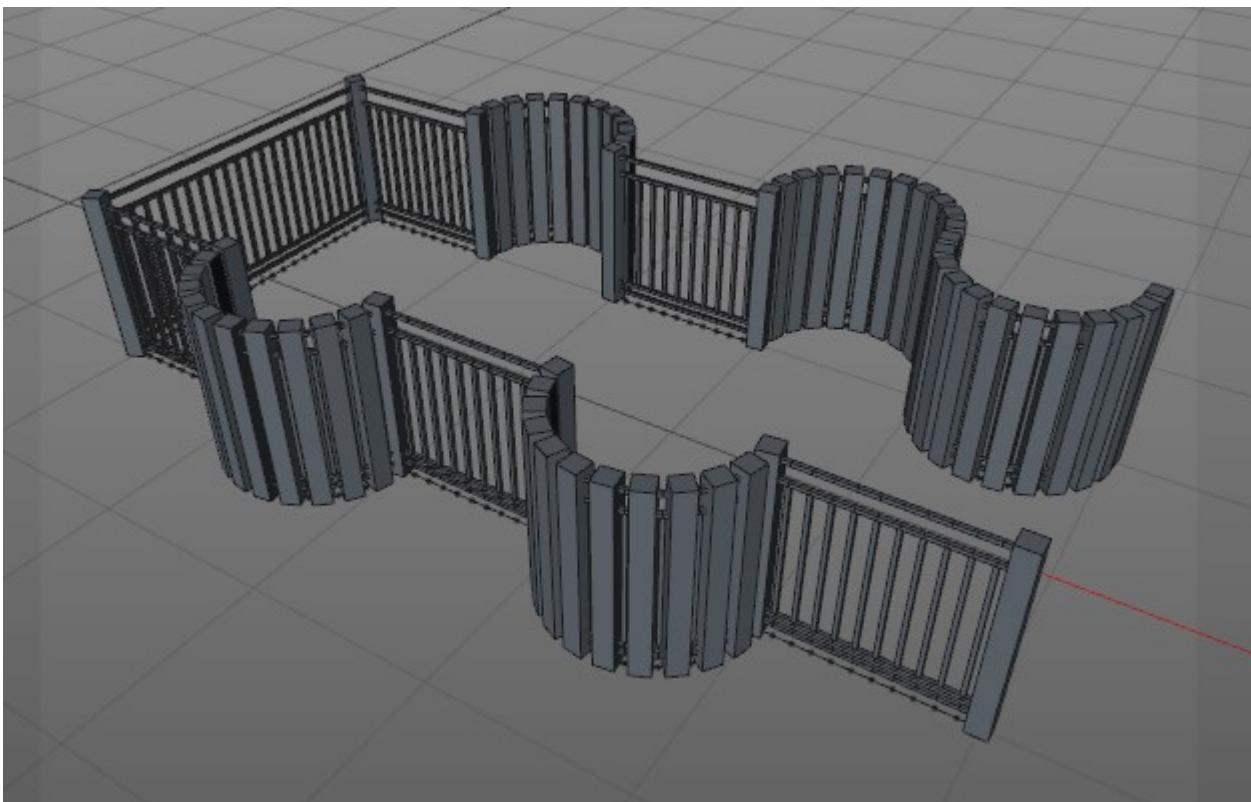
#### BALUSTER4D + STAIRS4D, FENCES AND STAIRS

#### GENERATORS IN CINEMA 4D

Baluster4D and Stairs4D are 2 applications that allows the user to get within Cinema4D an infinite combination of railings and Stairs,

Baluster4D can be used, even individually, using a spline as a path

Baluster4D and Stair4D are callable from Menu Plugin and they do **NOT require Mograph**



(Figure 1)



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## INSTALLATION

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### Installation:

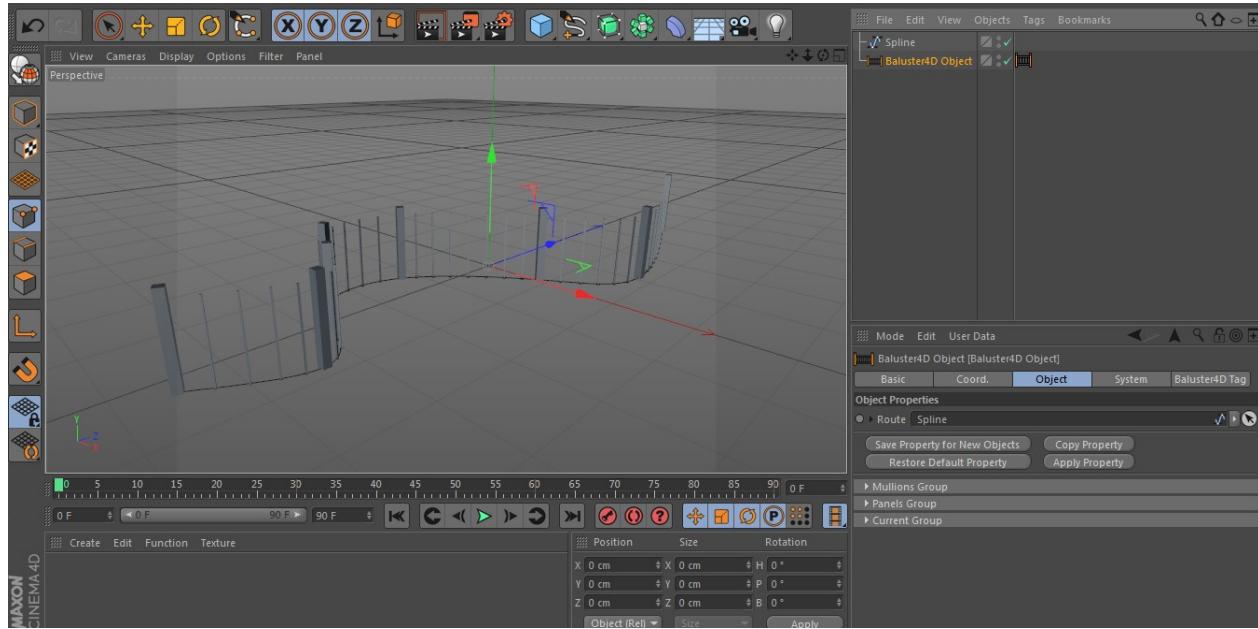
Place Baluster4D folder and Stairs4D folder in Cinema4D plugin directory.



