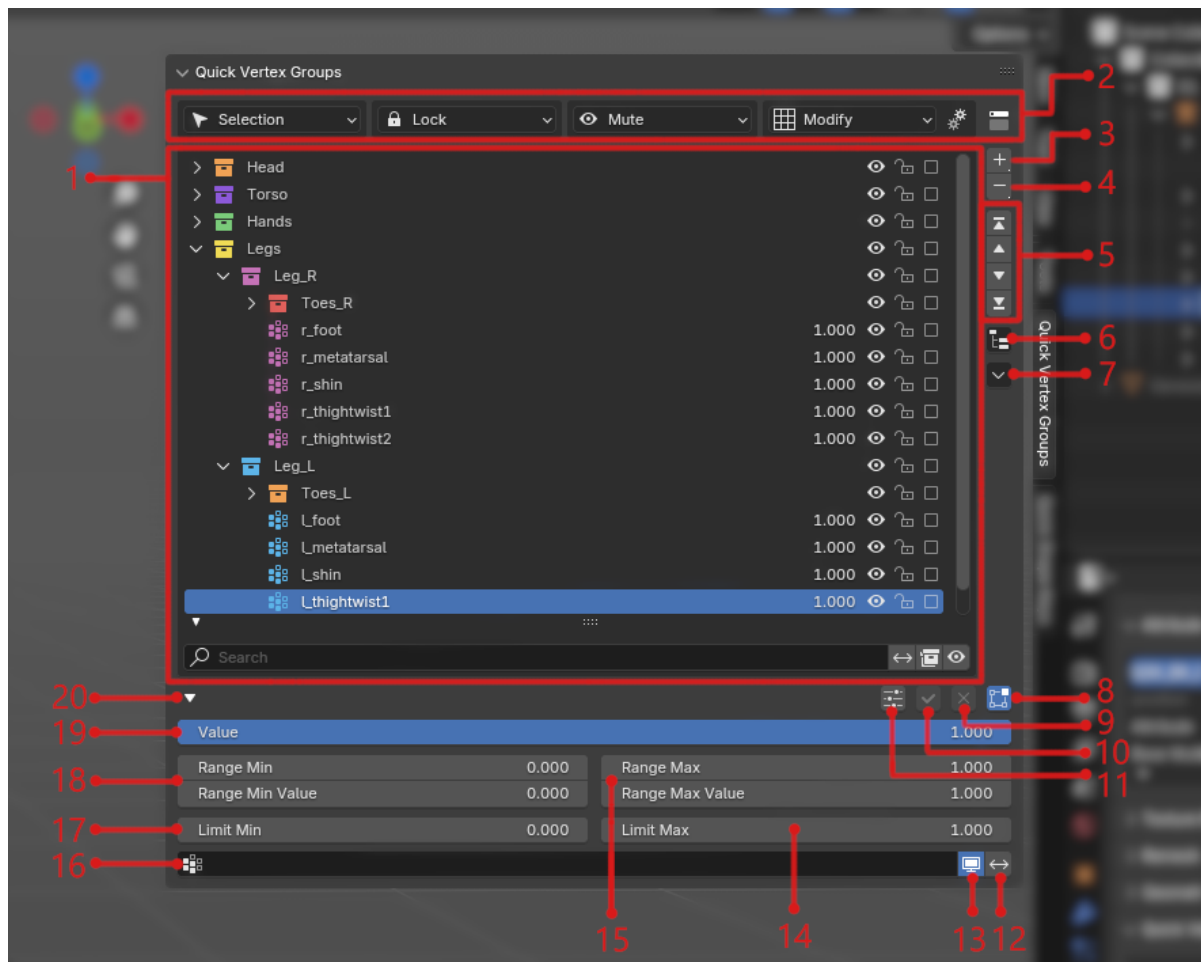


Installation

1. Go to the top menu bar and click **Edit**. Select **Preferences**.
2. In the Preferences window, click on the **Add-ons** tab.
3. Click the **Install...** button at the bottom of the Add-ons tab.
*In Blender 4.2 or newer click the drop down arrow on the top right then click **Install from Disk..***
4. Navigate to your addon zip file, select it, and click **Install Add-on**.
5. Check the box next to the installed addon to enable it.
6. The add-on will be located in **Properties > Object Data > Quick Vertex Groups**.

UI

- The quick vertex groups UI consists of the following main components:

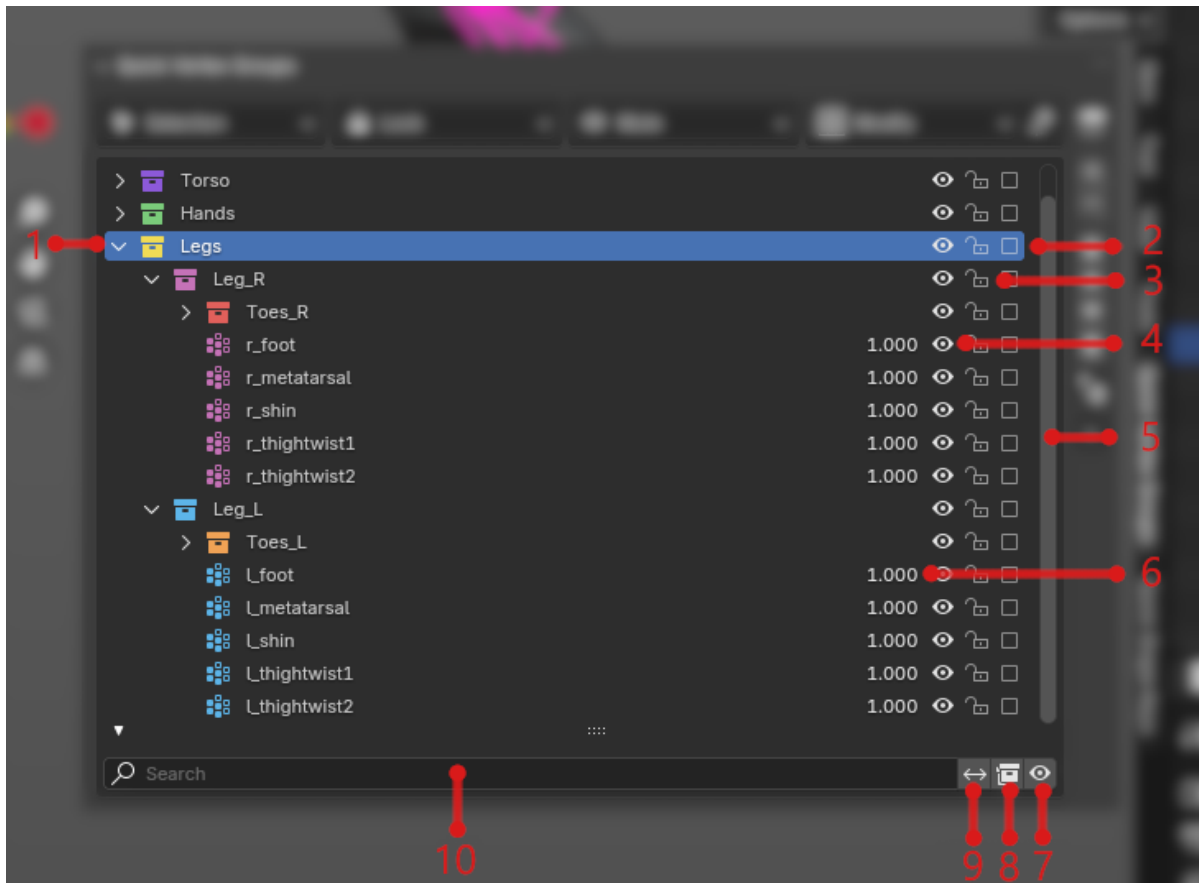


1. List of vertex groups and collections.
2. Top panel.
3. Add button.
4. Remove button.
5. Move the active or selected items up, down, to the top, or to the bottom of the list.
6. Parent menu button.
7. Other menu button.
8. Show modified vertex groups. Available only for **mesh** objects.
9. Reset all modified values for the active or selected vertex group(s). Available only for **mesh** objects.

