Introduction

Welcome and thank you for purchasing **Content Package Assist**.

DIM (DAZ Install Manager™) has typically only been used to install products from Daz 3D. It has been traditionally believed that products distributed in ZIP format by other sources (e.g. RDNA, ShareCG, etc.) could not be installed with DIM. This belief isn't exactly true; DIM has long had support for packages from other sources. What has been missing is the information about how to implement it. This application creates the Packages from those products to install with DIM.

The original Zip is left untouched. Note that only ordinary zips are supported, i.e. zips which contain Props, Textures, Mats, etc. If it contains actions to be performed by the zip, e.g. initialising of files (DAZ ExP Technology is a good example), then you can't use this application.

When you run the application, a ContentPA root directory will be created in your Documents folder, with 2 sub folders: **Build** and **Package**. These locations can be changed in the applications settings.

Do note that this application doesn't change the loaded zip itself, it creates a DIM Package based on your selections.

Also note that this application only process zip archive files. It can't read other formats, e.g. rar archives.

To see how it works, there is a clickable screenshot of the program. Please click on any section you want to know more about.
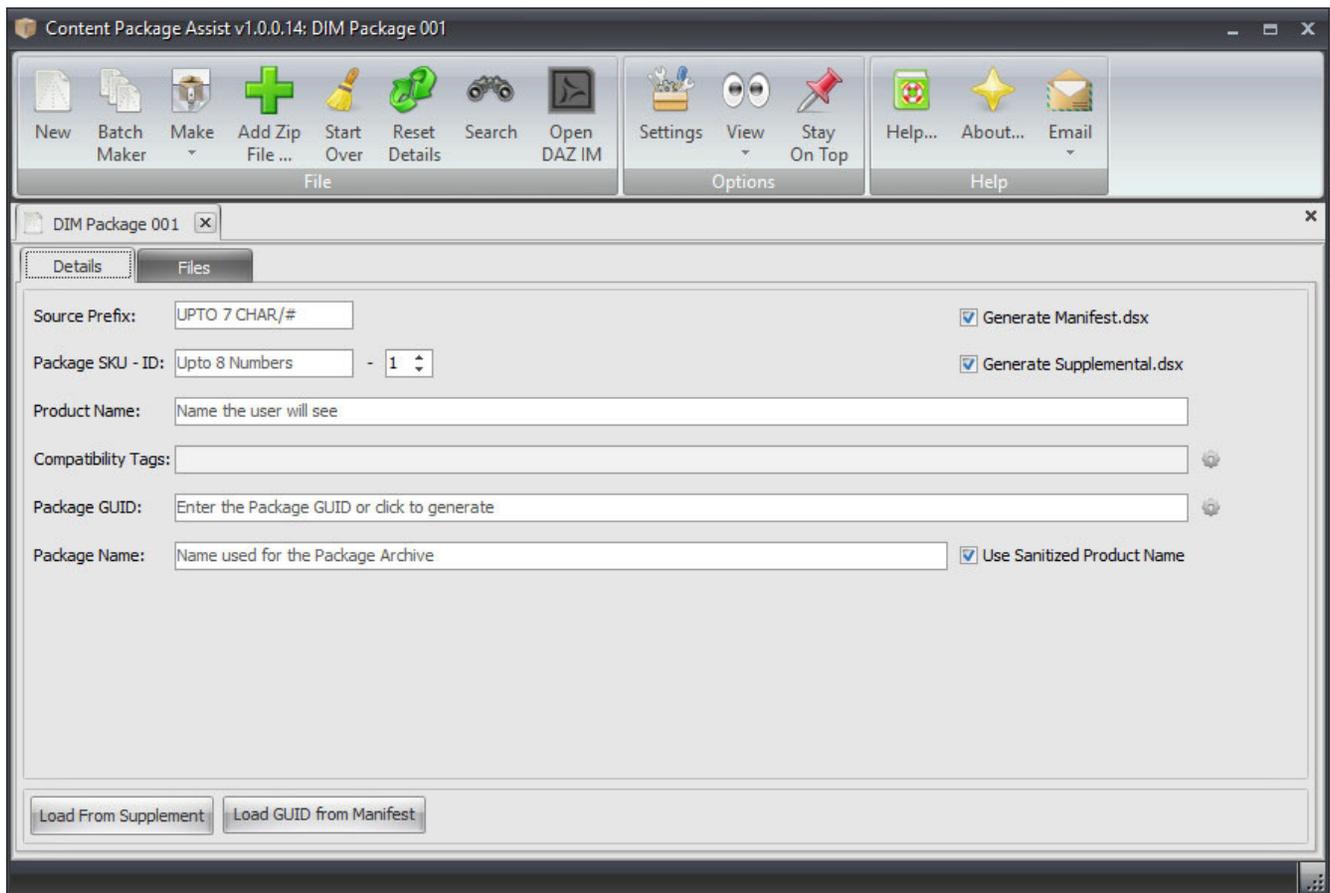
File
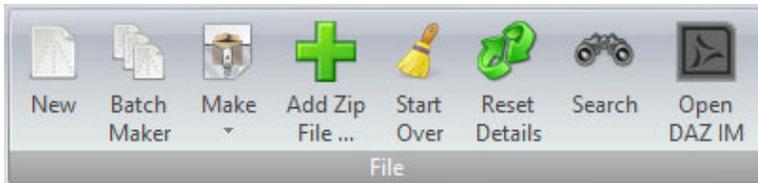
New
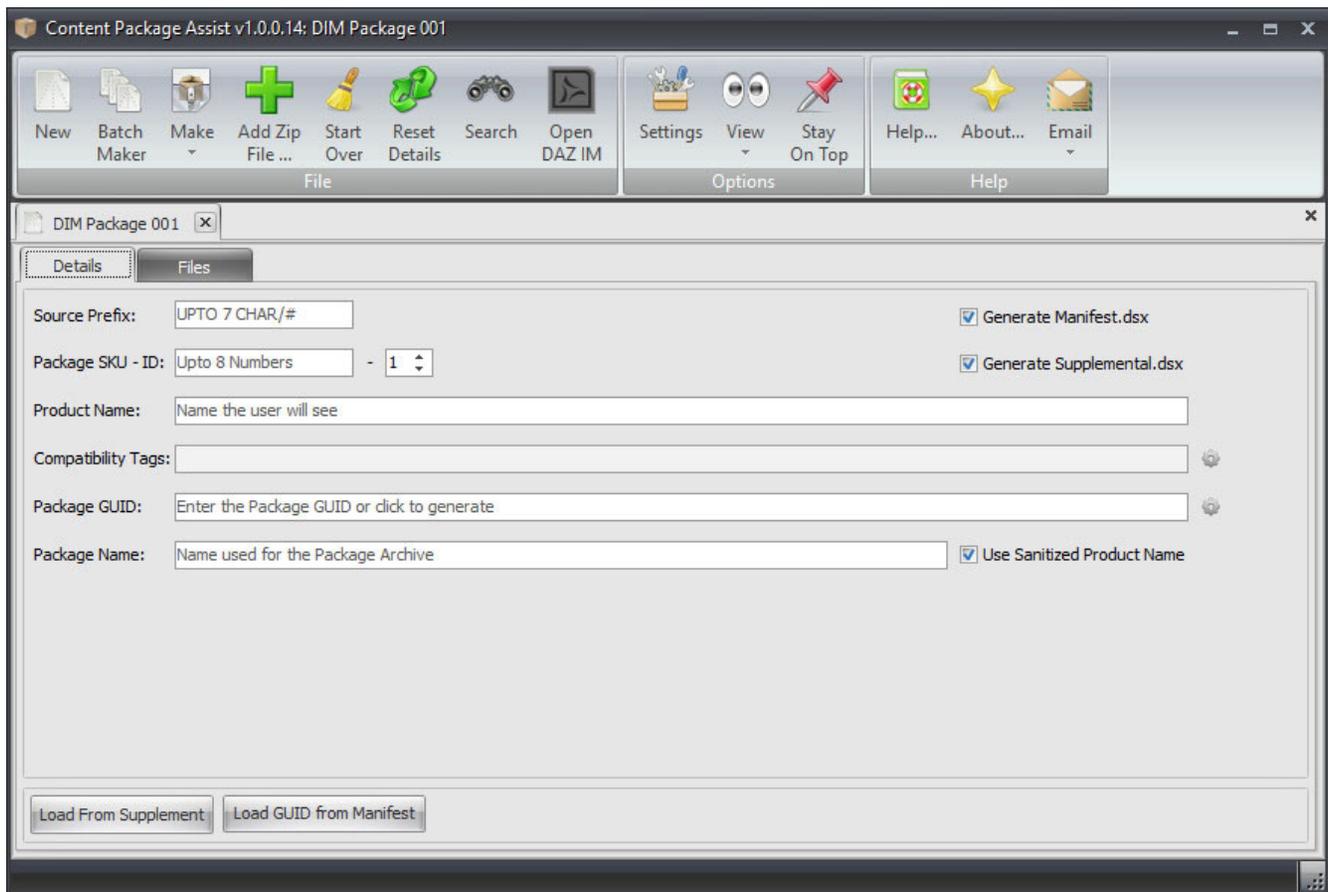
When **Content Package Assist** starts you will be ready to create a new DIM Package. Clicking the New button from the menu will open a new tab for a new DIM Package. The number of tabs you can have open is only limited to your machines memory and/or hard drive space. Closing a tab without clicking a Make button will lose all changes made for that particular DIM Package. See Create a Package. This is also where you edit the contents of a Package. See Edit a DIM Package.