## BALUSTER4D USE

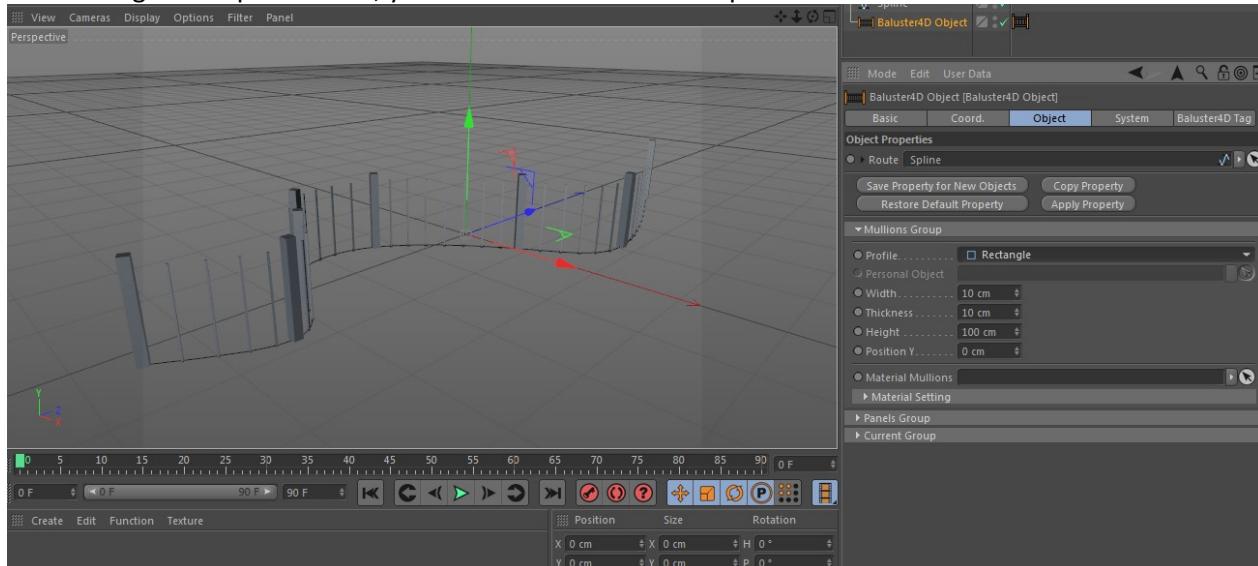
1 - Place the spline to use as a path, in Baluster4D Link

The parametric railing will be immediately created



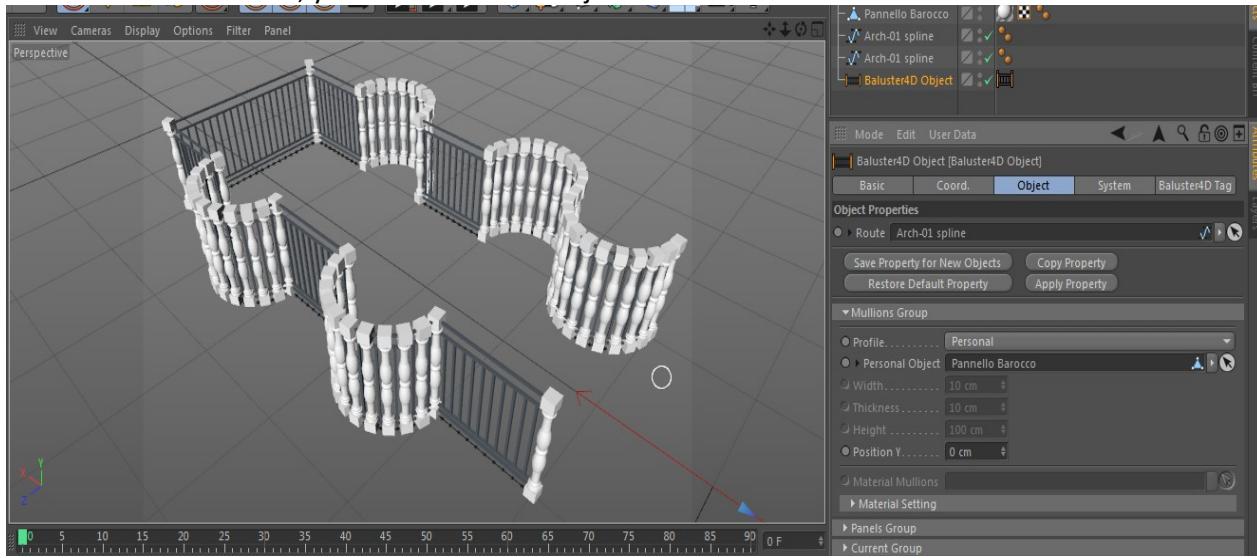
(Figure 2)

2 - Working on the parameters, you can customize each component.



(Figure 3)

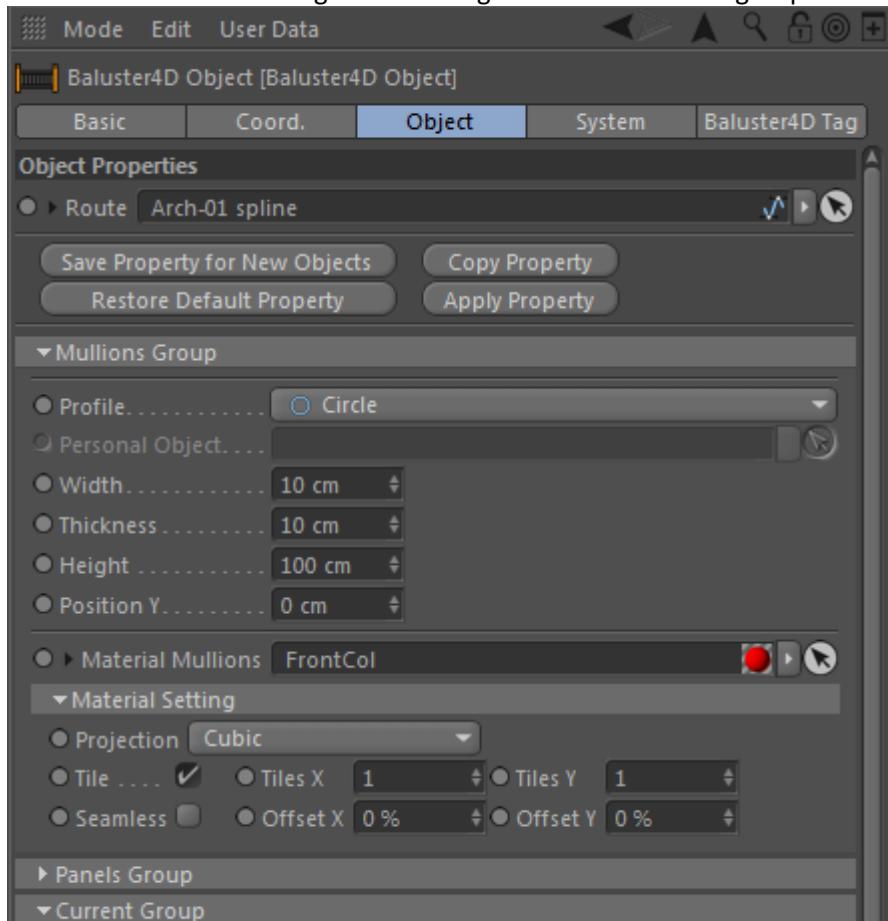
For Mullions and Panels, you can use custom objects



