Morph Organizer

for DAZ Studio

Manual Version 1.01

Content

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Important Information

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1. Overview

Morph Organizer lists morph and other controller dials from DSON files to edit the dial parameters and to change the region/node and group structure of the dials. It may be used with any figure or prop in DSON format that stores morphs or other controllers in separate DSF files.

Please note that improper use of Morph Organizer may cause morphs no longer working as intended, so be careful and apply only changes if you understand the consequences. Use the backup feature or keep a backup of the complete set of morph files to be able to restore the original state.

Where Dials Are Shown in DAZ Studio

DAZ Studio displays the dials from morphs and other controllers in the following tabs:
- *Parameters*: all dials for the selected node
- *Posing*: all dials of type *Modifier/Pose* for the selected node
- *Shaping*: all dials of type *Modifier/Shape* with a region, independent of the selected node

It is most common to use regions only for dials of the type *Modifier/Shape*. The parameters and posing tabs show regions hierarchical, the shaping tab uses a flat structure.

User Interface

The user interface of Morph Organizer consists of three areas. The main part of the window is the morph list that shows all dials as they are structured by nodes, regions, and the group hierarchy. On the left side are menu buttons. On the bottom is the search bar.

2. Menu Buttons

The *Files* button opens a dialog to select one or several files to add to the morph list. With the *Folder* button, you can select a folder to add all DSF files in that folder and its sub-folders to the morph list. You can also drag'n'drop files or folders from a file manager like Windows Explorer or Mac Finder. While loading the dials, a progress dialog is shown. This dialog has an area for messages and allows to stop loading further files.

The DSF files that contain morphs or other controllers are stored in the *data* folder of the content library in / below a folder called *Morphs* for each figure or prop. Some examples are:
- *Genesis*: /data/DAZ 3D/Genesis/Base/Morphs
- *Genesis 2 Female*: /data/DAZ 3D/Genesis 2/Female/Morphs
- *Genesis 2 Male*: /data/DAZ 3D/Genesis 2/Male/Morphs

Note: You may load morphs for different objects into Morph Organizer at the same time, but only do it, if you really think that this is useful.

Note: Depending on the options, some files may be ignored when loading because they are hidden, alias dials, or control rig dials.

Press the *Apply* button to apply all changes made in the morph list to the DSF morph files. Only the files with changes in their parameters or in their location are written. Modified lines are marked red. Like for loading files, there is a progress dialog for messages and to cancel writing further files.

Note: If you changed a dial and then change it back to its original state, it will be still marked as changed, but it won't be saved when you apply changes. Instead, you get a warning message.

In the options, you can select to keep the original file as backup. If you use the *Apply* button several times, the backup is created only for the first time, but any existing backups are overwritten.

Note: If you want to do changes on a large number of files, it is recommended to not rely on the backup feature of Morph Organizer alone, but to keep a complete copy of the full *Morphs* folder as backup to be able to restore the original state easily.

The *Reset* button clears the morph list. In the options, you can set whether to warn you for unsaved changes or not.

With the *Structure* button, you can import all nodes and regions from a DSF geometry file. This is useful to ensure you only use the nodes and regions that are actually defined for the object. The DSF geometry file is stored in the *data* folder, where the *Morphs* folder is located as well.

The *Edit* button opens the edit dialog for the selected dials (if any).

The *Options* button opens the options dialog.

The *Info* button opens the info dialog.

The *Help* button opens this manual.

The *Exit* button closes the application.

3. Morph List

The morph list shows the loaded morph and controller dials grouped in the same hierarchy as they are shown in DAZ Studio in the *Posing* and *Shaping* tabs. Dials that are assigned to a region are listed under the according region in *Region*. Other dials are listed under their parent node in *Node*. The hierarchy is continued with the different groups and ends with the dials. The morph list is always sorted alphabetically, with all groups coming before the dials.

Note: The root nodes of the morph tree are bold. Regions and nodes that were loaded from the geometry with the *Structure* button are also bold. On Windows, regions and nodes are additionally italic.

The first column shows the hierarchy and the names of regions/nodes, groups, and dials. The next column is the type of the dial. The other columns show the various parameters of the dials. Except for the flags and colors, you can edit all parameter values inline by clicking twice on them. A double click on a dial line opens the edit dialog for that dial. (See the section for the edit dialog for a description of the different parameters)

The flags column shows the first letter with upper case for *on* and lower case for *off* or a minus sign for *unspecified* flags. The following flags are defined:

- V / v: visible on/off
- L / l : locked on/off
- C / c: clamped (respect limits) on/off
- P / p: display as percent on/off
- A / a: auto-follow on/off

Context Menu

The context menu differs depending on the selected line(s). It may contain the following entries:

- Insert node (*Node*): inserts a new node under *Node*
- Insert region (*Region*): inserts a new region under *Region*
- Insert group (node/region/group): inserts a new group
- Remember as target (node/region/group): adds a target to move groups or dials
- Move to target (group(s)/dial(s)): moves the selected lines to one of the remembered targets
- Move to (group(s)/dial(s)): moves the selected lines to a node, region, or group
- Remove (except roots): removes the selected lines
- Edit ... (dial(s)): opens the edit dialog for selected dials
- Large icon... (dial): opens a dialog to select an image file for the large icon
- Small icon... (dial): opens a dialog to select an image file for the small icon
- Visible (dial): toggles the visible flag
- Locked (dial): toggles the locked flag
- Clamped (dial): toggles the clamped flag
- Percent (dial): toggles the display as percent flag
- Auto Follow (dial): toggles the auto follow flag
- Expand all (if expandable): expands all lines below
- Collapse all (if expandable): collapses all lines below

Moving Dials and Groups

There are two ways to move a dial or a complete group to a different node, region, or group. With *Move to* from the context menu, you can select the target from a sub-menu that has the same hierarchical structure as the morph list. Because this may be tedious for large hierarchies, the alternative is to remember a node, region, or group as target, and then select it from the *Move to target* menu. This is a kind of reverse cut/paste, where you can remember up to 10 targets for paste.

Removing Lines

Removing nodes, regions, groups, and dials can be used to clean up the list from no longer used nodes, regions, or groups or from dials you don't want to edit. Because any changes are discarded for removed dials, this is also an option to prevent changes to be applied if you don't want to.

Note: A node, region, or group is only removed if it has no children.

4. Search Bar

With the search bar, you can search the morph list for names and parameter values. In the drop down list on the left side, you select what to search for. You can search in each column except colors. For the first column, search distinguishes between the label for a node, region, group, or dial. Uncheck the = button to search for lines that don't match the search term.

The value in the search term field is used depending on the parameter type:
- *text (label, icon)*: text search is case insensitive and matches with any occurrence of the term
- *numbers*: numeric values are matched with a small tolerance
- *flags*: matches if all searched letters are shown in the list

There are five search buttons:
- O: searches for the first matching line
- <: searches backwards from the selected line or the end of the list
- >: searches forwards from the selected line or the beginning of the list
- +: selects all matching lines
- -: deselects all matching lines

The area between the input field and the buttons shows a *plus* if a line was found or a *minus* if nothing was found. When (de)selecting lines, it shows the number of matches. Found or (de)selected lines are always made visible in the morph list.

5. Edit Dialog

The edit dialog is opened for selected dial(s) either by clicking on the *Edit* button, by selecting *Edit* from the context menu, or by double clicking a line. If only one dial is selected, the dialog shows the values for the parameters and uses the label as title.

The edit dialog shows the parameters and flags from the columns of the morph list:
- *Value*: the initial value of the dial (should be 0 in almost all cases)
- *Minimum / Maximum*: the range of possible values
- *Sensitivity*: the sensitivity of the dial
- *Visible*: if the dial is visible or hidden
- *Locked*: if the value of the dial can be changed manually or not
- *Respect limits*: if the value of the dial is forced to be between minimum and maximum
- *Display as percent*: if the value is displayed as percent or as regular value
- *Auto-follow*: if the morph is automatically transferred to conformed figures or not
- *Type*: the dial type; valid values may be selected from the drop-down list
- *Large icon*: the icon for large dials
- *Small icon*: the icon for small dials
- *Color gradient*: the colors used as background for the dial

With the *File* buttons, you can select an image file for the icons. Large icons should have a size of 147x185 pixel and small icons 39x39. Both may need transparency to not overlap with the dial.

The buttons for the color gradient show the colors as RGB values. Click on each button to select a color. With the *None* button, the color gradient is deleted.

Click *OK* to apply the changes or *Cancel* to discard the changes. Parameter values are only changed if the checkmark in front of the parameter name is active or when a flag is not set to *unchanged*. This is in particular useful when editing several dials at once. A dial is only considered to be modified, if the new value is different from the old value.

If a parameter is missing, it is created for the dial. It is also possible to remove a parameter by using an empty value or selecting *unspecified* for a flag.

Note: For alias dials, it is not possible to change the numeric values.

6. Options

Generic

If *Keep backup* is active, Morph Organizer keeps the initially loaded state of the DSF file as backup when applying changes. Any existing backups are overwritten.

With *Confirm to discard changes*, you decide if you want a confirmation message before discarding changes in the morph list when you use *Reset* or when you close the application.

With *Confirm to remove entries*, you set if you want a confirmation message before removing lines from the morph list. This is in particular useful for dials, because removing a dial also discards any changes for the dial.

If you enable *Allow renaming nodes/regions*, the names of nodes and regions can be edited in the morph list. This should be done only by experts, because dials won't be shown properly in DAZ Studio if the node or region doesn't exist in the geometry file.

Filter

The filter options are used when adding files to the morph list. You may ignore alias dials (dials that refer to another dial), hidden dials, and ctrlrig dials (control rig dials, actually only recognized by the name starting with ctrlrig).

If you enable *Filter folders only*, the filters are applied only when adding all files from a folder. If it is disabled, the filters are also applied to files that were selected explicitly.

Version History

Version 1.0, 17.04.2014

Initial version

Version 1.01, 22.02.2015

Bugfixes:

- color changes were ignored in edit dialog, if type isn't changed as well

Changes:

- remember custom colors in color dialog