> **Source Prefix:** A sequence of capital letters in the English alphabet and/or numbers, used to identify the source of the file. The "**IM**", "**DZ**", "**DAZ**" and "**DAZ3D**" prefixes are reserved for use by DAZ 3D. Prefixes must start with at least one letter and can optionally be followed by up to six letters and/or numbers, for a total of seven characters; e.g. A-Z, 0-9; lowercase letters and special characters are not supported.

> **Package SKU - ID:** A zero padded eight (8) digit integer value used to uniquely identify the product. Product SKUs/IDs must be unique.

> **Product Name:** The name of the product. No special characters are allowed.

Compatibility Tags: Click the Gear icon to select from a list. The purpose is to signify which application the product is compatible with.
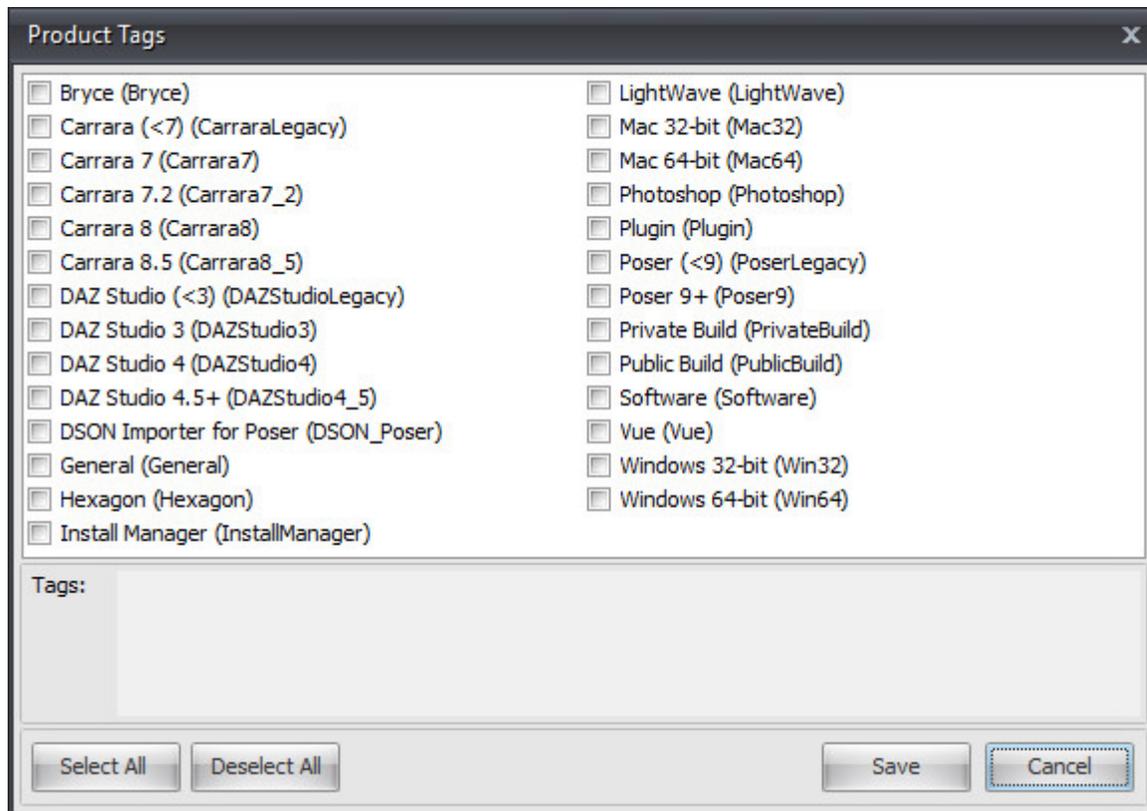
Package GUID: Click the Gear icon to generate one. It is used to uniquely and globally identify the product within the ecosystem.

Package Name: The sanitized name of the DIM Package (A sanitized and perhaps shortened version of the product name, including the part identifier, if any, where no special characters or spaces are present.)

Generate Manifest\Supplement.dsx: Each archive should contain these files for installation through DIM.

Use Sanitized Product Name: Automatically use a sanitized version of the product name.

See DAZ's Documentation Center for more details on the above.

<u>For Advanced Users:</u>

Load From Supplement: This allows you to load a Supplement.dsx or DIM Package dsx file to fill in the details information for the DIM Package you are creating.

Load GUID From Manifest: If the intent is to modify an existing product\package, then you would need to use the Manifest.dsx in that package. If you have loaded a package which contains a Manifest.dsx, then you can load it from the Build folder. Otherwise extract the package to a folder of your choice and use this option to load the Manifest.dsx and obtain the GUID.

Note that if you load a package, the generated GUID won't be the same one in the Manifest.dsx (if there is one). You'll need to load that Manifest.dsx to obtain the correct GUID.

> **Note:** If loading a custom Package, i.e. non IM, if any of the fields are not valid a red "X" next to it will be displayed. A thumbs-up indicates a valid entry.

