Smartools Layers

Control reference · ACTIONS at top · CATEGORIES select which layer groups to create

Create Layers *ACTION*

Builds the full nested layer structure for every checked category. Each parent gets a unique hue-shifted wirecolor.

Select All *ACTION*

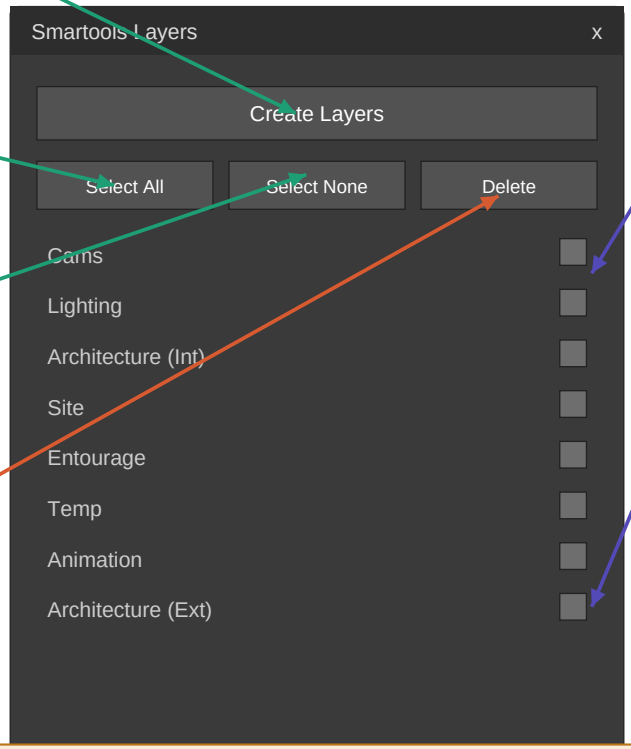
Checks every category checkbox at once. Useful for setting up a complete scene from scratch.

Select None *ACTION*

Unchecks every category. Lets you start over and pick just the groups you need for the current project.

Delete *CLEANUP*

Removes every empty layer in the scene (no nodes inside). Cleanup tool, ignores checkbox selection.



Category checkboxes *CATEGORIES*

Layer family mapping *REFERENCE*

Cams	→	10 - Cams
Lighting	→	20 - Lighting
Arch (Int)	→	30 - Arch INT
Arch (Ext)	→	40 - Arch EXT
Site	→	50 - Site
Entourage	→	60 - Entourage
Animation	→	70 - Animation
Temp	→	01 - Helpers

Naming convention *all layers carry a numeric prefix*

01 = Temp · 10 = Cams · 20 = Lighting · 30 = Arch (Int) · 40 = Arch (Ext) · 50 = Site
60 = Entourage · 70 = Animation. Each parent contains specific sub-layers (walls, glass, etc).

LEGEND — **ACTIONS** — create / select all / select none · **CLEANUP** — delete empty layers · **CATEGORIES** — layer family toggles · **NAMING** — numeric prefix convention

Generated reference — Smartools Layers (3ds Max script)