Import PLY as Verts 2.0
Installation

Since these are Scripts and not an Addon, the *__init__.py* and *import_ply.py* files from the repo will need to be manually pasted alongside the stock importer files. This is an easy process but may be intimidating if you've never done this before. Not to worry!

LOCATE BLENDER

This workflow requires Blender 3.1 Alpha or newer. Older versions will function but the Set Material node won't apply the vertex colors to the instances. This functionality was quietly added under the hood in 3.1A+. Thus, if you haven't already downloaded and installed 3.1 A or newer, I recommend doing so at this point :)

Once installed, Blender is usually located somewhere similar to

C:/Program Files/Blender Foundation/...version #...   *(Windows Example)

RENAME OLD FILES

1. Open the 3.1x folder.
2. Open the 3.1x folder inside of the first one.
3. Open the 'scripts' folder
4. Open the 'addons' folder
5. Open the 'io_mesh_ply' folder.

You should see something like this:

6. Select *'__init__.py'* and rename to something like *'__init-OLD__'*
7. Select *'import_ply.py'* and rename to something like *'import_ply-OLD.py'*
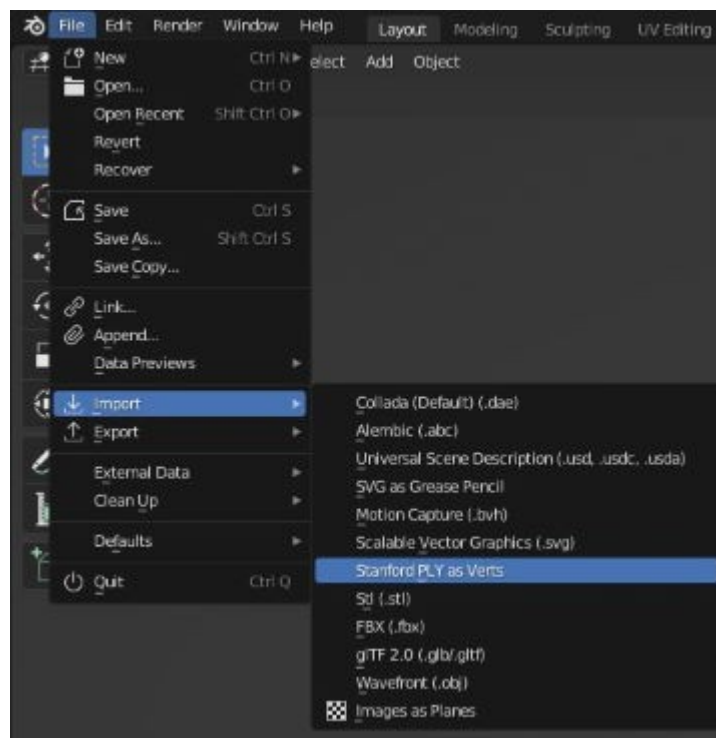8. Paste the new *'__init__.py'* and *'import_ply.py'* into the folder.
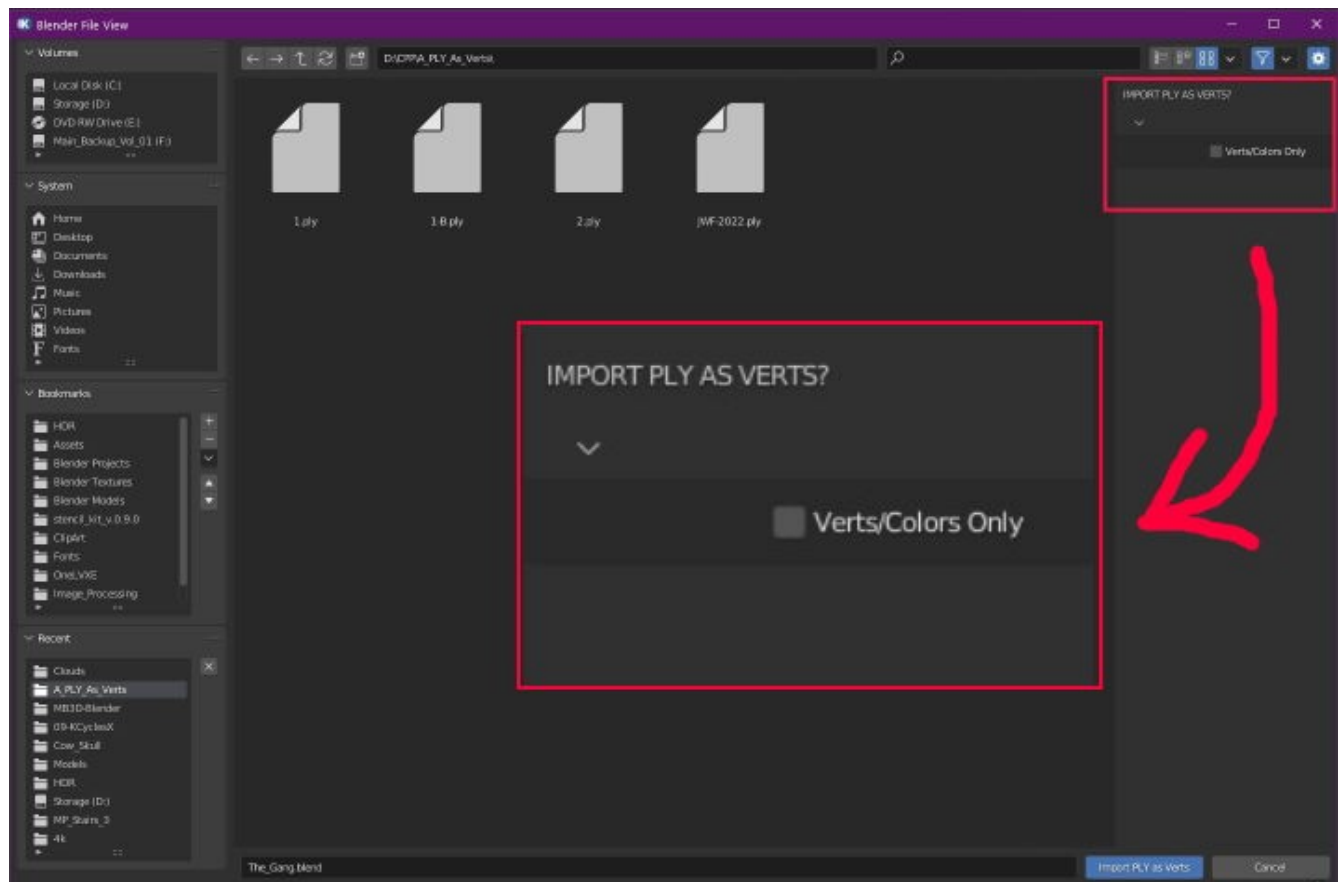
The folder should now look something like:

If you want to revert to the stock importer, reverse steps 6 and 7 above.

9. Restart Blender.

10. *File->Import* will now look like this:

Selecting *'Stanford PLY as Verts'* will bring up the Filebrowser as usual, with an additional checkbox:

This procedure will need to be done once for each version of Blender you would like to use the script with.

_____