Important:

If the package is named such that it collides with the Source Prefix and Product SKU/ID of another package, DIM will delete all but one for a given Source Prefix and Product SKU/ID.

Create A Package:

To create a DIM Package is very easy.

1. Drag and Drop a zip onto the Details tab or the designated grey box on the Files tab (see **Important** below). You can also use the Add Zip File button.

2. Check that the edit fields are how you would like them. A Thumps Up! will indicate a valid entry while a red "X" will indicate the field needs attention.

3. Click Make and select an option:

   - Make in Package Folder - The created DIM Packages will be saved in this folder.

   - Make in DAZ IM Download Folder - The folder where DIM downloads the content to from DAZ. This needs to be specified in Settings.

Important: The loaded zip <u>cannot</u> have My Library as the Level 1 directory. The usual DAZ Studio / Poser folders must be the root, e.g. Runtime, Props, etc. If it is Content, then the application will use that as the Level 1 directory.

This is correct:
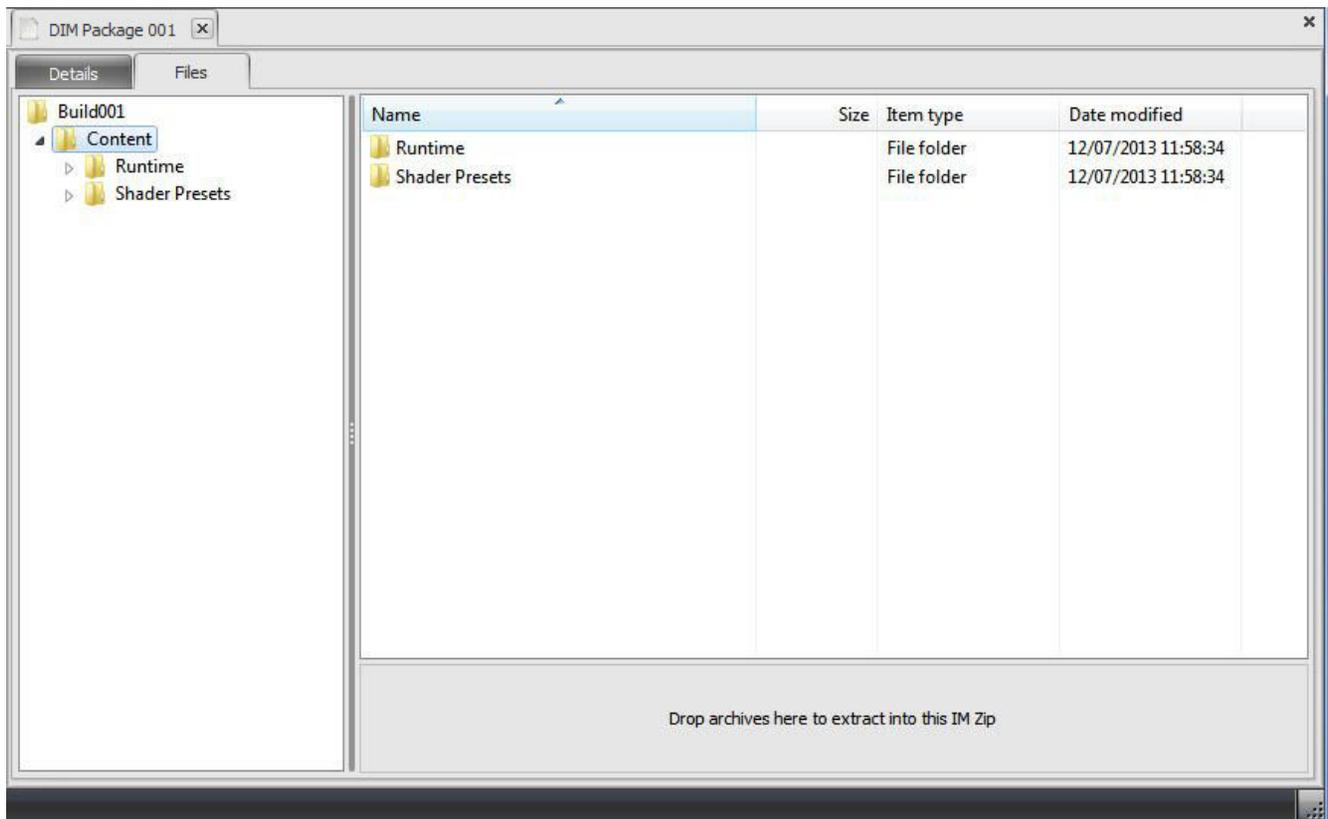
The following are not correct:
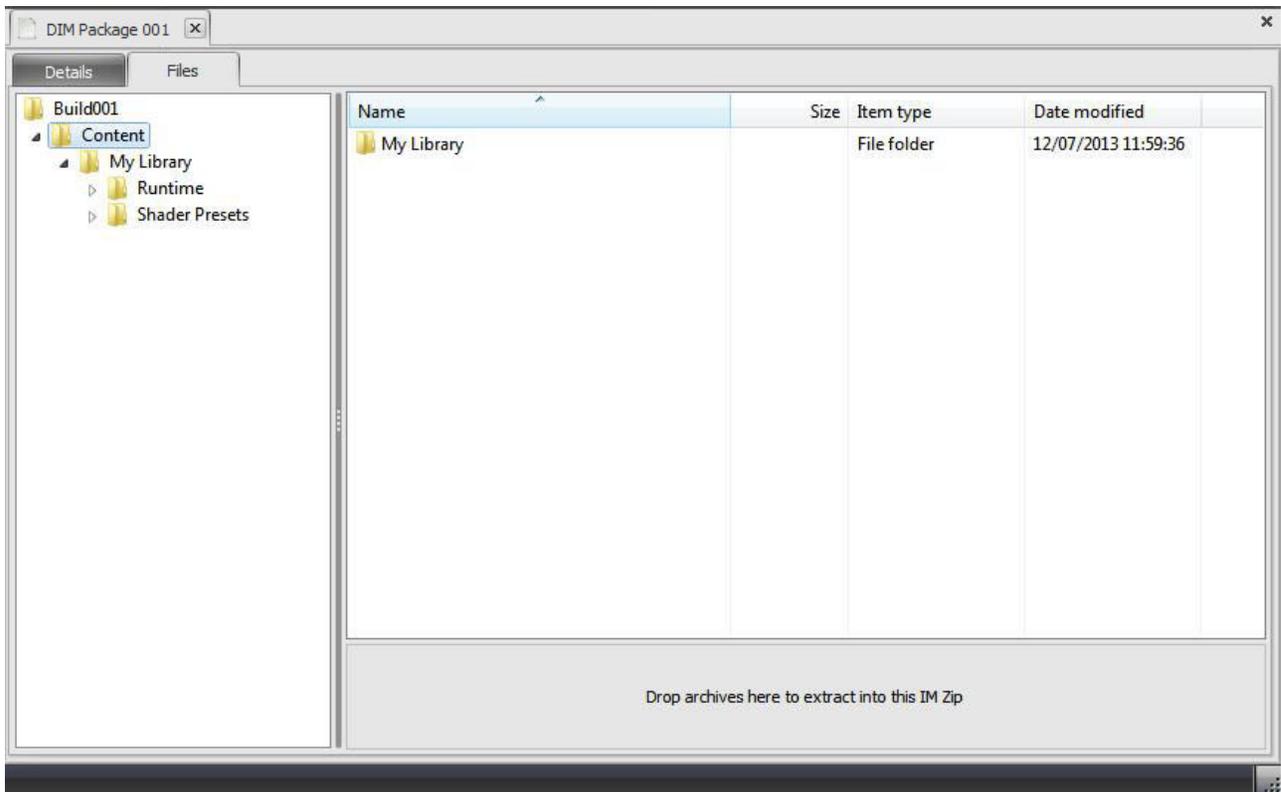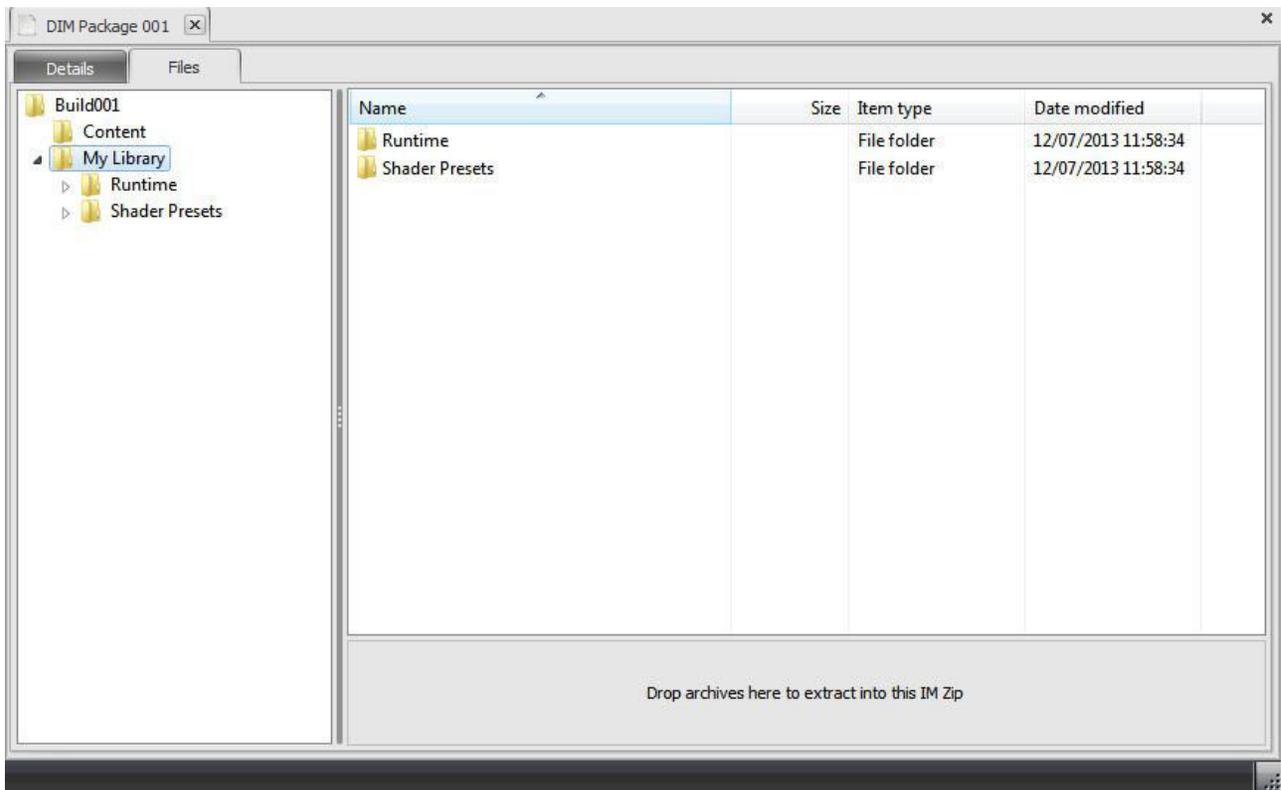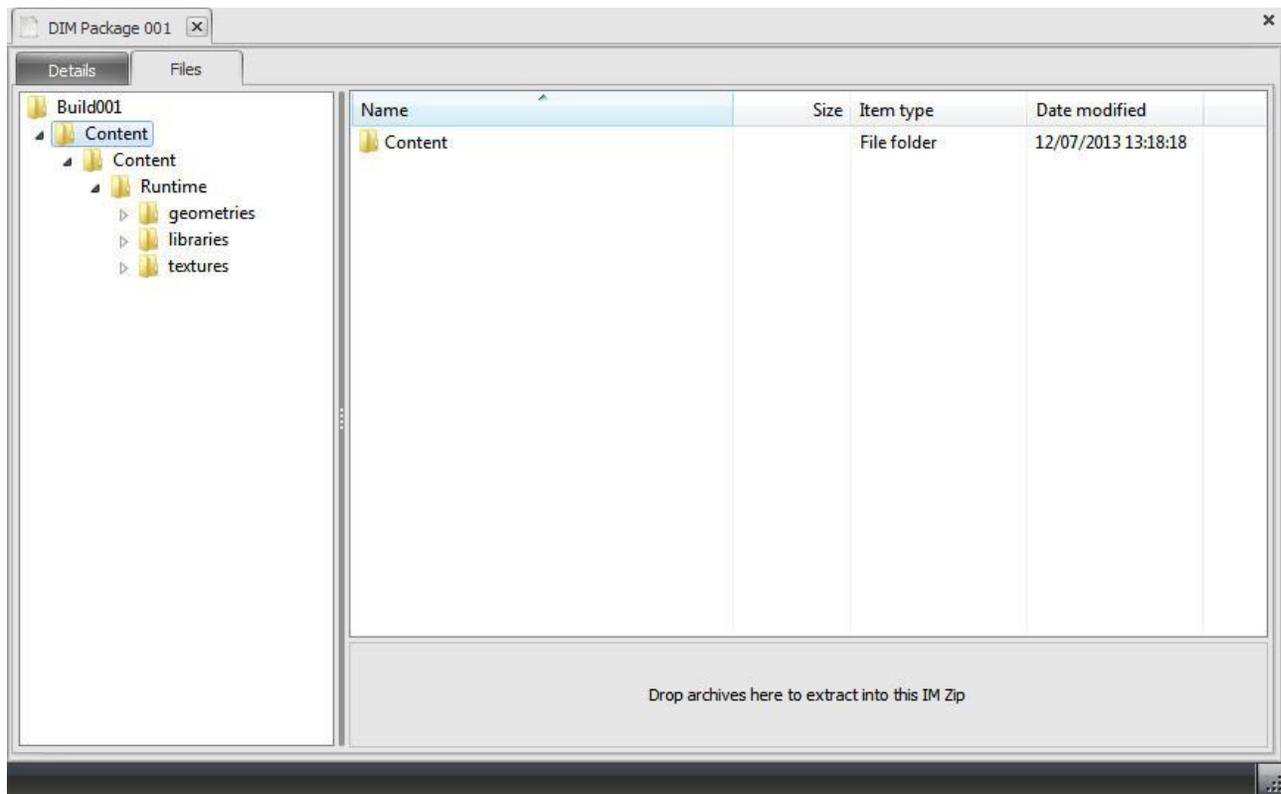
Edit A DIM Package:

This is one of the most powerful features of **Content Package Assist**.

Why would one want to do this? You may want to restructure the folder hierachy, load a DAZ IM Package to re-move or add your own MetaData, combine multiple zips, etc.

1. Switch to the Files tab.

2. Drag and Drop a zip onto the bottom right window where it states *Drop archives here to extract into this Package*.

One caveat for dragging and dropping directories/files... for all intents and purposes the file tab is a simplified du-plicate of Windows Explorer. If you drag a directory/file that resides on the same drive as the build directory press and hold the CTRL key during your file drag n' drop. If not Windows will move the directory(ies)/file(s) and not copy it/them. **You've been warned**. You can also use right-clicks with Copy/Paste to accomplish the same thing.

Now you can manipulate the files. You can use either the left of right window, although you can only create new folders in the right window by using the Windows context menu (right click).

If you are creating a DIM Package, **DO NOT** move any files or folders to the Buildxxx directory. Everything must remain inside Content. The zip <u>cannot</u> have My Library as the Level 1 directory. The usual DAZ Studio / Poser folders must be the root, e.g. Runtime, Props, etc. If it is Content, then the application will use that as the Level 1 directory. See Create a Package.

Switch to the Details tab and check that the details are correct, see Create a Package.

Batch Maker
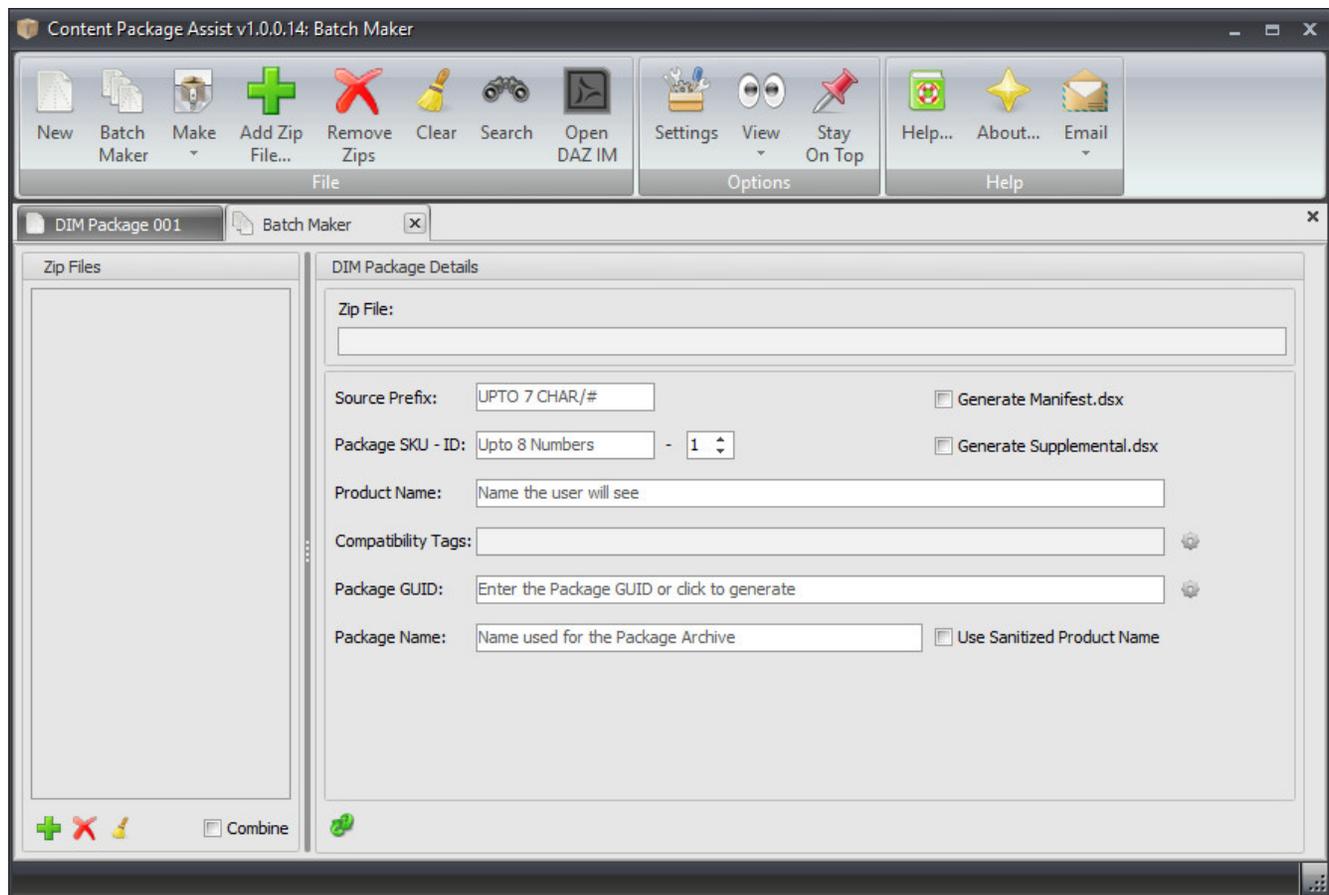
Similar to New, Batch Maker allows you to create multiple DIM Packages in one operation. You can also combine multiple zips into a single DIM Package, e.g. a main product and various addons.

