

ADDON PREFERENCES:

There are only 2 options in the addon preferences

- Enable addon panel (which is located under the 'Item' tab)
- Enable the addon Pie Menu/set keymap for Pie Menu

ADDON PANEL/PIE MENU:

The addon panel is located under the in the 'Item' tab in the N-panel

The Pie Menu and Panel Buttons have the same functionality

1.Copy World :

- The type of data stored in the clipboard is dependent on the selection when copied,
- If a single object or pose bone is selected the addon will store transforms that can be applied to either an object or a pose bone.
- If multiple objects are selected the addon stores their current transforms to the clipboard, these transforms can be pasted back onto *these* objects at any point along the timeline
- Similarly if multiple pose bones are selected the addon stores their current transforms to the clipboard, these transforms can be pasted back onto *these* pose bones at any point along the timeline

2. Paste World :

- The Paste World button has a dynamic icon to inform you of the type of data copied to the clipboard.
- The 'Dot' icon indicates 'single' transform data this can be pasted to any pose bone or object
- The 'Bone' icon indicates multiple bone data this will paste the stored transforms onto any selected pose bones that have transform data stored in the clipboard
- The 'Object' icon indicates multiple object data this will paste the stored transforms onto any selected pose bones that have transform data stored in the clipboard

3\4. Copy Relative\Paste Relative:

- The Copy\Paste Relative operators work based on the interaction mode you are currently in i.e. Object Mode or Pose Mode and allow you to copy selected objects transforms relative to the active object or selected pose bones relative to active bone.
- The stored transforms can be pasted back onto *these* pose bones (or objects depending on the stored data) at any point along the timeline.

5\6. The Redo (F9) Panel:

- The Redo panels allows you to specify which transforms you wish to paste, there is also an option to 'Set Inverse' which will apply a new inverse matrix for any 'Child Of' constraints on the selected pose bones/objects.