(Figure 4)

## BALUSTER4D MATERIALS

Each component object Baluster4D supports the assignment of materials.  
Each material is also configurable through the Material Settings options

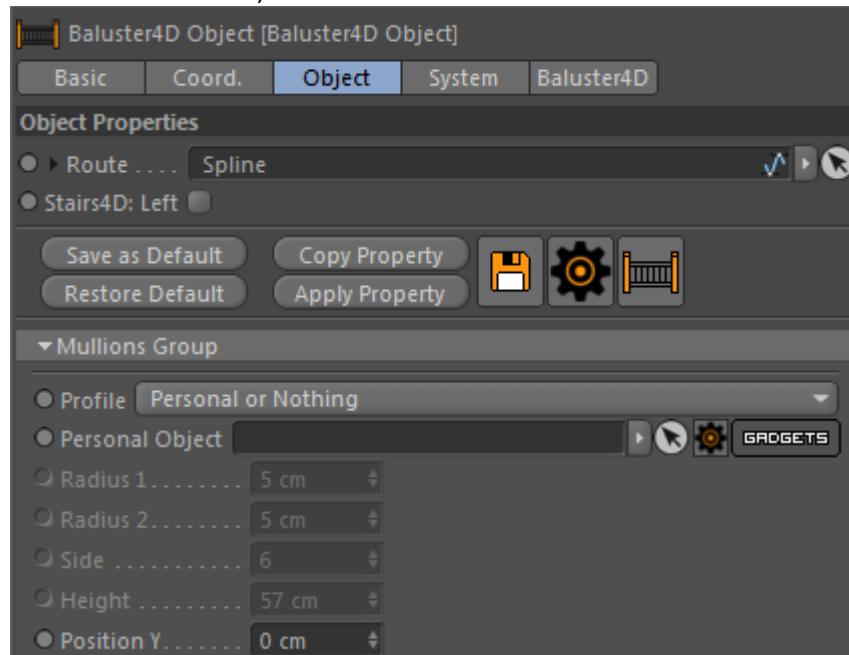


(Figure 5)

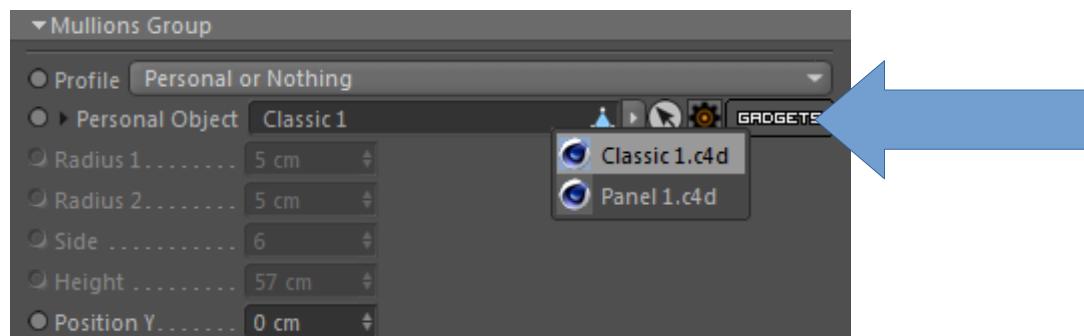
## BALUSTER4D CUSTOM GADGETS IN MULLIONS AND PANELS (NEW)

when You select “*Personal or Nothing*” in Profile, the buttons will be enabled.

If You click GADGETS, You will see a list of items to choose.



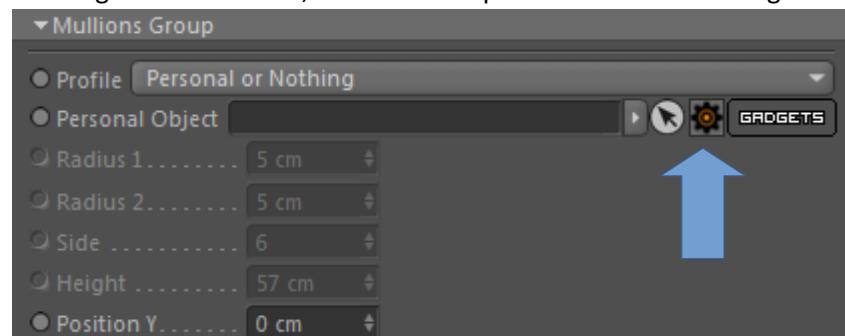
(Figure 5 bis)



(Figure 6)

## BALUSTER4D MANAGE GADGETS (NEW)

All Gadgets are .c4d files, and You can open the folder for manage or add new files



(Figure 7)

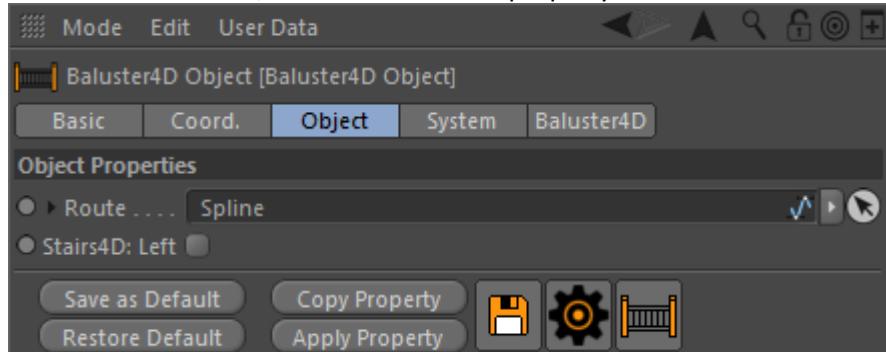
## BALUSTER4D COPY AND APPLY PROPERTY AND CONTENT + MANAGER PRESET (NEW)

With these commands copy and apply the properties of an Object Baluster4D to one or more other (the command supports multiple selection).

