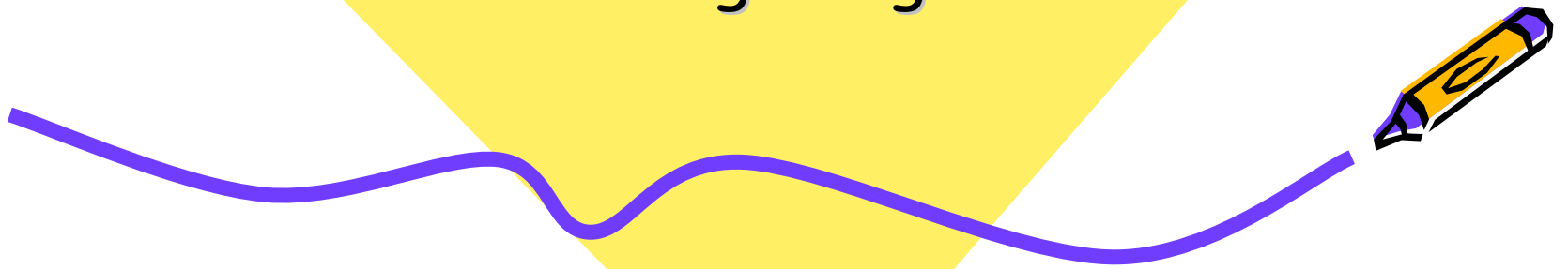


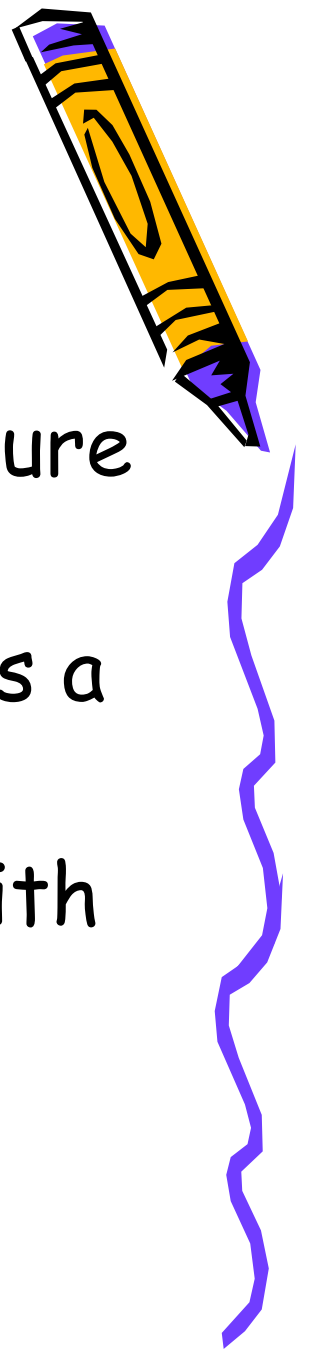


L-Script

Suiling Rong



# What is it?

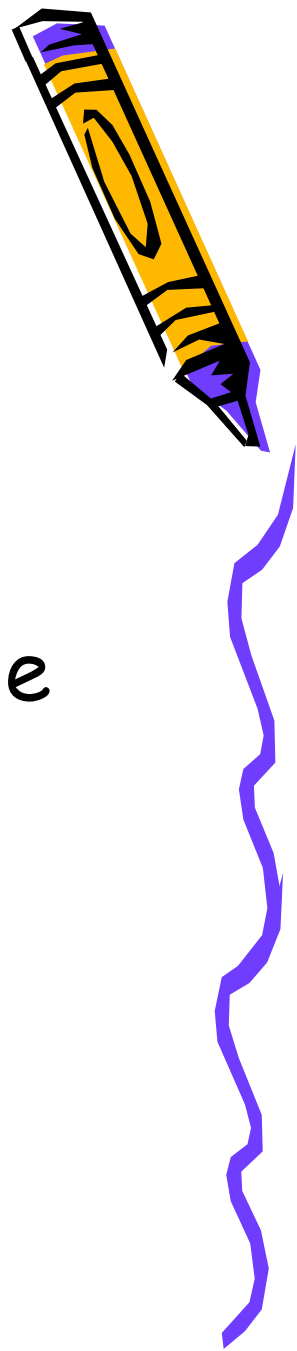


- An L-Script is pretty basic procedure in Lightwave.
- An L-Script is just a text file. It is a program. Like C or C++ program.
- You can write your own L-Script with a “.ls” instead of a “.txt”



