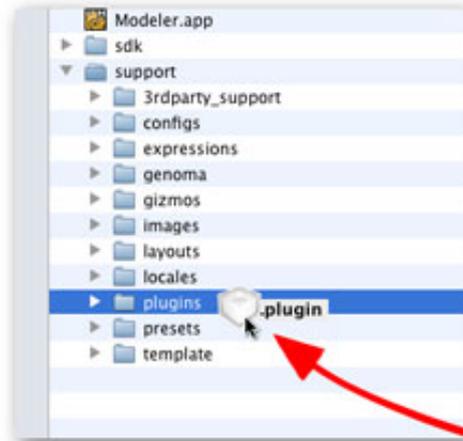


## Installation

Please follow the steps below to install the LW Brush Plugin on your LightWave 3D.

### Step 1: Putting the plugin file directly into the plugins folder

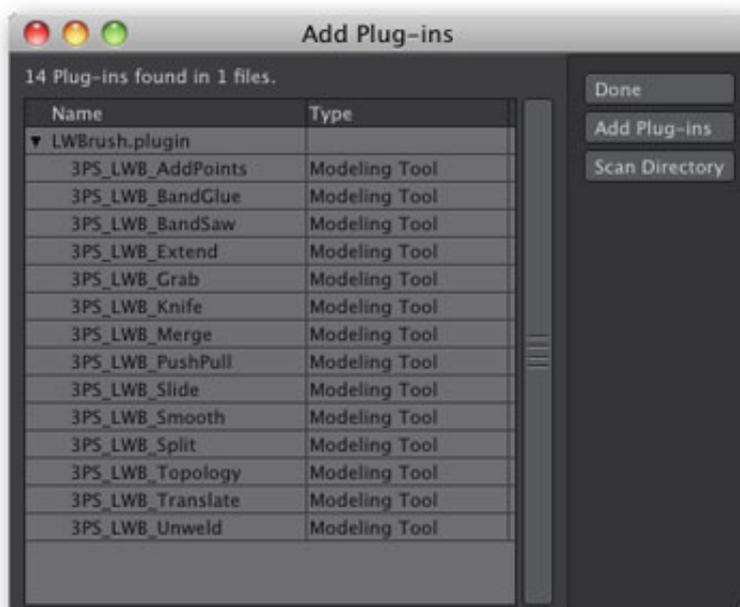
Copy the "LWBrush.p" ("LWBrush.plugin" under Macintosh OS X) file into your plugins directory and launch Modeler.



### Step 2: Adding the plugin into LightWave

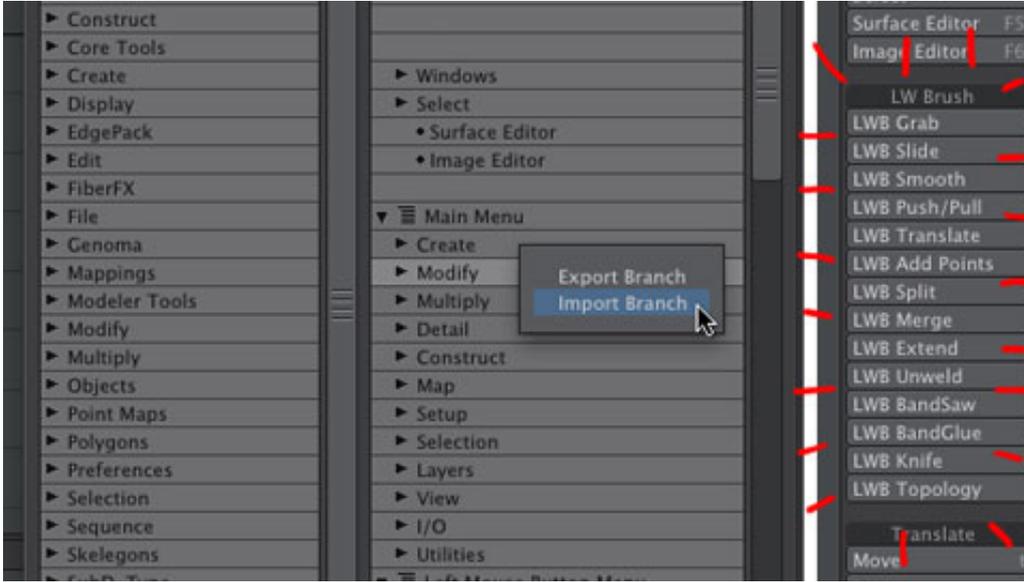
NOTE: When the **Autoscan Plugins** option is checked (enabled by default) on the General Options Panel, and if the plugin file is placed under LightWave's plugins directory (located under \LightWave\_< VERSION NUMBER >\ by default), it will be automatically added into LightWave, therefore you will be able to skip this step.