Will be copied and applied, also the materials and custom objects or Gadgets, used as Mullions or Panels

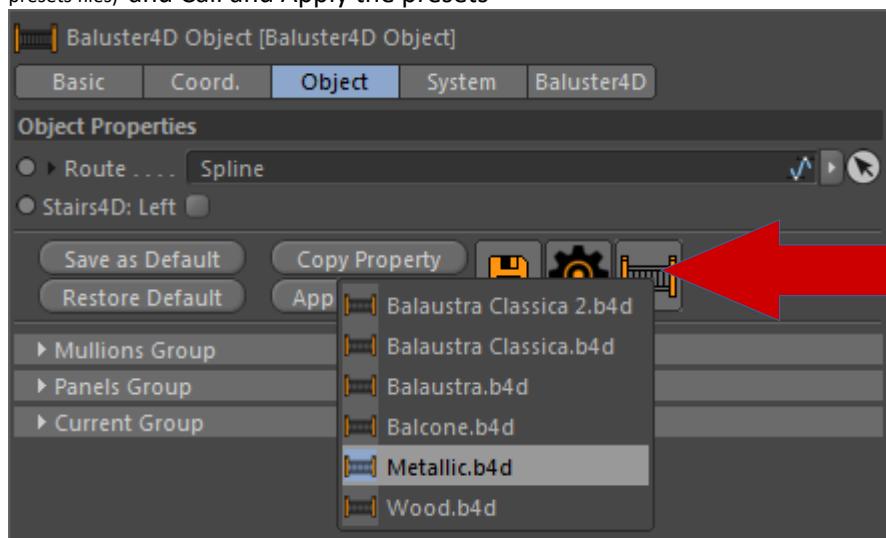
With Save as Defaults, you apply the property for all new object.

Use Restore Defaults, for restore defaults property.



(Figure 8)

You can Save the preset , Manage the preset (open the folder Custom Presets for delete or rename the presets files) and Call and Apply the presets



(Figure 9)

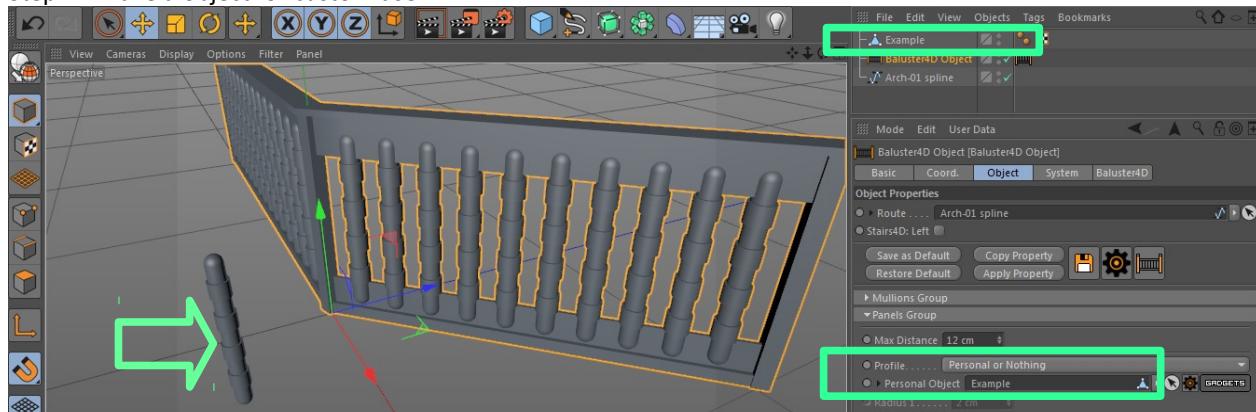
### Note:

The Save Feature, not save the Baluster4D Materials ma only Baluster4D options Material Settings  
The Save Feature, not save the Custom Object for Mullions or Panels, but save the called for this Gadgets.

For to save Cinema4D files for Gadget use, read the next page

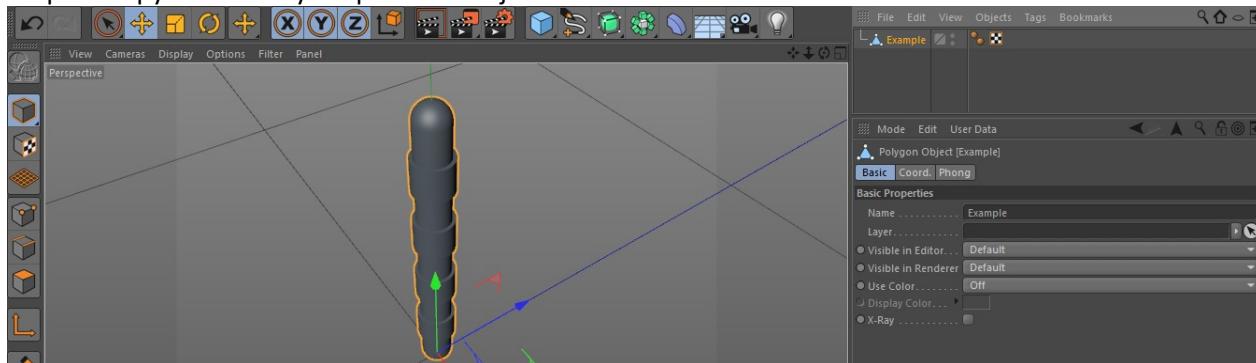
## HOW TO MAKE A FILE .C4D FOR GADGET USE (NEW)

Step 1 - Make a object for custom use



(Figure 10)

Step 2 - Copy and Paste your personal Object in a new Cinema4D files.