# How do you run it?

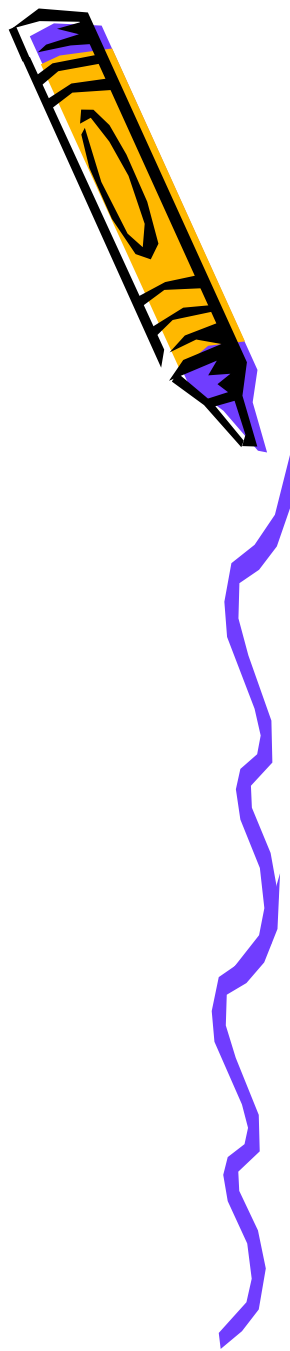
- You can run an L-Script either to test what you've written
- Or to run available L-Scripts on the web
- Modeler: construct tab-> LScript
- Layout: LScript tab



# Let's do it

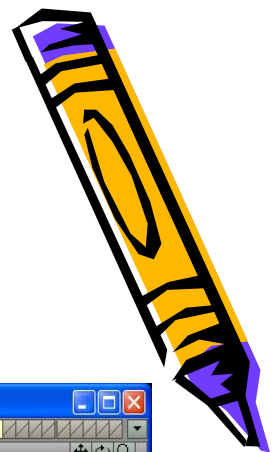
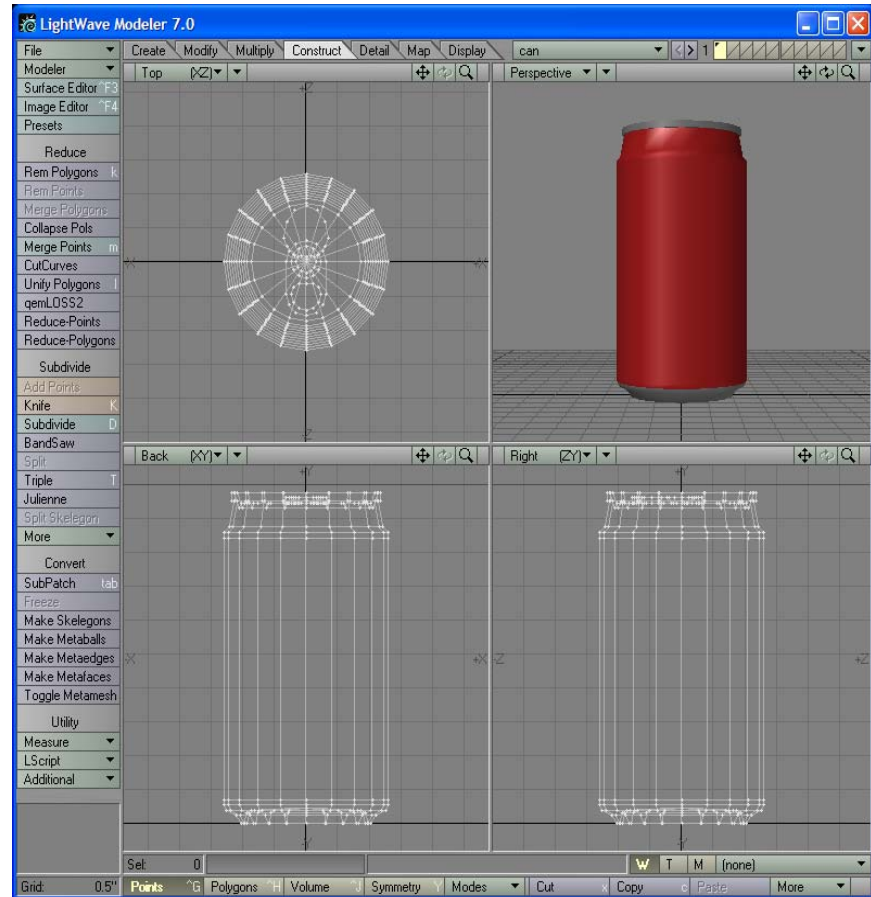
- Multibevel – LScript

Multibevel is a modeler LScript to make performing multiple bevels easier.



