



Blender Market – Friendly Pivot For Blender v0.4.25

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Blender Market – Friendly Pivot For Blender v0.4.25: Friendly Pivot add-on emulates the functions from The Autodesk Maya Pivot Transform tool with minor changes and enhancements in the Blender. Its main function is to swiftly and easily alter the Pivot's Orientation, Origin, and 3D Cursor's positions by pressing one key that eliminates the need to choose the desired part of an object. It also allows users to traverse through various menus to choose an appropriate step.

Press and hold the D button, then hover your mouse above the desired and highlight the component. Click LMB MMB, LMB, or RMB to alter the pivot.

Use the Pivot gadget to shift Origin within 3D space or to set an individual pivot angle. Both are supported by the incremental system currently. Furthermore, the Bbox gadget allows you to change the Origin and 3D cursor within the boundaries of the object in question.

The addon now supports the use of bones as well as curves. Also, 3D Cursor in UV Editor.

- Change Pivot Transform orientation.
- Change Origin and 3D Cursor position.

Requirements

- Blender 2.80 or higher.

Installation

It is suggested to remove any previous add-ons prior to installation!

- The file was downloaded, and then
- Start Blender, and then Edit User Preferences, then Add-ons tab
- Hit the Install button, find and choose the downloaded friendly_pivot zip files,
- Install the addon, save user preferences,
- Close preference.

New Changes:

- Add B4.0 compatibility



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