(Figure 11)

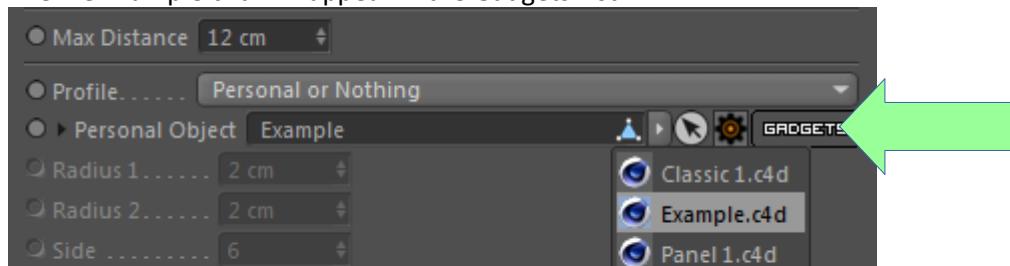
Step 3 - Save the File in Gadget Folder

**IMPORTANT!**: The file name must match the name of the object

Organizza ▾					Apri ▾	Condividi con ▾	Masterizza	Nuova cartella
Preferiti		Nome	Ultima modifica	Tipo	Dimensione			
	Desktop	Classic 1	04/07/2015 16:15	File C4D	310 KB			
	Download	Example	06/07/2015 13:22	File C4D	182 KB			
	Google Drive	Panel 1	04/07/2015 16:16	File C4D	100 KB			

(Figure 12)

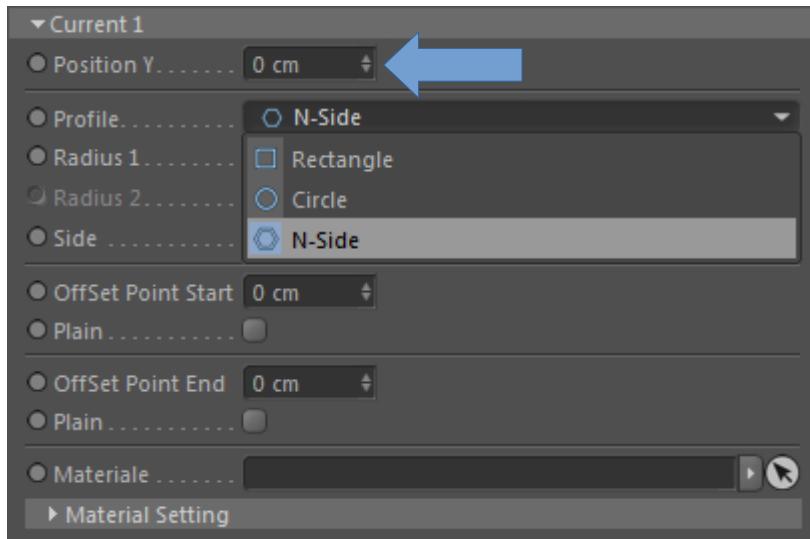
The file Example.c4d will appear in the Gadgets List



(Figure 13)

## BALUSTER4D CURRENTS

Baluster4D supports a maximum number of 8 Horizontal Currents. Each current is activated by entering the value Position Y.

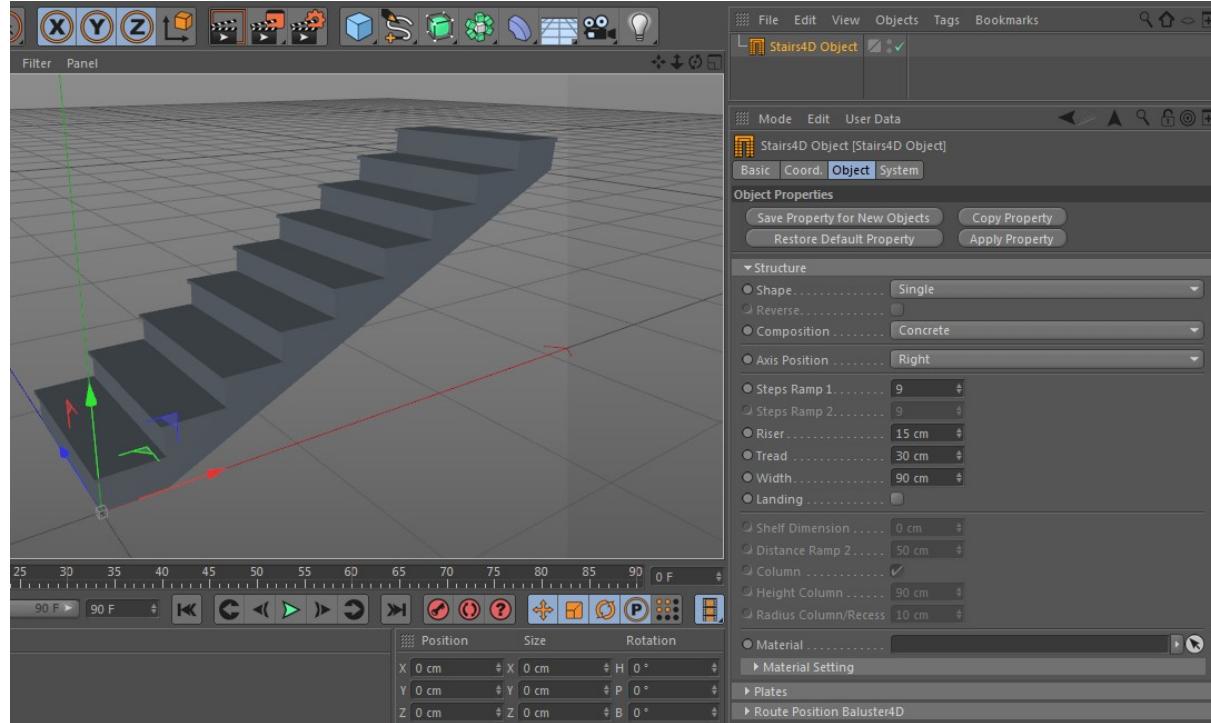


(Figure 14)