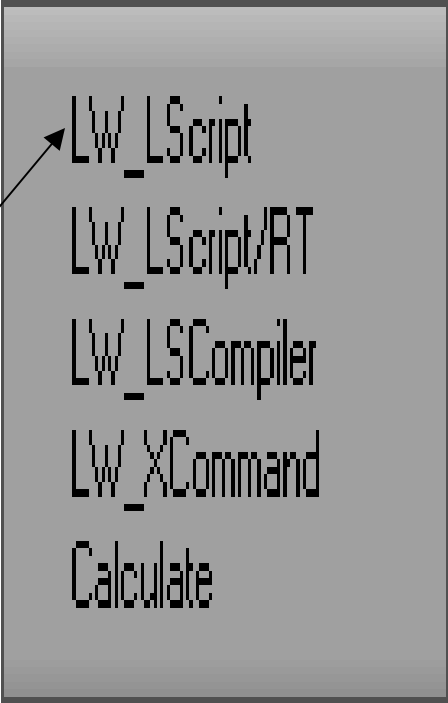
# Step one

Load object in  
Lightwave Modeler

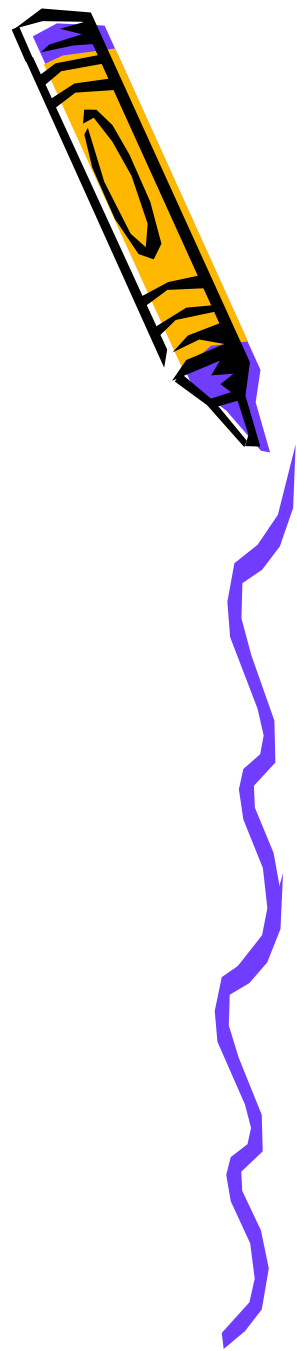


# Step two

- Select construct tab and click LScript

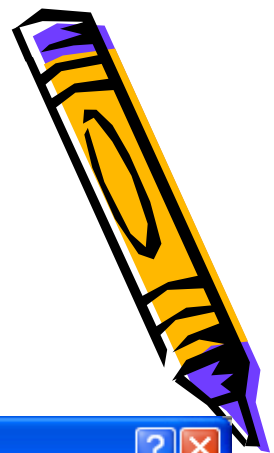