10. Apply all modified values for the active or selected vertex group(s).
Available only for **mesh** objects.
11. Snap minimum and maximum values for the active vertex group.
Available only for **mesh** objects.
12. Invert vertex group mask. Available only for **mesh** objects.
13. Enable / disable vertex group mask. Available only for **mesh** objects.
14. Limit maximum values for the active or selected vertex group(s).
Available only for **mesh** objects.
15. Set maximum range and value for the active or selected vertex group(s). Available only for **mesh** objects.
16. Assign vertex group mask to the active or selected vertex group(s).
Available only for **mesh** objects.
17. Limit minimum values for the active or selected vertex group(s).
Available only for **mesh** objects.
18. Set minimum range and value for the active or selected vertex group(s). Available only for **mesh** objects.
19. Set vertex group value for the active or selected vertex group(s).
Available only for **mesh** objects.
20. Expand / collapse bottom panel. Available only for **mesh** objects.

List of vertex groups and collections

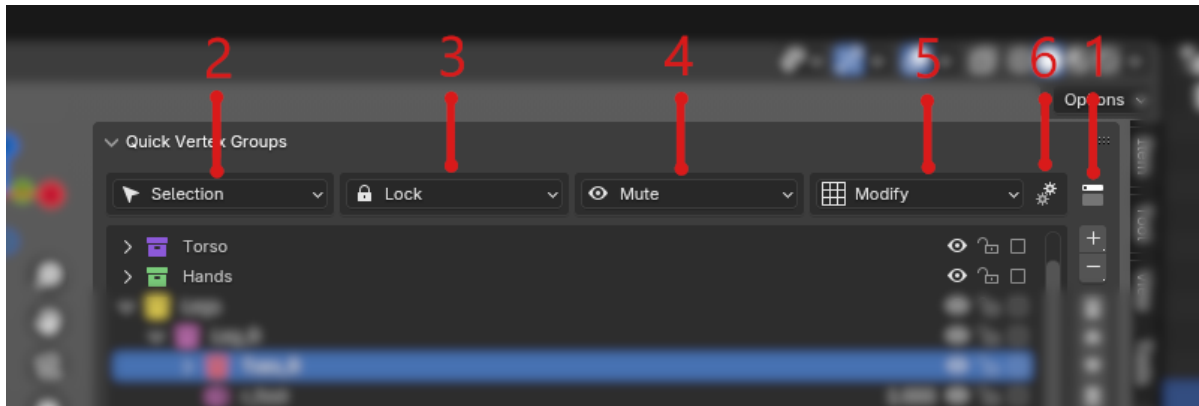
- The list of vertex groups and collections consists of the following main components:



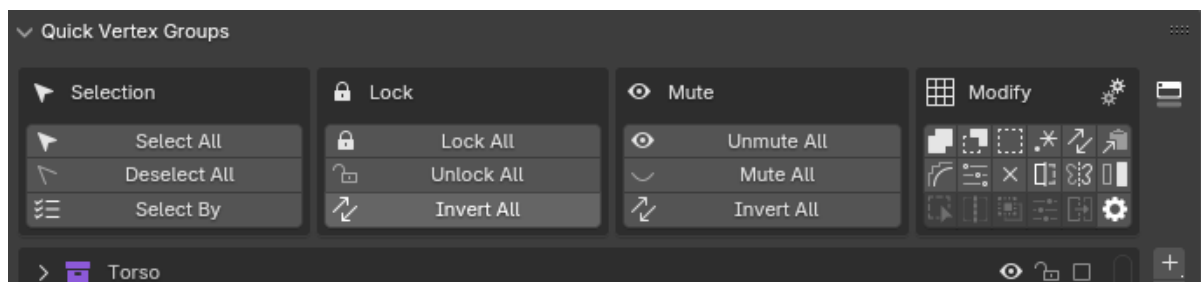
1. Toggles the visibility of the collection contents. When collapsed, the contents are hidden.
2. If enabled, the item can be selected.
3. When enabled, the vertex group cannot be edited.
4. When enabled, all vertex group weights are set to zero. Available only for **mesh** objects.
5. Allows scrolling through the list.
6. Weights influence of the current vertex group.
7. If enabled, shows only vertex groups that are not muted.
8. If enabled, it ignores the contents of collapsed collections.
9. If enabled, invert the filter result.
10. Filters items by vertex group or collection names.

Top panel

- The top panel consists of the following main components:

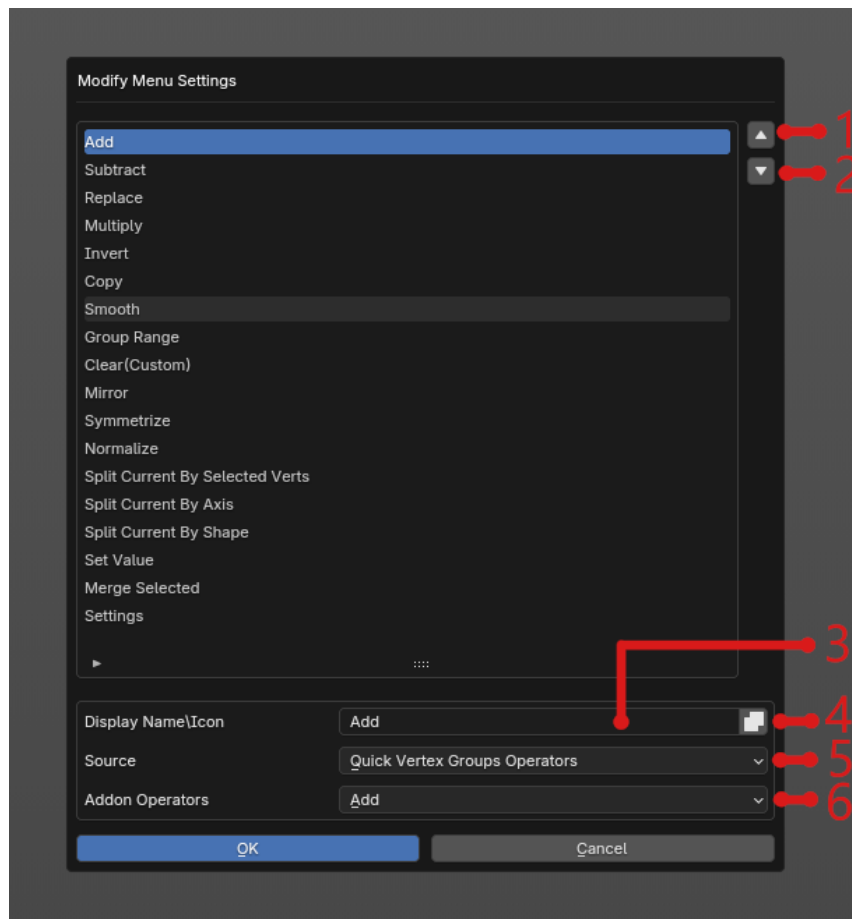


- Top panel expand / collapse button. Expanded top panel.