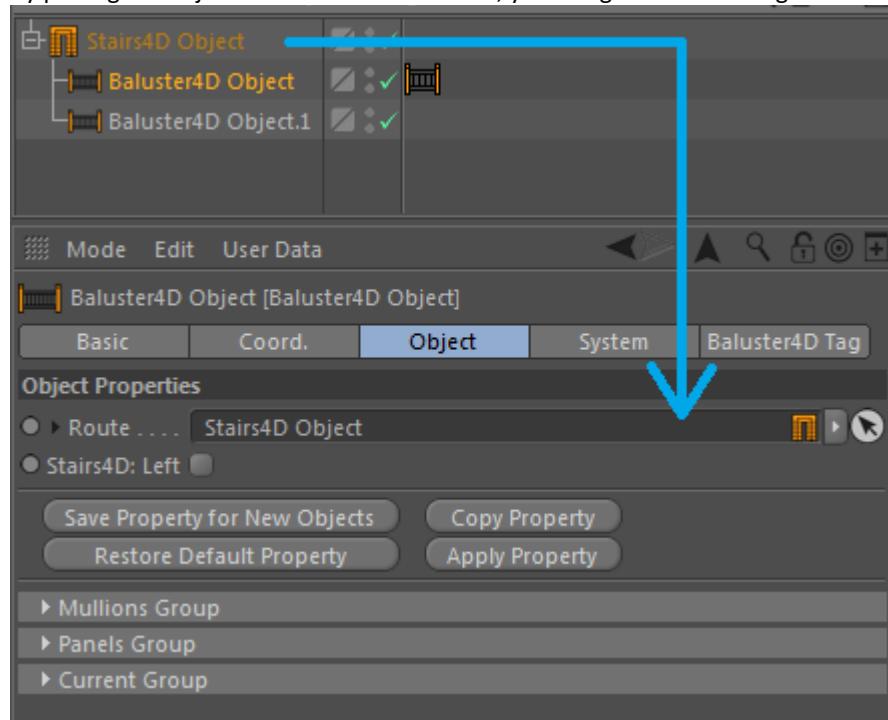
## STAIRS4D USE

Stairs4D allows the creation of different forms of stairs (Single, L, U, Spiral) Customizable

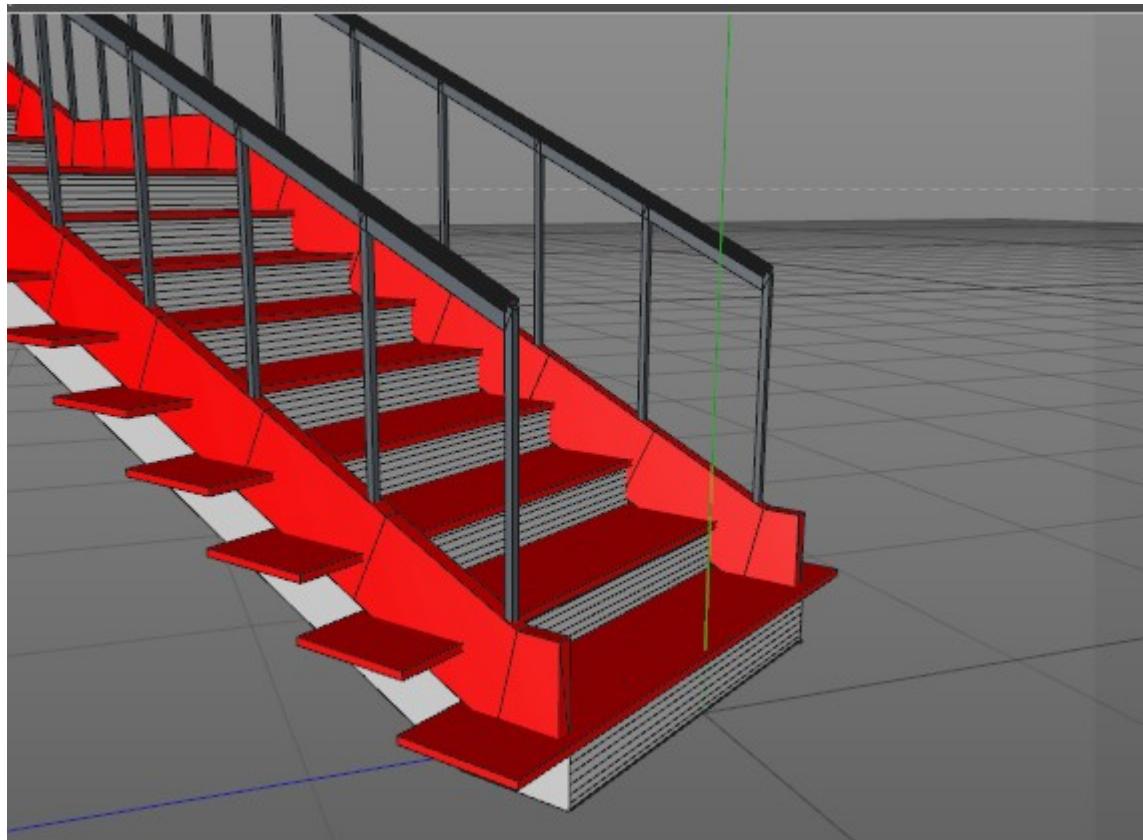


(Figure 15)

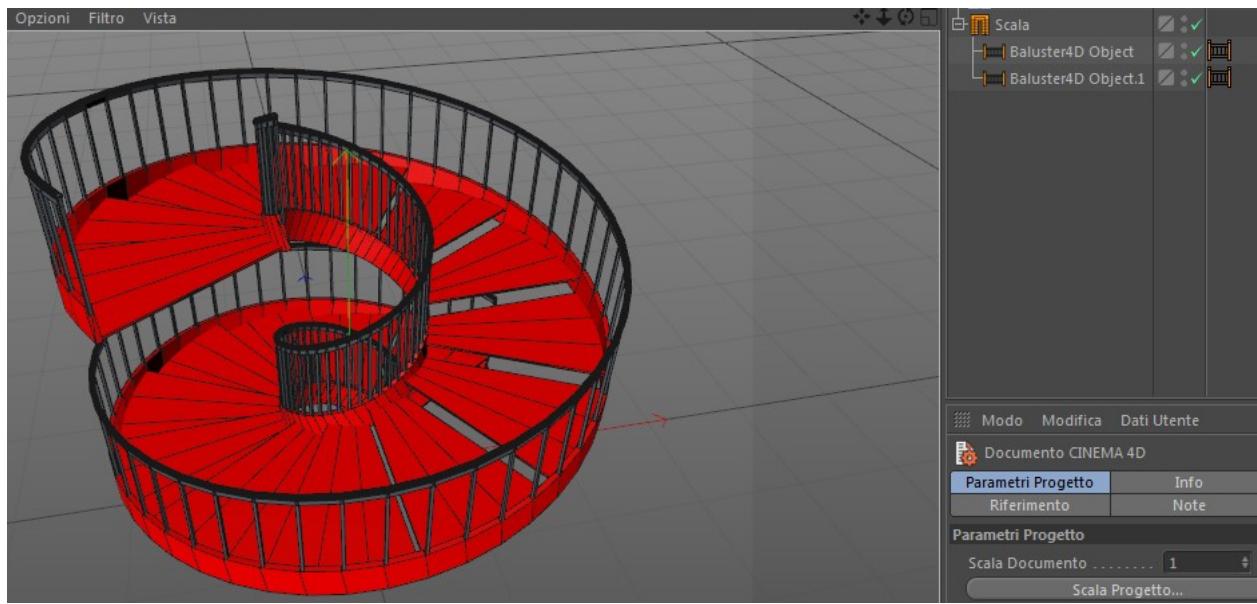
By placing the object Stairs4D in Baluster link, you can get the authoring of handrails