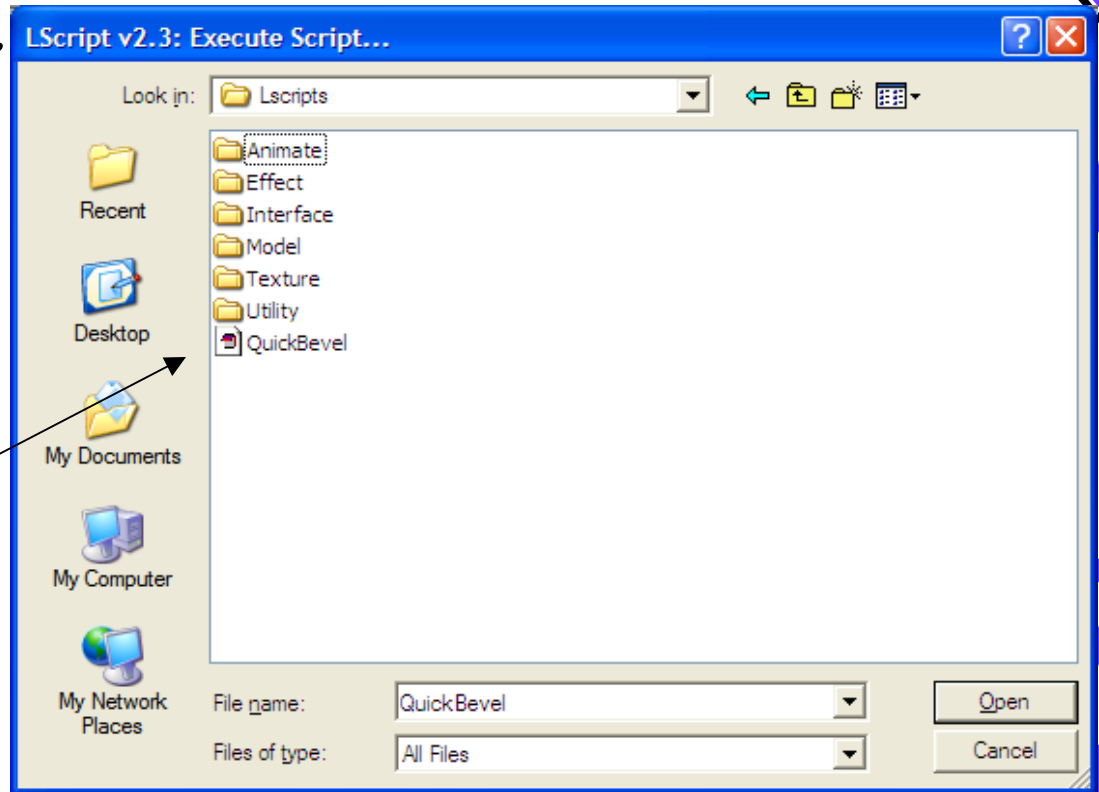


Lw\_LScript  
Lw\_LScript/RT  
Lw\_LSCompiler  
Lw\_XCommand  
Calculate



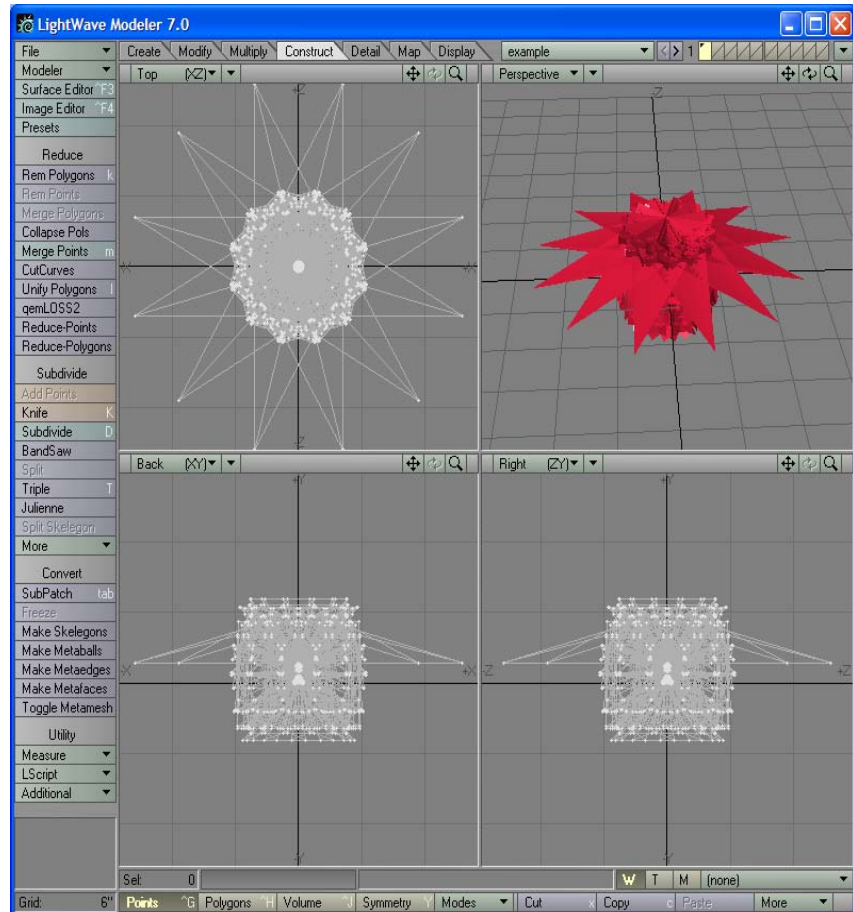
# Step three

- Load L-script file  
“QuickBevel.ls”

