Content Folder

Twins

Manual Version 1.01

Content

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Important Information

Copyright

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Acknowledgment

Content Folder Twins is based on wxWidgets.

Disclaimer

There is no warranty beyond the legal minimal warranty. In no case, the author shall be liable for any damage on hardware or software caused by using *Content Folder Twins*.

1. Overview

Content Folder Twins is a tool to find double files in the content folders for Poser and DAZ Studio. It may compare files by their name and/or their content. This way, you can detect files that were installed twice or that may cause problems because different files with the same name exist.

2. Usage

To use *Content Folder Twins*, you do the following steps:

1. Click on the *Folders* button to select the content folders to scan.

2. Click on the *File Types* button to select the file types to compare.

3. Click on the *Options* button to select how and where to search for double files.

4. Click on the *Analyze* button to start.

While the application is scanning the folders, the *Analyze* button is replaced by a *Stop* button to cancel the search and the other buttons are disabled. The status bar shows the folder that is scanned and the total time when search is finished.

Note: For large content folders, search may take some time.

The result is shown in a list grouped by the file type. Each found set of matching files starts with the number of matching files followed by the actual files. Right click on a file to show the context menu (see below).

With the *Export* button, you can save the result in a text file. The *Info* button shows the file version dialog, and the *Exit* button closes the application.

Search Location

Specific file types are usually found in particular folders only. So, search may be limited to some common folders with this option in the menu bar as follows:

- Complete: searches all folders
- DAZ Studio Content: searches all folders without *data* and *Runtime*
- Data: searches in the *data* folder only (never the case for Poser content folders)
- Runtime: searches in the folder Runtime only (always the case for Poser content folders)
- Runtime/Geometries: searches in the *Geometries* folder only
- Runtime/Libraries: searches in the *Libraries* folder only
- Runtime/Textures: searches in the *Textures* and *Reflection Maps* folders only
- Runtime (other): searches in the Runtime folder without those sub-folders named above

Context Menu

There are different context menus depending on whether one or several files are selected.

The context menu for a single file has the following entries:
- *Copy file name*: copies the full file path to the clipboard
- *Open file*: opens the file with the standard application (if any)
- *Open folder*: opens the folder for the file with the standard application (if any)
- *Delete file*: moves the file to the recycle bin
- *Delete other files*: deletes all files in the same group except the selected

If a file was deleted, only *copy file name* is available.

The context menu for several selected files has the following entries:
- *Delete selected files*: deletes all selected files
- *Delete other files*: deletes all files in the same group except all selected
- *Delete all but one file*: deletes all selected files except one for each group

All deleted files are moved to the recycle bin. They stay in the result list, but are marked by an X.

Any mode to delete several files automatically will ensure that at least one instance for each group of same files is not deleted. In particular, deleting other files when all selected files in a group are already deleted, will be ignored.

The *delete all but one file* feature uses the *folder preferences* from the options. It keeps the first file in the list that is located in the folder with the highest priority.

3. File Types

In the *File Types* dialog, you select the file types to scan for doubles. Files of the following types may be compared:

Content Type	File Extensions	Condition
Poser Scene	pz3 pzz	
Poser Figure	cr2 crz	
Poser Hair	hr2 hrz	
Poser Prop	pp2 ppz	
Poser Camera	cm2 cmz	
Poser Light	lt2 ltz	
Poser Material	mt5 mtz	
Poser Material Collection	mc6 mcz	
Poser Pose	pz2 p2z	
Poser Hand	hd2 hdz	
Poser Face	fc2 fcz	

Poser Collections	lnk (Windows only)	in Runtime/Library/Collections
Poser Binary Morphs	pmd	
Poser Meta Data	xmp	
Poser Web Links	pzs	in Runtime/WebLinks
Geometry	obj obz	
Geometry Material	mtl	
Geometry Resource	rsr	in Runtime/Geometries
DSON User File	duf	
DSON Support File	dsf	
DSF Clone Template	dsj	
DAZ Scene	daz	
DS Object Geometry	dso	
DS Vertex Map	dsv	
DS Script	ds dsa dsb dse	
DAZ Meta Data	dsx	
DS Layered Image	dsi	
Image	jpg jpeg png bmp dib tif tiff tga psd pct pic pict hdr exr bum rsr	
Python Script	py pyc	
AniBlocks	gfa	
Text	txt htm html	
Other	*	

Only those file types that are checked in the *File Types* dialog are searched for doubles.