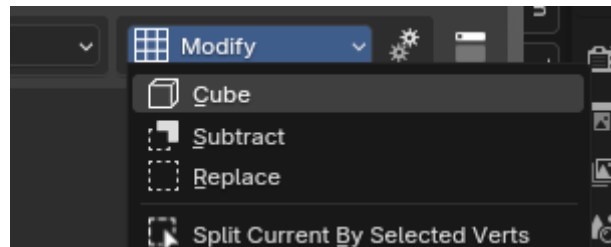
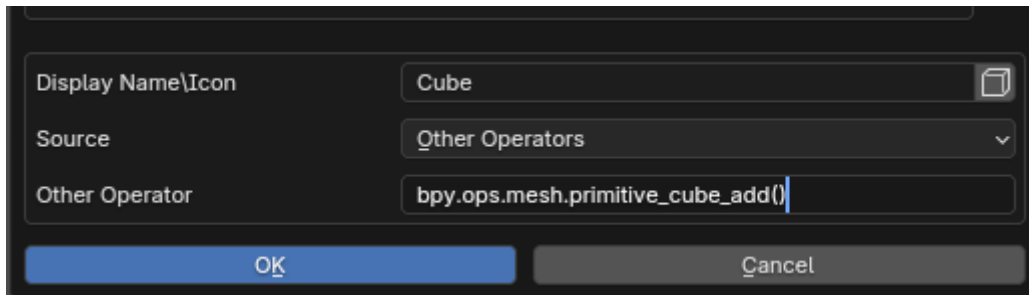


- Selection menu operators:
 - Select All** - select all vertex groups and collections.
 - Deselect All** - deselect all vertex groups and collections.
 - Select By** - select by the following parameters: name, value, mute, lock state.
 - Select Collection Content** - select content in a collection without selecting that collection.
- Lock menu operators:

- **Lock All** - lock all vertex groups and collections.
 - **Unlock All** - unlock all vertex groups and collections.
 - **Invert All** - invert all vertex groups and collections lock state.
4. Mute menu operators:
- **Unmute All** - unmute all vertex groups and collections. Available only for **mesh** objects.
 - **Mute All** - mute all vertex groups and collections. Available only for **mesh** objects.
 - **Invert All** - invert all vertex groups and collections lock state. Available only for **mesh** objects.
5. The modify menu contains operators from different sections. The modify menu can be customized according to your wishes.
6. The button opens the modify menu customisations window.

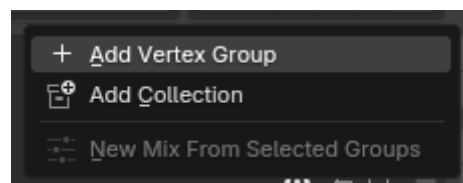


- 6.1. **Move Up** - move modify menu item up.
- 6.2. **Move Down** - move modify menu item down.
- 6.3. **Display Name** - this name will be displayed in the modify menu.
- 6.4. **Display Icon** - this icon will be displayed in the modify menu.
- 6.5. **Source** - has two options **Quick Vertex Groups Operators** or **Other Operators**. if **Quick Vertex Groups Operators** is selected, you can select an operator from the list of quick vertex groups operators. if **Other Operators** is selected, you can set the other operator from blender. Example of adding a custom operator to modify menu.



Add button

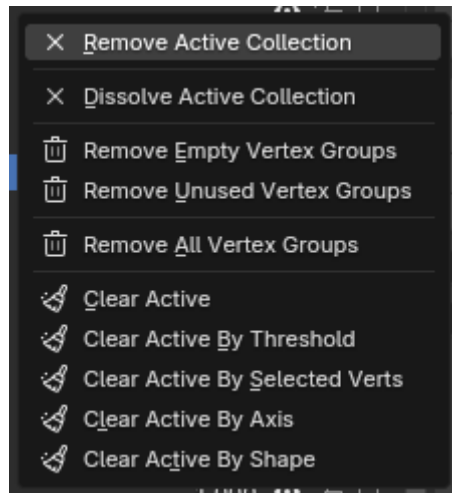
- Click on the add button to create a new empty vertex group.
- Holding down the add button will open the add menu:



1. **Add Vertex Group** - create a new empty vertex group.
2. **Add Collection** - create a new collection.
3. **New Mix From Selected Groups** - create a new vertex group with sum of selected vertex groups weights.

Remove button

- Click on the remove button to remove active or selected vertex groups and collections.
- Holding down the remove button will open the remove menu:

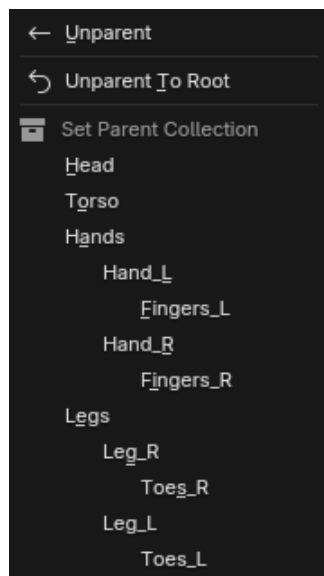


1. **Remove** - remove active or selected vertex groups and collections.
2. **Remove Empty Vertex Groups** - remove all vertex groups whose maximum value is less than the threshold. Available only for **mesh** objects.
3. **Remove Unused Vertex Groups** - remove all unused vertex groups. Available only for **mesh** objects.
4. **Remove All Vertex Groups** - remove all vertex groups and collections.
5. **Clear** - clear active or selected vertex groups.
6. **Clear By Selected Verts** - clear active or selected vertex groups by selected verts. Available only for **mesh** objects.
7. **Clear By Axis** - clear active or selected vertex groups by selected axis. Available only for **mesh** objects.

8. **Clear By Threshold** - clears the active or selected vertex groups by minimum value. Vertices with weights below the specified threshold are removed. Available only for **mesh** objects.
9. **Clear By Shape** - clear active or selected vertex groups by selected mesh shape. If the vertices of the main mesh are inside the selected object they will be cleared. Available only for **mesh** objects.