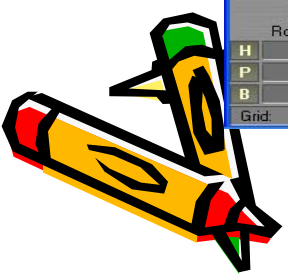
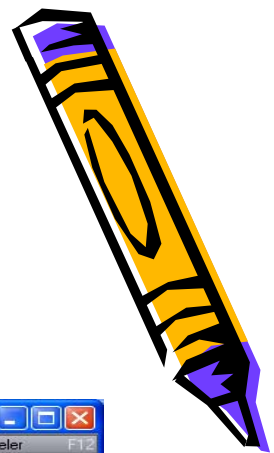
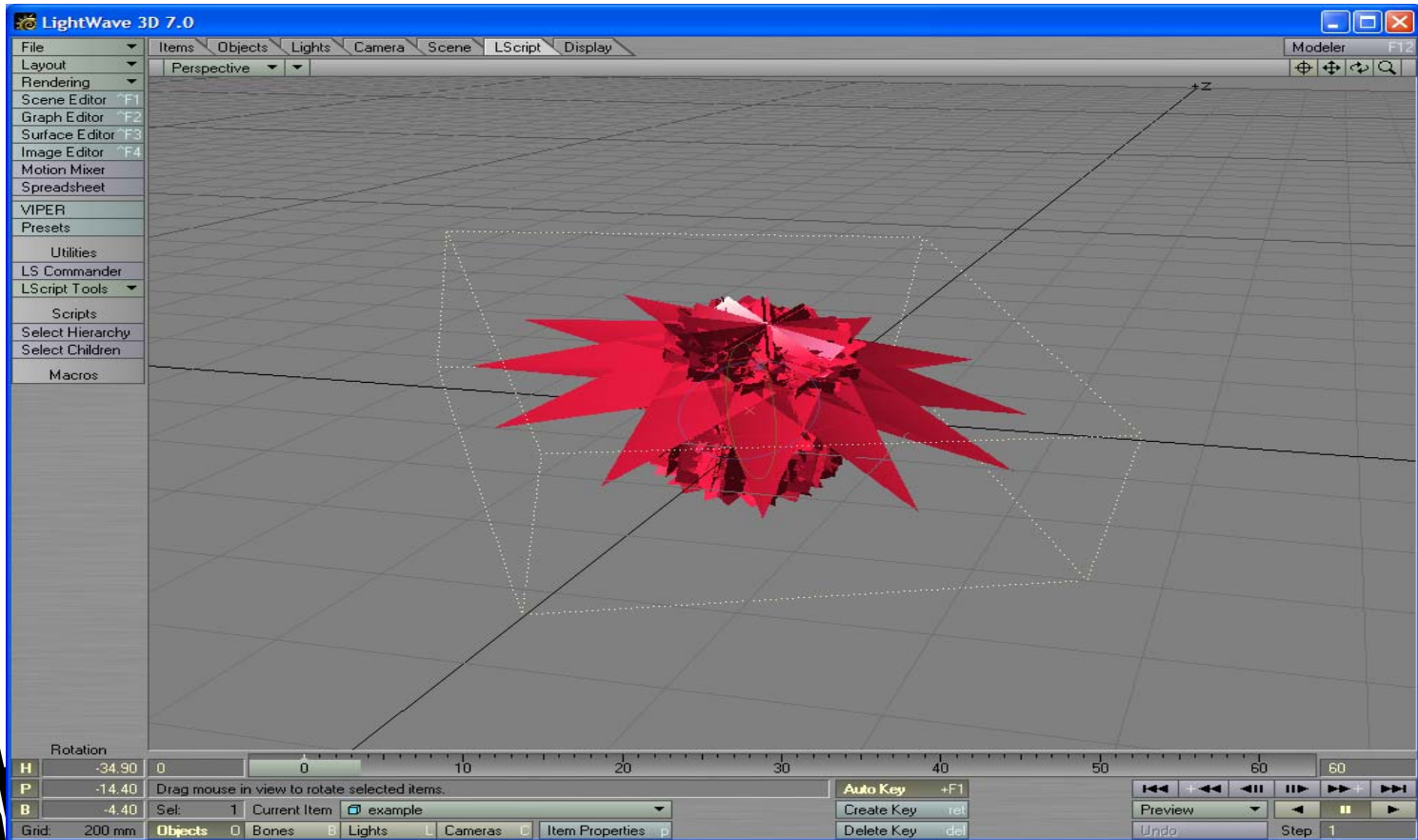


