Batch Convert Gen4 Poses to .duf Format



h for Converted Files (Use this to select where the Converted Files will be v	vritten to. This will be the base path when you select a folder for convers
L/DAZ/Studio/My Library/People/V	ictoria 4/Poses/Converted To Duf
name of Converted File(s) Do not include the file type of .duf (Used when	you want to edit the values in the Converted Pose Files list)
Source Pose Files Select Folder and it's Subfolders To Convert Delete Selected From List	Converted Pose Files
Convert i	he files
Clo	se
cess: (Note that partial poses will be saved as full poses with the unposed	set to zero)

The Interface

First is to select the path where the converted Pose Preset .duf files will be written to by pressing the button under 'Path for Converted Files'.

(Note: the next input text line [Filename of Converted File(s)] is only used if you use the **'Edit Converted Pose File Path/Filename'** button under the Converted Pose Files list.)

Then you use the 'Select Folder and it's Subfolder to Convert' button to select a folder which will then collect all of the Pose Presets in that folder, and all the Pose Presets in it's subfolders. This will maintain the Folder structure to the path you selected under 'Path for Converted Files'.

When the list is created in the *Source Pose Files* list box, the path and filename of the files that will be converted to, is listed in the *Converted Pose Files* list box. You can change the path and filename of these by using the **'Edit Converted Pose File Path/Filename'** button in conjunction with the **'Path for Converted**

Files' and then filling in the new filename in the text box under the '*Filename* of Converted File(s)'.

When you have set everything up press the 'Convert the files' button to start the conversion.

NOTE: When the **'Convert the files'** button is pressed then V4.2, M4 or K4 (depending on which script you choose) will be loaded from a Scene .duf file. Which means that anything you have loaded in the scene will be cleared out.



Thank You