Choose **Utilities > Plugins: Add Plugins** to add the plugin into LightWave. Immediately after selecting the "LWBrush.p" file, the Add Plugins Panel appears, which should report back that the following 14 plugins have been added.

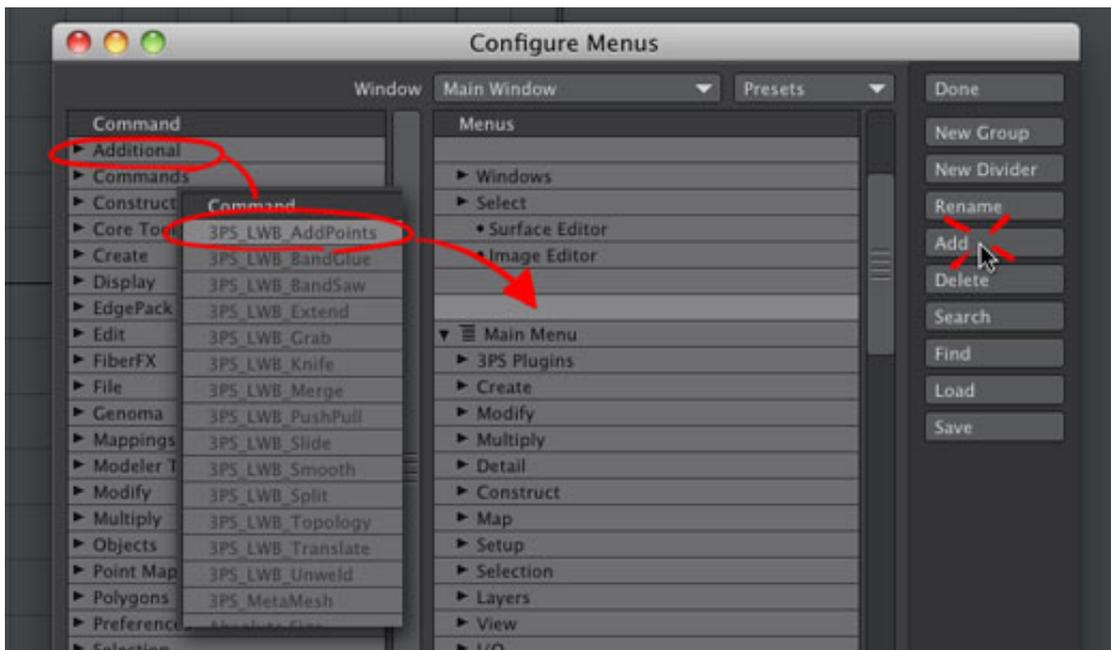


### Step 3: Adding the button into the Toolbar menu

Choose **Edit > Edit Menu Layout** to open the Configure Menu Panel. In the Menu window, right click at the place where you want to place the buttons, and choose **"Import Branch"** from the list, then selecting the **"LWBrush\_menu.cfg"** file will add the LW Brush buttons into the Tool menu.