Parent menu button

- Click on the parent menu button will open the remove menu:

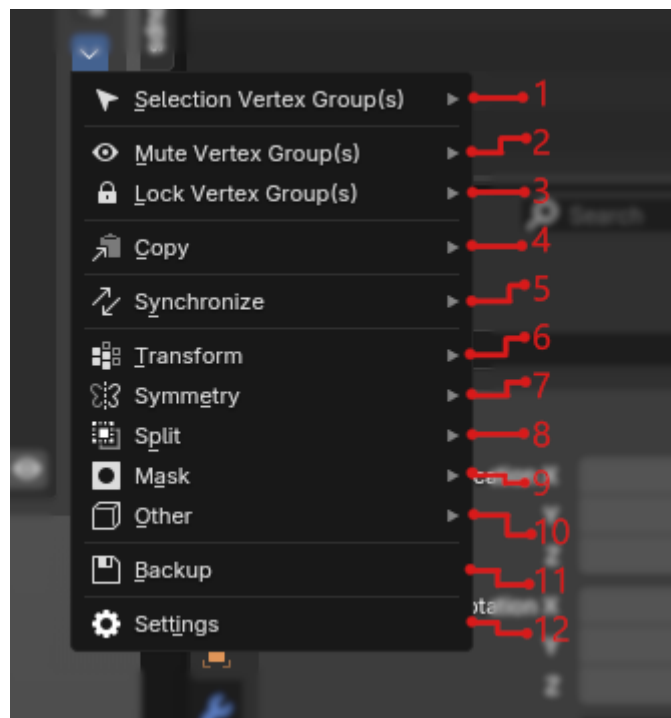


1. **Unparent** - relocate active or selected vertex groups and collections to up one level parent collection.
2. **Unparent To Root** - relocate active or selected vertex groups and collections to top level hierarchy.

3. **{Collection Name}** - relocate active or selected vertex groups and collections to current collection.

Other menu button

- Click on the other menu button will open the other menu:



- **Selection Vertex Group(s)** - menu contains the following operators:
 1. **Select All** - select all vertex groups and collections.
 2. **Deselect All** - deselect all vertex groups and collections.
 3. **Select By** - select by the following parameters: name, value, mute, lock state.
 4. **Select Collection Content** - select content in a collection without selecting that collection.

- **Mute Vertex Group(s)** - menu contains the following operators:
 1. **Unmute All** - unmute all vertex groups and collections. Available only for **mesh** objects.
 2. **Mute All** - mute all vertex groups and collections. Available only for **mesh** objects.
 3. **Invert All** - invert all vertex groups and collections lock state. Available only for **mesh** objects.

- **Lock Vertex Group(s)** - menu contains the following operators:
 1. **Lock All** - lock all vertex groups and collections.
 2. **Unlock All** - unlock all vertex groups and collections.
 3. **Invert All** - invert all vertex groups and collections lock state.

- **Copy** - menu contains the following operators:
 1. **Copy** - copy active or selected vertex groups and collection.
 2. **Copy Mirrored** - creating a mirror copy of the active or selected vertex groups along the selected axis and method. Available only for **mesh** objects.
 3. **Copy Mirrored Custom** - same as **Copy Mirrored**, but with a window before the operation. Available only for **mesh** objects.
 4. **Copy By Selected Verts** - copies vertex group weights of selected vertices into a new vertex group. Available only for **mesh** objects.
 5. **Copy By Axis** - copies vertex group weights along the selected axis into a new vertex group. Available only for **mesh** objects.
 6. **Copy By Shape** - copies vertex group weights for vertices inside the selected object. Available only for **mesh** objects.

8. **Copy From Active Vertex To Selected** - copies the active vertex's weight to the selected vertices. Available only for **mesh** objects.
- **Synchronize** - menu contains the following operators:
 1. **Synchronize** - synchronize vertex groups tree between active object and selected objects. If two mesh objects have the same number of vertices, then the vertex groups data is synchronized. If a vertex group with that name does not exist in the active object, it is added to the end of the list.
 2. **Synchronize(Remove)** - synchronize vertex groups tree between active object and selected objects. If two mesh objects have the same number of vertices, then the vertex groups data is synchronized. If a vertex group with that name does not exist in the active object, it is removed.
 3. **Synchronize Value** - synchronizes vertex groups values between the active object and the selected objects. Available only for **mesh** objects.
 4. **Synchronize Mute** - synchronizes vertex group muting between the active object and the selected objects. Available only for **mesh** objects.
 5. **Synchronize Lock** - synchronizes vertex groups locking between the active object and the selected objects.
 - **Transform** - menu contains the following operators:
 1. **Modal window** - show a window with parameters before executing transform operator.
 2. **Add** - Adds weights from selected vertex groups B to selected vertex groups A. Available only for **mesh** objects.

3. **Subtract** - Subtracts sum of weights from selected vertex groups B from selected vertex groups A. Available only for **mesh** objects.
 4. **Replace** - replaces selected vertex groups A with the sum of weights from selected vertex groups B. Available only for **mesh** objects.
 5. **Invert** - inverts selected vertex groups weights. Available only for **mesh** objects.
 6. **Group Range** - modifies the weight range of a vertex group.. Available only for **mesh** objects.
 7. **Normalize** - normalizes the weights of the vertex groups so that each sum equals 1. Available only for **mesh** objects.
 8. **Smooth** - smooths the weights of the selected vertex groups. Available only for **mesh** objects.
 9. **Clear** - clear the weights of the selected vertex groups. Available only for **mesh** objects.
 10. **Merge** - merge selected vertex groups into one vertex group. Available only for **mesh** objects.
- **Symmetry** - menu contains the following operators:
 1. **Mirror** - mirrors the active or selected vertex groups along the selected axis and method. Available only for **mesh** objects.
 2. **Symmetrize** - symmetrizes the active or selected vertex groups along the chosen axis, direction, and method. Available only for **mesh** objects.
 - **Split** - menu contains the following operators:
 1. **Split Current By Selected Verts** - splits the active or selected vertex groups by selected vertices. Available only for **mesh** objects.

2. **Split Current By Axis** - splits the active or selected vertex groups by selected axis. Available only for **mesh** objects.
 3. **Split Current By Shape** - splits the active or selected vertex groups using another mesh, separating vertices into inside and outside. Available only for **mesh** objects.
 4. **Split Copy By Selected Verts** - splits a copy of the active or selected vertex groups by selected vertices. Available only for **mesh** objects.
 5. **Split Copy By Axis** - splits a copy of the active or selected vertex groups by selected axis. Available only for **mesh** objects.
 6. **Split Copy By Shape** - splits a copy of the active or selected vertex groups using another mesh, separating vertices into inside and outside. Available only for **mesh** objects. Available only for **mesh** objects.
- **Mask** - menu contains the following operators:
 1. **Group From Image** - creates a new vertex group from the selected UV map and image. Available only for **mesh** objects.
 2. **Group By Separated Parts** - creates a new vertex group and assigns different weights to topologically separate parts of the mesh. Available only for **mesh** objects.
 - **Other** - menu contains the following operators:
 1. **Sort By Name** - Sorts items alphabetically by name.
 2. **Assign Weights From Bone** - assigns vertex groups weights based on armature bones. Available only for **mesh** objects.
 3. **Vertex Group Transfer** - transfer selected vertex groups from active mesh to selected mesh. Available only for **mesh** objects.

- 3.1. **Transfer Target** - Transfer vertex groups to this selected mesh.
- 3.2. **Transfer Vertex Group(s)** - The list of vertex groups for transfer will consist of: **Active**, **Selected**, **Locked**, **Unlocked**, **Deform**, **All**.
- 3.3. **Transfer Method** - contains the following methods:
 - 3.3.1. **Vert Id** - for this method to work, the meshes must have the same number of vertices and have the same vertex id. This method is the fastest.
 - 3.3.2. **Close Vert** - finding the closest vertex on the source mesh for each vertex on the target mesh. Use this method if you need to work with high-polygon meshes and the Vert Id method is not suitable.
 - 3.3.3. **Face Interpolate** - finding the closest face on the source mesh for each vertex on the target mesh and interpolates weights based on the barycentric coordinates within that face. Transfer results may be better than Close Vert but it is slower.
 - 3.3.4. **UV Map** - finding the closest point on the source mesh UVmap for each vertex on the target mesh UVmap. This method is convenient if UVmaps without overlap.
- 3.4. **If Exist** - what to do if vertex group already exists.
 - Skip - if vertex group already exists then it is skipped.
 - Copy - if vertex group already exists, it creates a new copy.
 - Overwrite - overwrites an existing vertex group.
- 3.5. **Only With Weights** - transfers only those vertex groups that have non-zero weights on the target mesh.