(Figure 16)

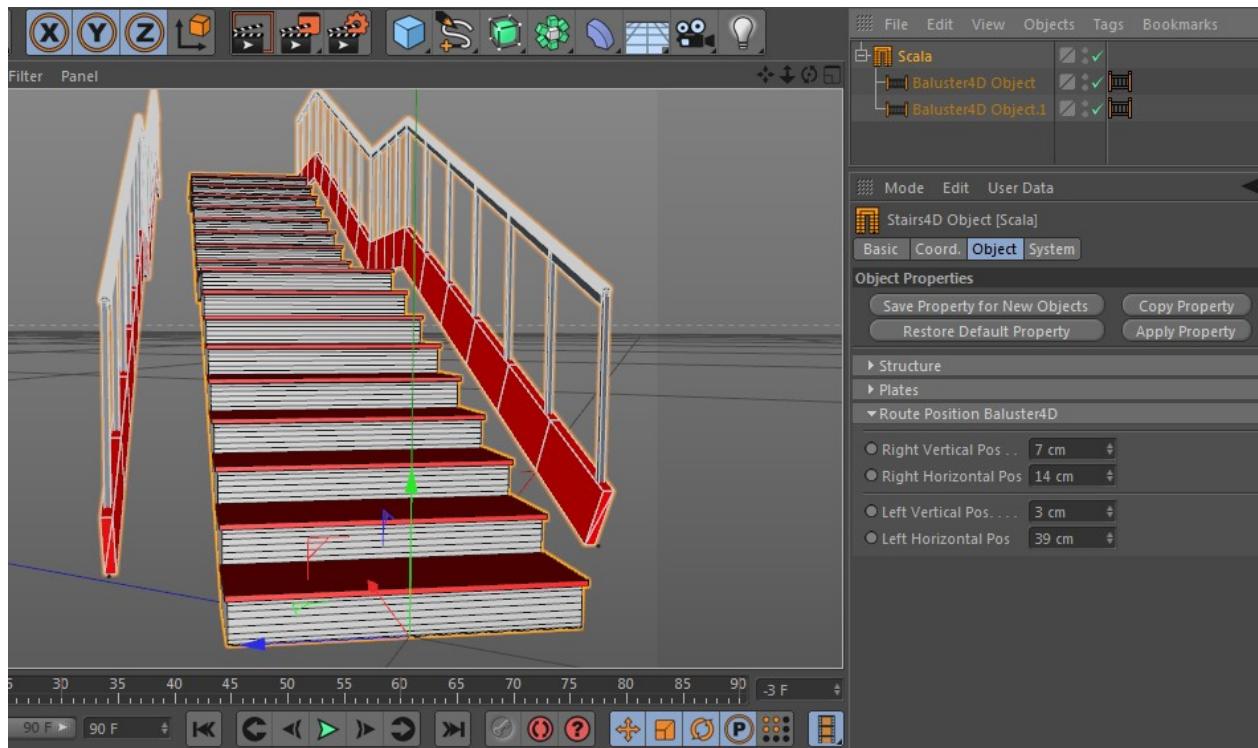


(Figure17)



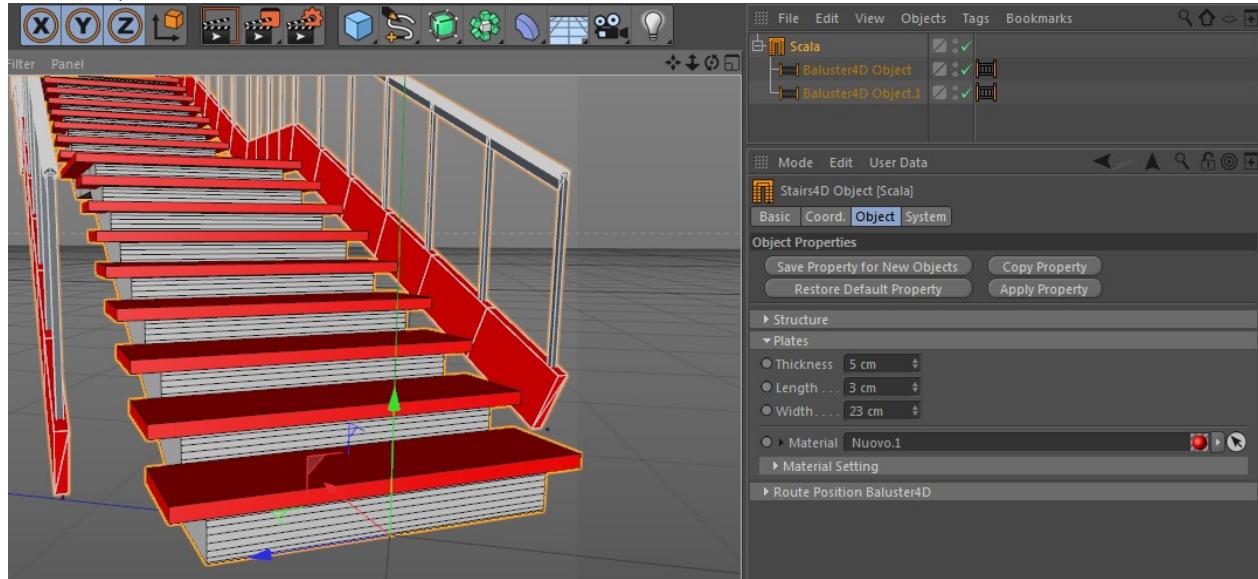
(Figure18)