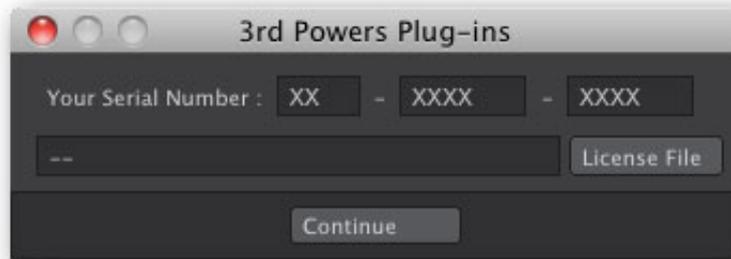


If that does not give you the expected result, try manually adding the buttons into the Tool menu. In the Command list on the left, click the arrow on the left of **Additional** and make sure that 14 command names prefixed with **3PS\_LWB\_** are shown under it. First choose **Additional > 3PS\_LWB\_AddPoints** to add the Add Points button, and select your target location in the Menus list on the right, then click the **Add** button. In the same way, add the other commands too.



## Registration

Please register and activate your plugin. Before your plugin registration and activation are complete, clicking on any of the LW Brush buttons will open the 3rd Powers Plug-ins Panel. This panel shows your serial number and allows you to activate your plugin by selecting a license key file.



This is a unique number for tying the plugins to LightWave. All the 3rd Powers Plugins generate the same number for the same LightWave license. Please open the "RegistrationForm.txt" file and enter the list of Serial Numbers and Product Names while referring to the following examples, then send it to "**register@3rdpowers.com**". After that, we will send you the LICENSE KEY file necessary for activation.

This does not mean that you can only use the plugin on a registered machine. The license of our plugins is based on LightWave's. The license key of our plugins is linked to LightWave's license (or dongle). Because it is not locked to a machine, you can install them on both your Mac and PC, desktop and laptop also, and also network rendering is free. Even if you upgrade your copy of LightWave, your license code will be unchanged, therefore you will be able to continue using your current LICENSE KEY file without applying for re-issue of LICENSE KEY file.

## Example 1:

If you purchased three "Special Pack GO 2014" licenses to use them on three machines (copies of LightWave), named A, B, and C, the following would be an example of the Registration Form entry.

Serial Number: AA-AAAA-AAAA



Serial Number: BB-BBBB-BBBB



Serial Number: CC-CCCC-CCCC



```
Registration Form
-----
Product Name:
1: Special Pack GO 2014

Serial Number:
1: AA-AAAA-AAAA
2: BB-BBBB-BBBB
3: CC-CCCC-CCCC
-----
```

Please send to "register@3rdpowers.com"



Receive LICENSE KEY

SN\_AA\_AAAA\_AAAA

LICENSE3PS.KEY

SN\_BB\_BBBB\_BBBB

LICENSE3PS.KEY

SN\_CC\_CCCC\_CCCC

LICENSE3PS.KEY

## Example 2:

If you purchased two "Meta Mesh", two "Lattice Deformer", and two "Cage Deformer" licenses to use the Meta Mesh and Lattice Deformer plugins on the machine A and B, and to use the Cage Deformer plugins on the machine B and C, the following would be an example of the Registration Form entry. In this example, two forms are needed.

Registration Form 1

```
-----
Product Name:
1: Meta Mesh
2: Lattice Deformer
```

```
Serial Number:
1: AA-AAAA-AAAA
2: BB-BBBB-BBBB
-----
```

Registration Form 2

```
-----
Product Name:
1: Cage Deformer
```

```
Serial Number:
1: BB-BBBB-BBBB
2: CC-CCCC-CCCC
-----
```

## Activating your plugin with the LICENSE3PS.KEY file

To activate your plugin, please apply your LICENSE3PS.KEY file to the plugin in one of the following ways:

### (1) Loading your LICENSE3PS.KEY file on the Serial Number Panel

After opening the unregistered LW Brush tools, click the **License File** button on the Serial Number Panel, and then select your LICENSE3PS.KEY file and make sure that its file path is shown in the text field. Finally, click the **Continue** button to close the panel. If a "Product activation successful" message appears, your plugin will be ready.



### (2) Copying your LICENSE3PS.KEY file directly into LightWave Setting directory

Copy the LICENSE3PS.KEY file into LightWave Setting directory (Default is as below), and you'll be finished with the process for activation.

If you use the custom Setting directory or multiple versions of LightWave, you will have to copy your LICENSE3PS.KEY file into each Setting directory.