3.6. For method **Vert ID** the following options are available:

- 3.6.1. **Source Mask** - vertex group mask for ignoring required vertices in source mesh.
- 3.6.2. **Target Mask** - vertex group mask for ignoring required vertices in target mesh.

3.7. For methods **Close Vert**, **Face Interpolate** the following options are available:

Since the position of the vertices is important for these methods, there are settings for deformation and position in space.

- 3.7.1. **Source Deform** - allowing only selected types of deformation for source mesh.

Base Deform - without shape key(s) and deform modifiers.

Only Shape Keys Deform - without deform modifiers.

Only Deform Modifiers - without shape key(s).

Full Deform - all deformation is allowed.

- 3.7.2. **Source Space** - transform space for source mesh.

Local Space - object-relative coordinates.

World Space - global scene coordinates.

- 3.7.3. **Target Deform** - allowing only selected types of deformation for target mesh.

Base Deform - without shape key(s) and deform modifiers.

Only Shape Keys Deform - without deform modifiers.

Only Deform Modifiers - without shape key(s).

Full Deform - all deformation is allowed.

3.7.4. **Target Space** - transform space for target mesh.

Local Space - object-relative coordinates.

World Space - global scene coordinates.

3.7.5. **Source Mask** - vertex group mask for ignoring required vertices in source mesh.

3.7.6. **Target Mask** - vertex group mask for ignoring required vertices in target mesh.

3.7.7. **Smooth by Distance** - smooths the vertex group based on the distance of each target mesh vertex to the nearest point on the source mesh surface, where greater distance increases smoothing.

3.7.7.1. **Neighbors** - neighbors for smoothing.

Topology - neighbors based on the mesh edges. Recommended if the target mesh is topologically continuous.

Distance - neighbors based on the distance between vertices. Recommended if the target mesh consists of topologically separate parts. Note: performance may be slow on large meshes.

3.7.7.2. **Min Distance** - minimum distance at which smoothing will not be applied.

3.7.7.3. **Max Distance** - maximum distance for which maximum smoothing will be applied.

3.7.7.4. **Smooth Iterations** - how many iterations of smoothing will be applied.

3.8. For method **UV Map** the following options are available:

3.8.1. **Limit Max Distance** - it skips vertices where the closest point on the source mesh UV map is farther than the distance you set.

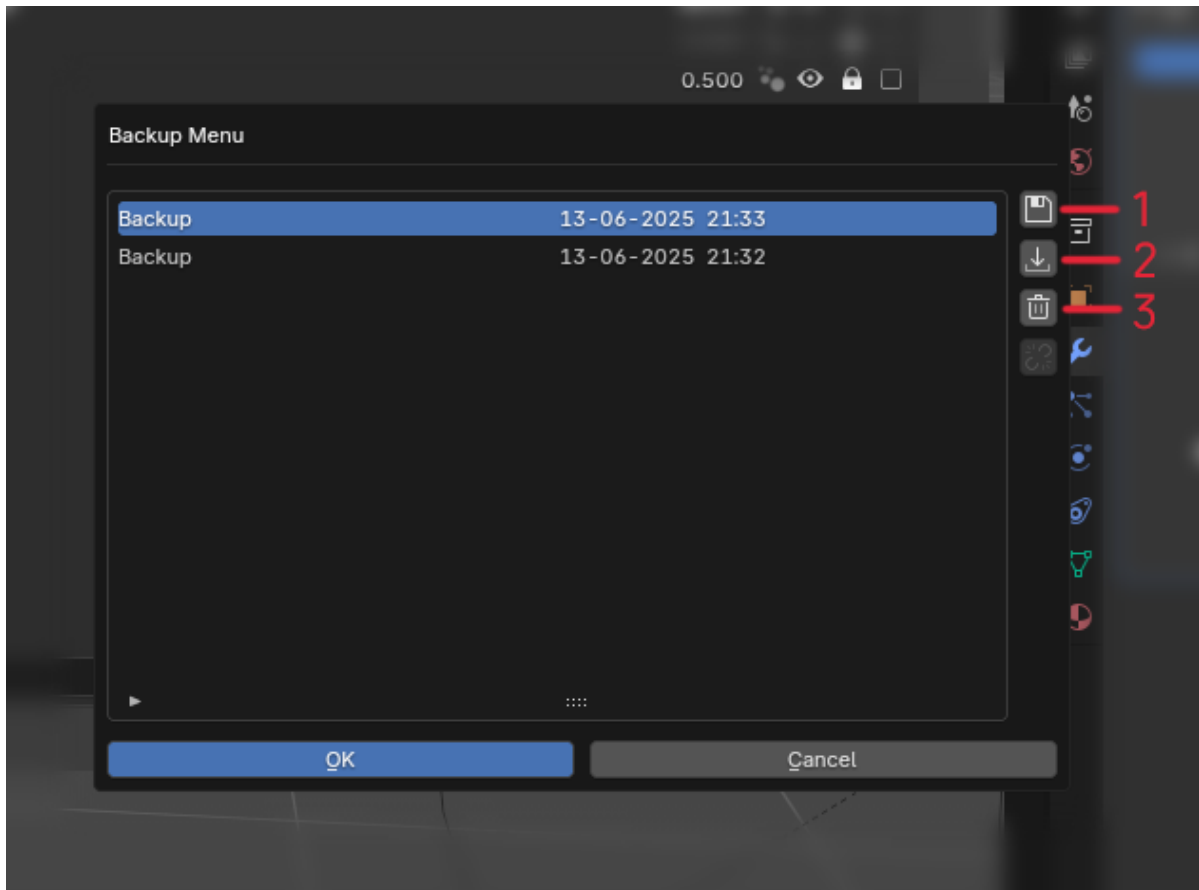
3.8.2. **Source Mask** - vertex group mask for ignoring required vertices in source mesh.

3.8.3. **Target Mask** - vertex group mask for ignoring required vertices in target mesh.

3.8.4. **Source UV Map** - uvmap of the source mesh that will be used for transfer.

3.8.5. **Target UV Map** - uvmap of the target mesh that will be used for transfer.

- **Backup** - opens the backup window:



1. **Create Backup** - create a backup from the current mesh. Available only for **mesh** objects.
 2. **Restore Backup** - restore selected backup for current mesh. Available only for **mesh** objects.
 3. **Remove All Backups** - removes all previously created backups of this mesh. Available only for **mesh** objects.
- **Settings** - opens the add-on preferences window.
 - **Collection Icons** - if the active item is a collection or the selected items include a collection, the collection color selection will be available in the Other menu.



- **Vertex Group Icons** - if the active item is a vertex group or the selected items include a vertex group, the vertex group color selection will be available in the Other menu.



Two additional options are available for vertex groups.



- reset icon changes.