The Baluster4D objects can be moved horizontally or vertically, through the dedicated controls, directly from the object Stairs4D (NOT WORK IN SPIRAL STAIRS)



(Figure19)

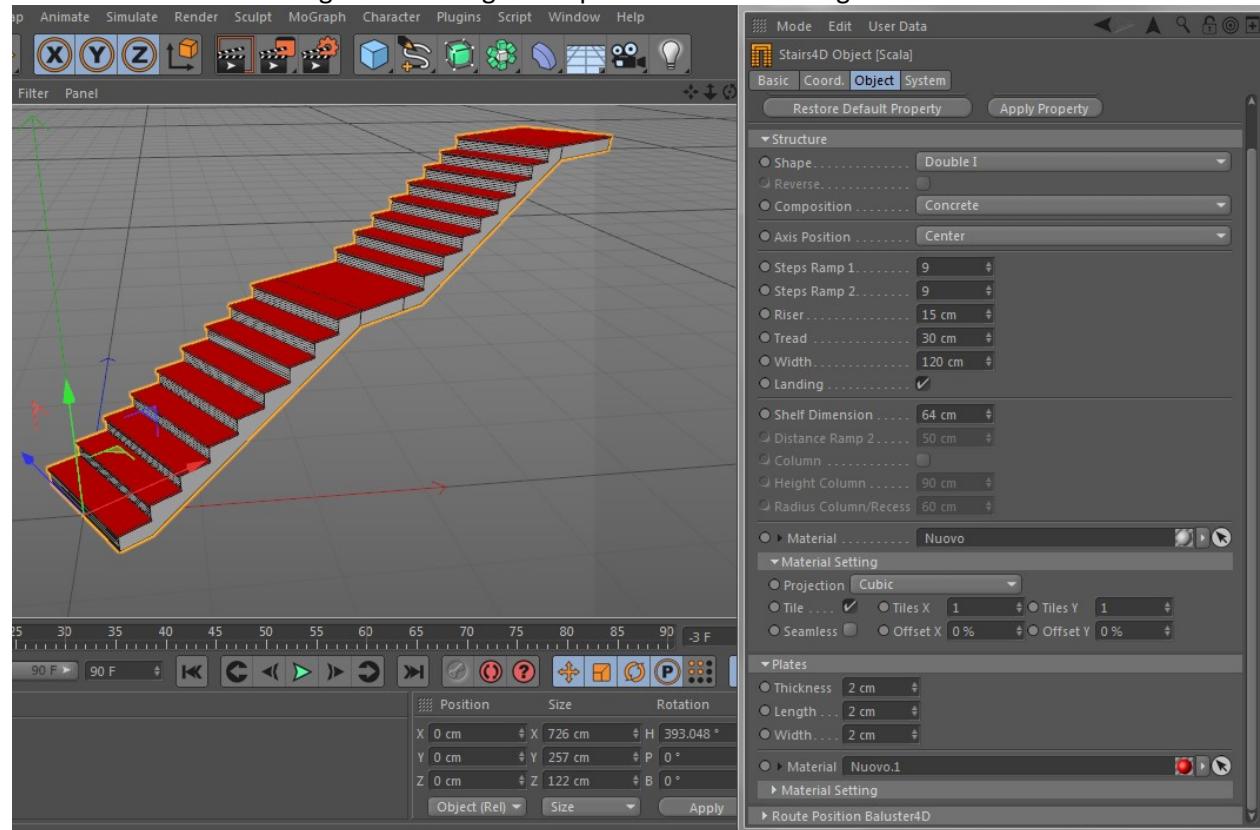
Is can also, the dimension customization of the Plates elements



(Figure20)

## STAIRS4D MATERIALS

Each component object Stairs4D supports the assignment of materials  
 Each material is also configurable through the options Material Settings



(Figure21)

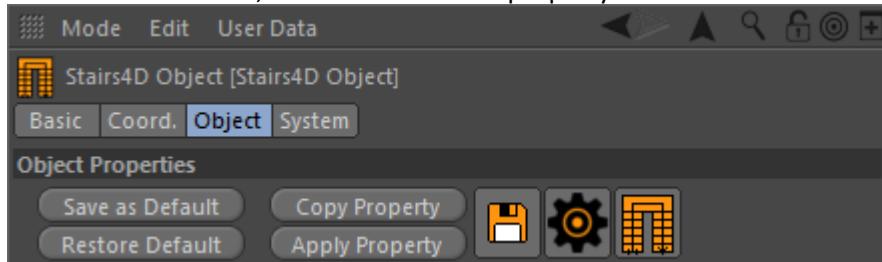
## STAIRS4D COPY AND APPLY PROPERTY AND CONTENT + MANAGER PRESET (NEW)

With these commands copy and apply the properties of an Object Stairs4D to one or more other (the command supports multiple selection).

Will be copied and applied also the materials

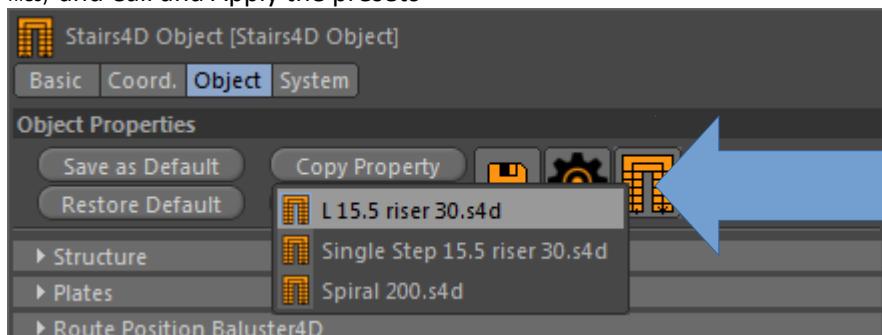
With Save as Defaults, you apply the property for all new object.

Use Restore Defaults, for restore defaults property.



(Figure22)

You can Save the preset , Manage the preset (open the folder Custom Presets for delete or rename the presets files) and Call and Apply the presets



(Figure23)

### Note:

The Save Feature, not save the Stairs4D Materials ma only Stairs4D options Material Settings

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LICENSE TO USE

Terms and conditions of use are indicated in this link:

[http://www.caleidos4d.it/termini\\_e\\_condizioni.htm](http://www.caleidos4d.it/termini_e_condizioni.htm)