#### Windows XP

```
9.6 "C:\Documents and Settings\{USERNAME}"
10.0 and higher "C:\Documents and Settings\{USERNAME}\.NewTek\LightWave\{VERSION NUMBER}"
```

#### Windows Vista, 7, 8

```
9.6 "C:\Users\{USERNAME}"
10.0 and higher "C:\Users\{USERNAME}\.NewTek\LightWave\{VERSION NUMBER}"
```

#### Macintosh

```
9.6 "/Users/{USERNAME}/Library/Preferences/LightWave3D"
10.0 and higher "/Users/{USERNAME}/Library/Application Support/NewTek/LightWave/{VERSION NUMBER}"
```

NOTE: If you are using LightWave on a Mac using OSX 10.7 or higher, in the Finder, hold down the Alt(OPTION) key when using the Go menu, and the user library folder to access your library folder appears.

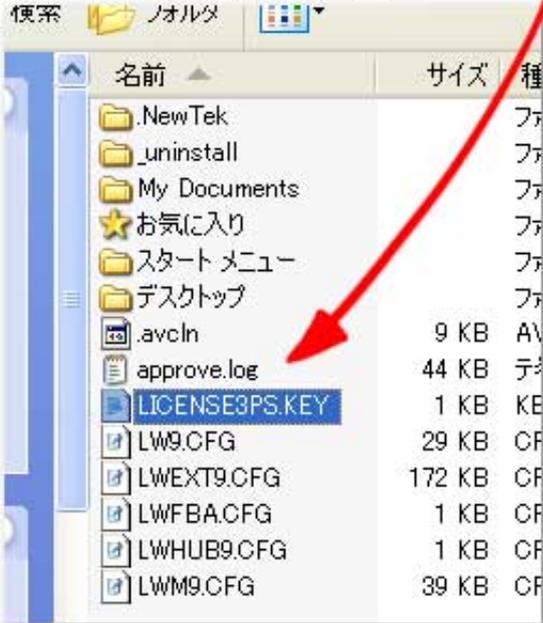
Serial Number: AA-AAAA-AAAA



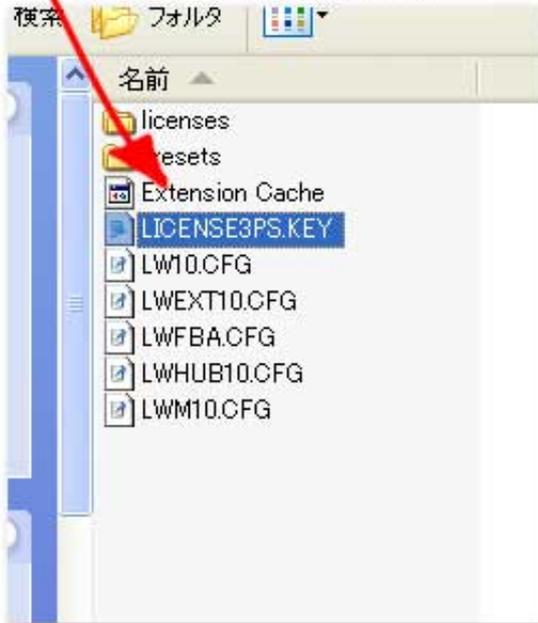
SN\_AA\_AAAA\_AAAA  
LICENSE3PS.KEY

## Windows

for LightWave 9.6

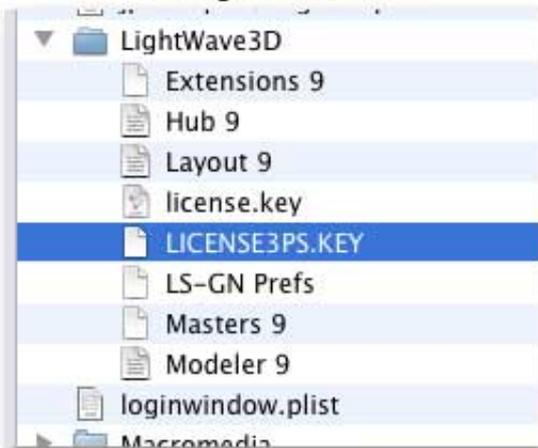


for LightWave 10.0 and higher



## Macintosh

for LightWave 9.6



for LightWave 10.0 and higher