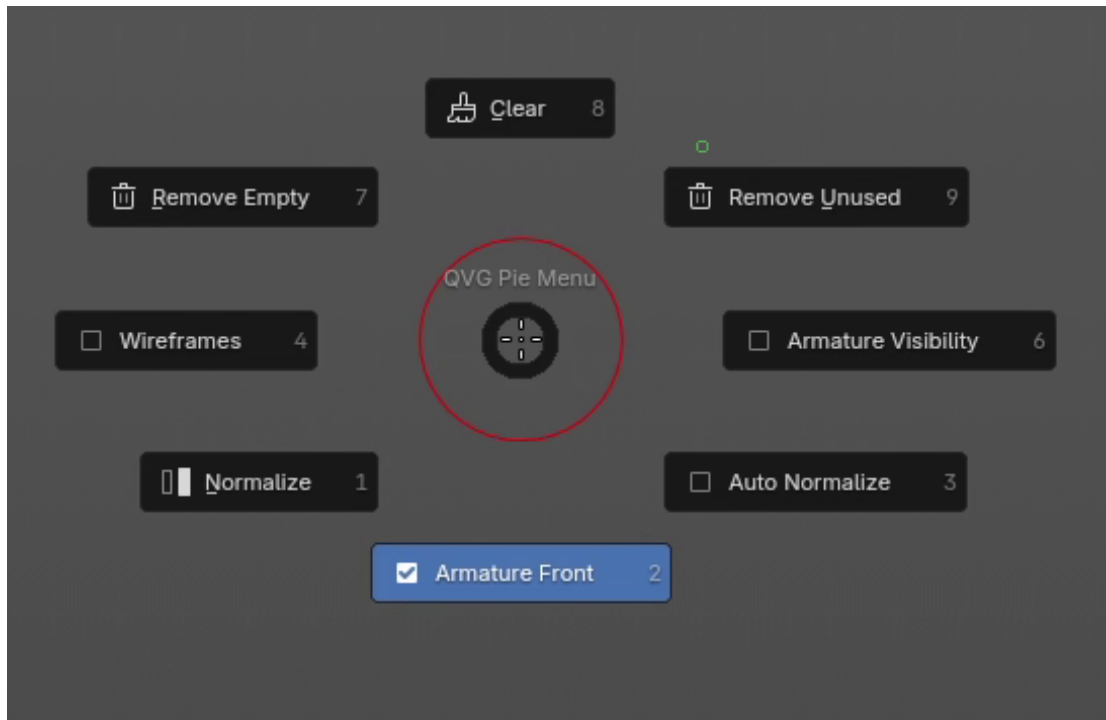


- set a custom icon. To add your custom icons, you need to move them to a folder:

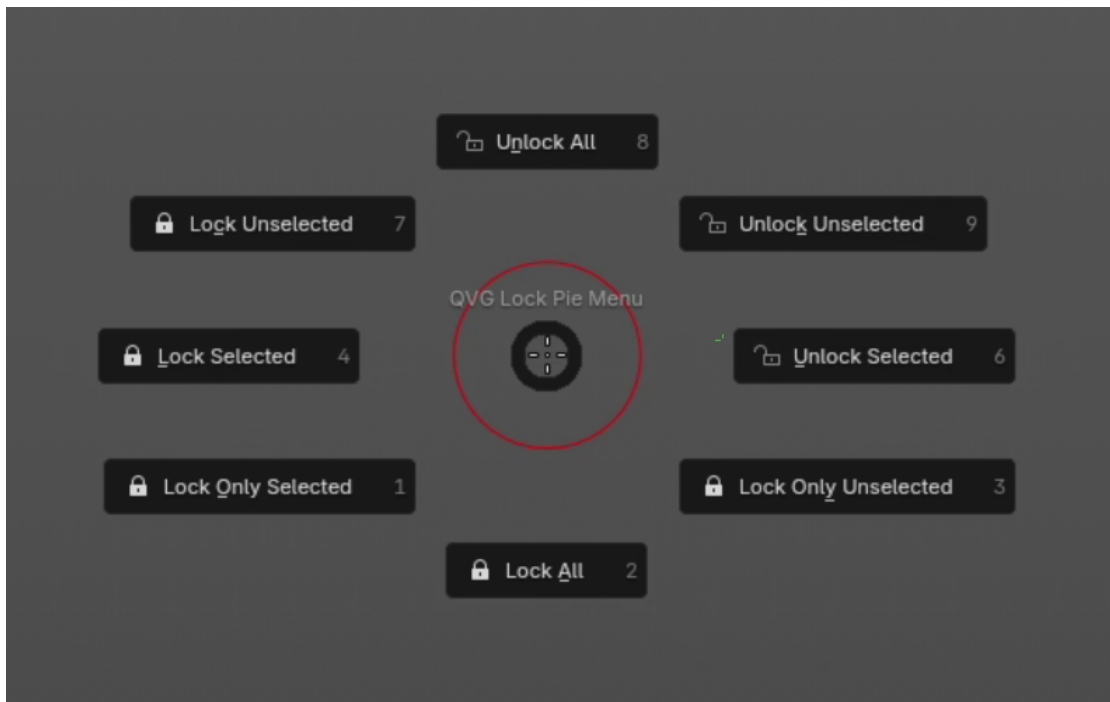
Blender 4.1.1 and older	C:\Users\{User_Name}\AppData\Roaming\Blender Foundation\Blender\{Blender_Version}\scripts\addons\quick_vertex_groups\icons\custom
Blender 4.2 and later	C:\Users\{User_Name}\AppData\Roaming\Blender Foundation\Blender\{Blender_Version}\extensions\user_default\quick_vertex_groups\icons\custom

Pie Menu

- **QVG Pie Menu** - can be accessed in Weight Paint mode using the Shift + W shortcut.



1. **Remove Empty** - remove all vertex groups whose maximum value is less than the threshold.
 2. **Clear** - clear all vertex groups by minimum value. Weight below the specified threshold are removed.
 3. **Remove Unused** - remove all unused vertex groups.
 4. **Normalize** - normalizes weights of vertex groups assigned to deform bones.
 5. **Auto Normalize** - enables or disables auto normalization during weight paint.
 6. **Armature Visibility** - show or hide armature in viewport.
 7. **Armature Front** - display armature in front of other objects.
 8. **Wireframes** - show face edges wires.
- **QVG Lock Pie Menu** - can be accessed in Weight Paint mode using the Shift + E shortcut.



1. **Lock All** - lock all items.
2. **Unlock All** - unlock all items.
3. **Lock Selected** - locks vertex groups associated with the selected bones. Only the vertex groups for the selected bones are affected.
4. **Unlock Selected** - unlocks vertex groups associated with the selected bones. Only the vertex groups for the selected bones are affected.
5. **Lock Unselected** - locks vertex groups associated with the unselected bones. Only the vertex groups for the unselected bones are affected.
6. **Unlock Unselected** - unlocks vertex groups associated with the unselected bones. Only the vertex groups for the unselected bones are affected.
7. **Lock Only Selected** - locks vertex groups associated with the selected bones and unlocks others.