# Step four

- Apply L-Script to the object

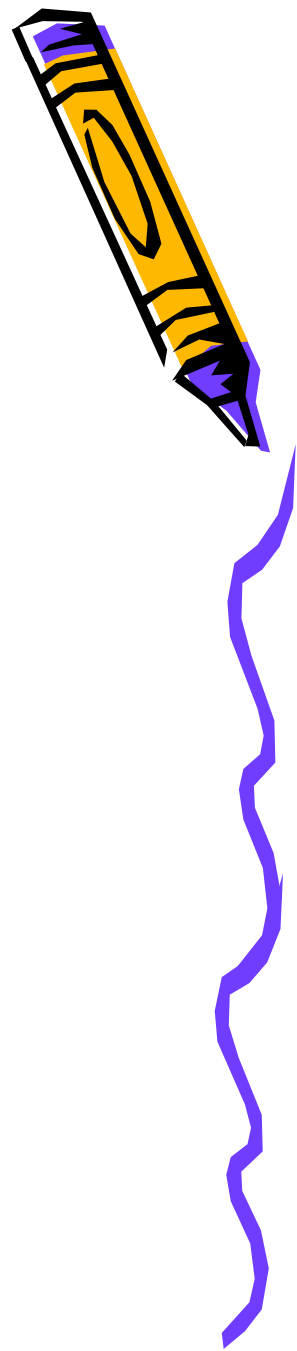


# Finish



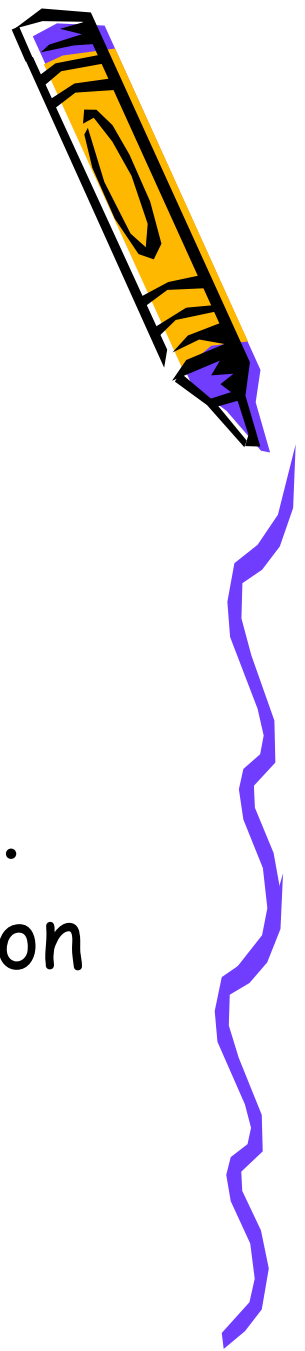
# Multibevel Program

- [Link to multibevel.ls](#)



# Overview

- L-Script like many things in the program it looks much more complicated
- L-Script can be utilized to make specific actions quickly repeatable.
- This is similar to Photoshop's Action panel

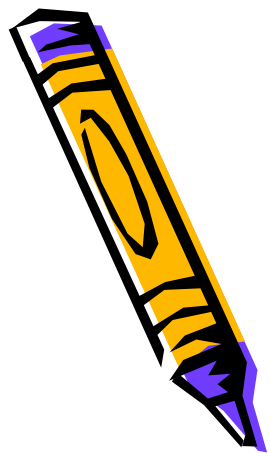


# More resources

- L-script Library

<http://interialabs.de/lw/lscript/>

<http://www.mindspring.com/~anthonyramirez/LScript/LScript.htm>



Thanks