With the *Select* and *Deselect* button, you can select or deselect several types at once.

Note: For efficiency reasons, it is assumed that files of different types are never the same.

Note: The content folders of Poser and DAZ Studio may also contain folders for application data. These folders are not included in the search. For Poser, this are the application folders in the main Runtime and the Python libraries. For DS, this is the uninstallers folder.

4. Folders

The *Folders* dialog shows all content folders for all installed versions of DAZ Studio (starting with version 3) and Poser (starting with version 7). The left column shows the path for the content folder, and the right column lists the applications that are using this folder.

You select a folder by clicking on it. To select several folders, press the control key.

5. Options

The options determine how to compare files to detect doubles. You may compare files by their name and/or by their content.

File Name

You may either ignore the file name, compare the name only, or the relative path for a file. The relative path includes the file name and the file name includes the extension.

If you enable *Allow alternate extensions*, file names are considered the same, if their extension only differs to indicate that the file is compressed / compiled or not. This is applied to all Poser content types, to geometries, and to Python scripts.

Note: When resolving file references, Poser also allows alternate extensions.

File Content

The content of a file may be ignored or compared.

By default, files are compared binary, i.e. they are considered the same only if they are exactly the same as they are stored in the file system. However, there are some special cases where the same content may be stored in different ways. *Content Folder Twins* may detect some of these cases and compare the files based on their content, but this may increase the time needed for comparison.

If *Decompress files* is checked, compressed Poser content files, DAZ Studio 4 content files, and geometry files are decompressed for comparison.

If *Ignore formatting for text* is enabled, the whitespace characters are ignored, when text files and text based content files are compared. This means, any number of consecutive spaces, tabs, new lines, and carriage returns are considered to be a single identical character, except if they are inside of quotation marks.

Note: This kind of ignoring text formatting is a bit simplified, so there might be rare cases, where files are considered the same, but the content would be interpreted differently nonetheless.

With *Compare content of binary morphs*, the order, in which the morphs are stored in the PMD file, is ignored.

If *Compare content of images* is selected, images are compared independently of the file format used to store them. This is limited to images in Bitmap, Jpeg, Png, Tiff, Tga, Gif, and Pict format.

Folder Preferences

Under folder preferences, you can specify a list of folders to keep files preferably when deleting all selected files but one. Folders that come first in the list will be preferred if there are several files in folders listed here. Folders always include any sub-folders, where the most specific path is used if sub-folders are listed explicitly.

The + button adds a folder to the list, the - button removes the selected folder. The < button moves the selected folder up, the > button down.

6. Examples

In the following, I will give a few examples where searching for twin files might be helpful.

Redundant Files

If you have several content folders, the same file may exist in different content folders, each time with the same path relative to the root folder. This may happen if you installed the same product twice or if you installed the Poser and the DAZ Studio version of a product, which usually share some of the resource files like textures.

To search for these redundant files, select *Relative path* as match condition for the file name in the options. It's usually not necessary to also compare the content, because it's unlikely that the same file name and relative path are used by different products. And even if this should be case, it's very likely that at least the file size would be different. However, the file size will differ also if one file is compressed and the other not.

Double File Names

When Poser loads external resource files like geometries, binary morphs, and textures, it only locates them in the file system, if no file with the same name was loaded before. The relative path of the resource is ignored in this case. This sometimes causes Poser to load the wrong resource.

If you want to know, which files in your content folders might cause this problem, use *Name* as match condition in the options and *Ignore* for the file content.

Double Resources

Content creators sometimes use the same geometry or texture in several products. Often, they put them in different folders for each product, so you may have the same file at different locations in your content folders.

To search for this kind of double files, *Ignore* the file name and *Compare* the file content with all kind of advanced compare methods.

Version History

Version 1.0, 13.12.2013

Initial version

Version 1.01, 22.02.2015

Changes:
- moved folder filter from options dialog to menu bar
- mark deleted files in the result list
- new options to restrict search to folders: DS Content, Runtime (other)
- additional delete modes to delete several files at once