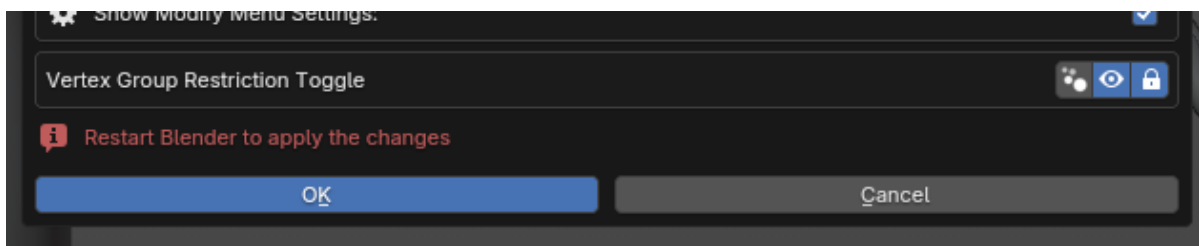
8. **Lock Only Unselected** - locks vertex groups associated with the unselected bones and unlocks others.

Add-on Preferences

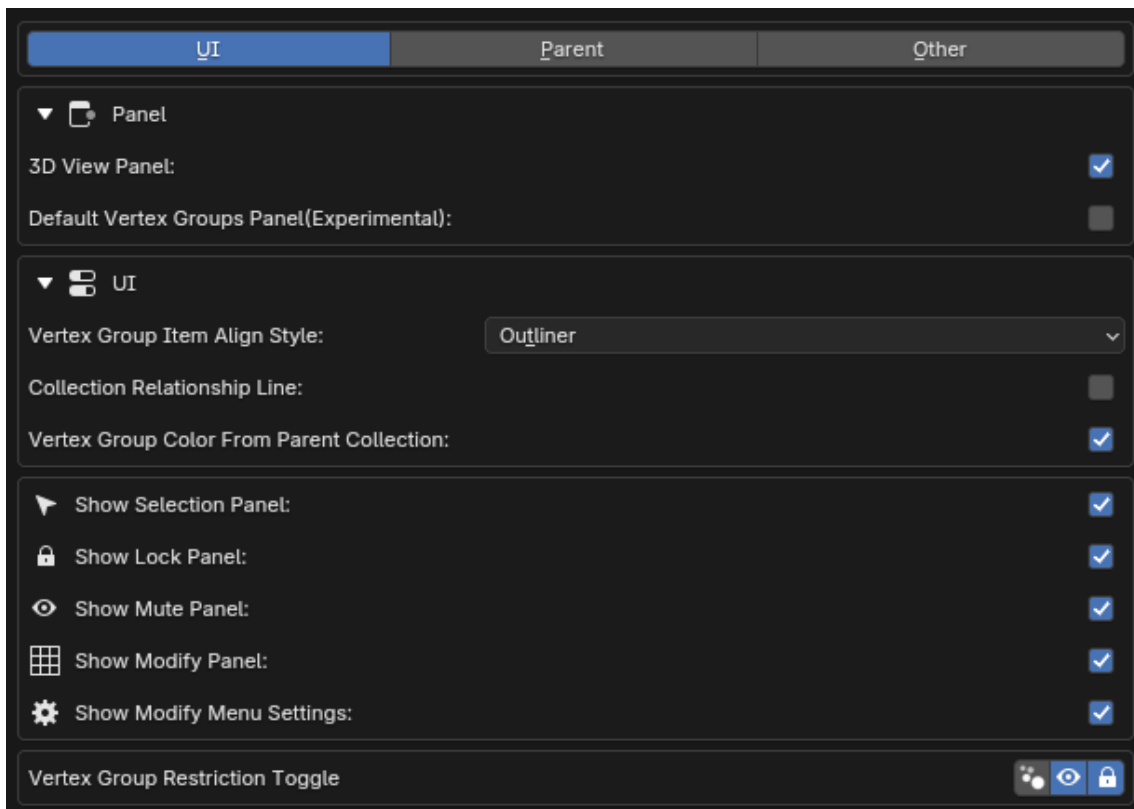
- The quick vertex groups preferences consists of the following tabs:

The section may be collapsed, to expand use it .

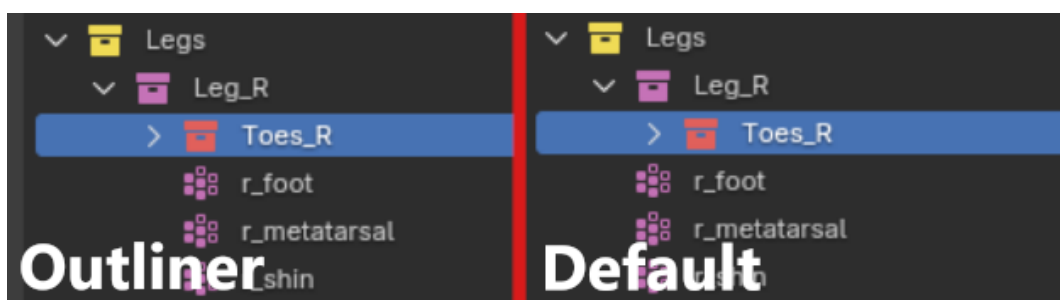
You need to restart Blender for some changes to take effect. If one of these options is changed, a message will appear.



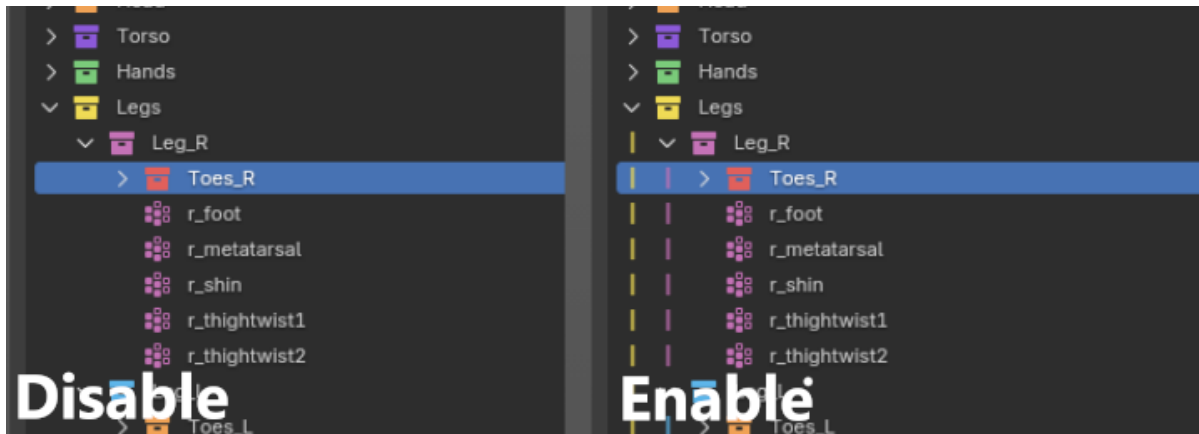
- **UI** tab contains the following options:



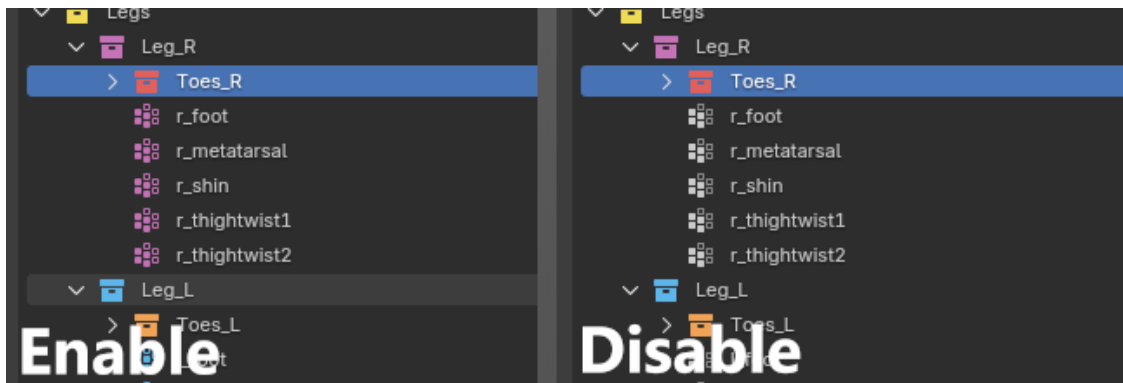
1. **3D View Panel** - add quick vertex groups panel to 3d viewport.
2. **Default Vertex Groups Panel(Experimental)** - show original vertex groups panel.
3. **Vertex Group Item Align Style** - Outliner, Default.



4. **Collection Relationship Line.**



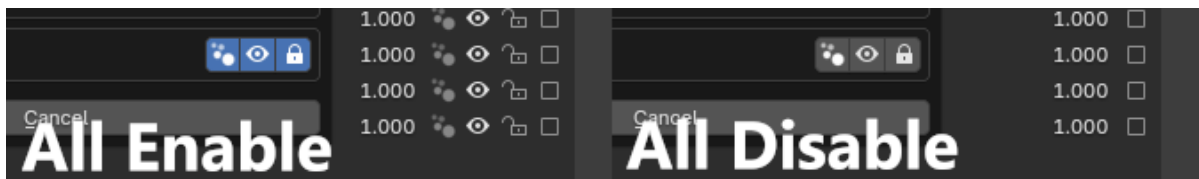
5. **Vertex Group Color From Parent Collection.**



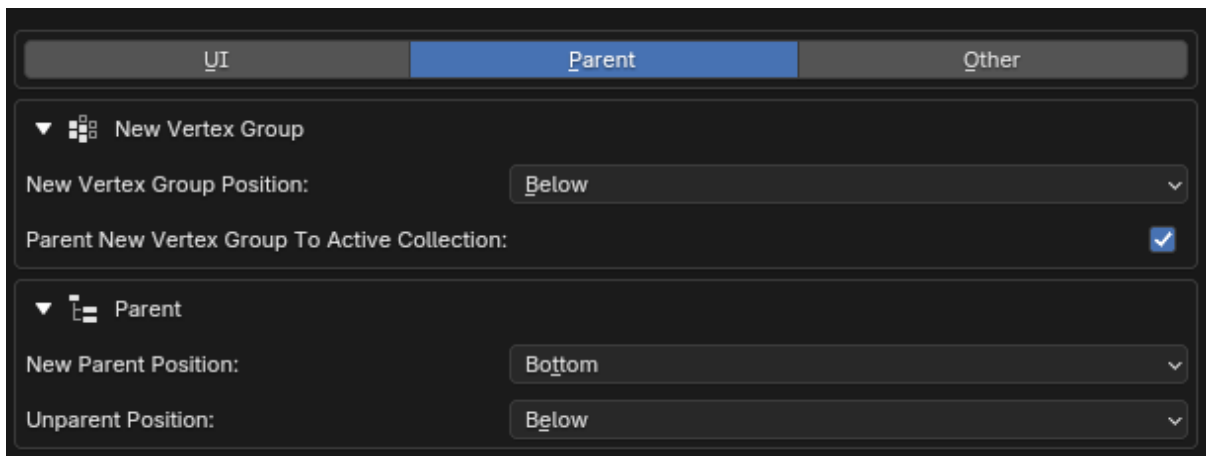
6. **Show Selection Panel** - show selection section in the quick vertex groups top panel.
7. **Show Lock Panel** - show lock section in the quick vertex groups top panel.
8. **Show Mute Panel** - show mute section in the quick vertex groups top panel.
9. **Show Modify Panel** - show modify section in the quick vertex groups top panel.
10. **Show Modify Menu Settings.**



11. Restriction Toggle.

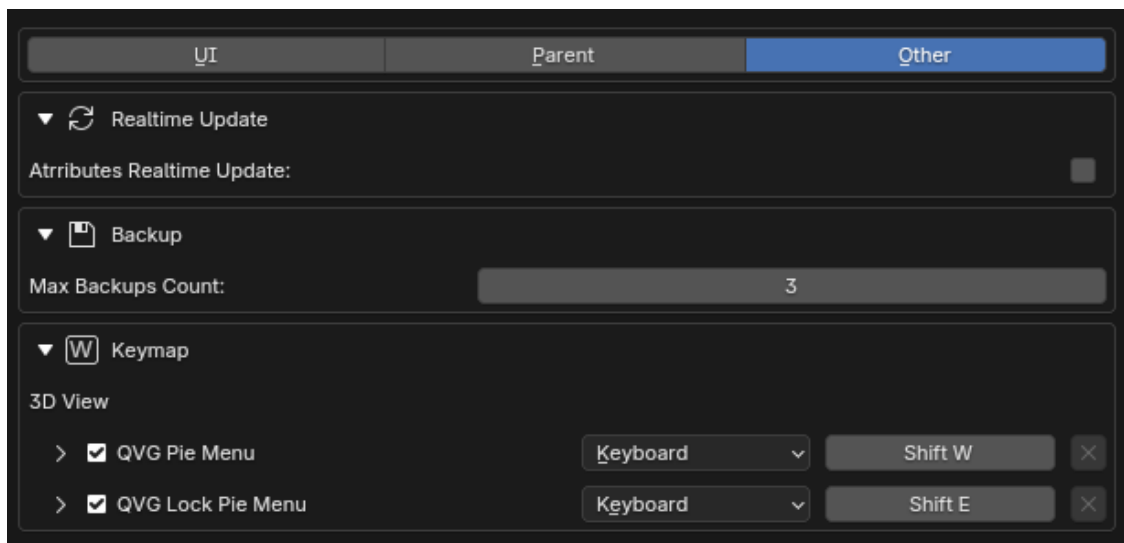


- **Parent** tab contains the following options:



1. **New Vertex Group Position** - new vertex group will be placed:
 - Above** - above the active vertex group;
 - Below** - below the active vertex group;
 - Top** - at the top of the list. If the vertex group is in a collection, then at the top of the collection list;
 - Bottom** - at the bottom of the list. If the vertex group is in a collection, then at the bottom of the collection list.

2. **Parent New Vertex Group To Active Collection** - if true and the active item is a collection, then the new vertex group is placed in that collection.
 3. **New Parent Position** - item will be placed to the collection list:
Top - top of the collection list;
Bottom - bottom of the collection list.
 4. **Unparent Position** - item will be placed to the new position:
Above - above of the old parent collection;
Below - below of the old parent collection.
- **Other** tab contains the following options:



1. **Attributes Realtime Update** - update created vertex group attributes realtime.
2. **Max Backups Count** - maximum number of backups for each mesh.
3. **QVG Pie Menu** - set hotkey for quick vertex groups pie menu.
4. **QVG Lock Pie Menu** - set hotkey for quick vertex groups lock pie menu.