To use:

To create multiple DIM Packages is simply a matter of dragging and dropping zips onto the form or by clicking the Add Zip File... button.. As you select each zip on the list, the corresponding details will be displayed on the IM Package Details window. Check that the edit fields for each zip are how you would like it. Click Make and select an option:

Make in Package Folder - The created Packages will be saved in this folder.

Make in DAZ IM Download Folder - The created Packages will be saved in this folder where the DIM application downloads the content from DAZ. This needs to be specified in Settings.

Important: The loaded zip <u>cannot</u> have My Library as the Level 1 directory. The usual DAZ Studio / Poser folders must be the root, e.g. Runtime, Props, etc. If it is Content, then the application will use that as the Level 1 directory. See Create a Zip.

There are 2 extra buttons for Batch Maker: <u>Remove Zips</u> and <u>Clear</u>.

<u>Remove Zips</u> - This removes any selected zips from the list.

<u>Clear</u> - Removes all zips from the list.

To <u>Combine</u> multiple zips into a single Package check the Combine checkbox. The DIM Package Details will be taken from the selected zip in the list. When you select a Make option you will end up with one DIM Package containing all the data from every zip in the file list.

When creating a combined Package, all detail fields are editable and SHOULD be edited since the combining of zips or DIM Packages would result in a new unique Package.

Make
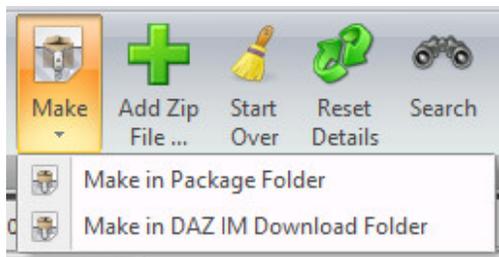
To start the creation process itself. There are two options:

Make in Package Folder - The created Packages will be saved in this folder.

Make in DAZ IM Download Folder - The folder where DIM downloads the content to from DAZ. This needs to be specified in Settings.

Add Zip File

Opens the Browse for File dialog to select and add a zip to **Content Package Assist**.

Start Over
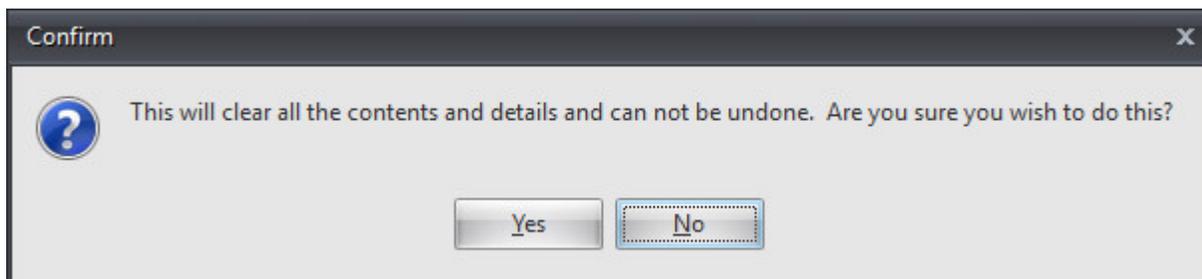
Clicking "Yes" will clear the contents and details for this DIM Package. Use this option to start from scratch without closing the DIM Package tab.

Reset Details
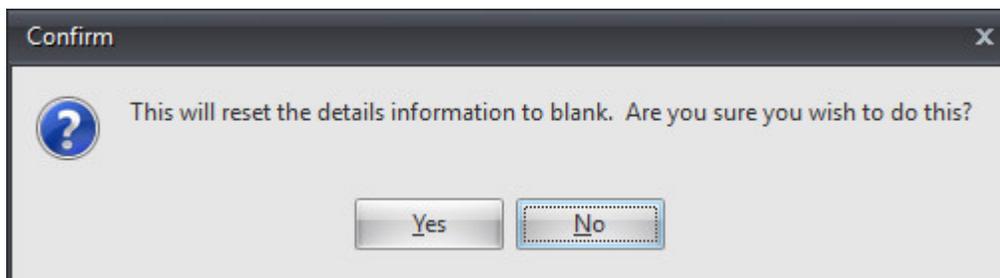
Unlike **Start Over,** this clears all the details when you select "Yes".

Search
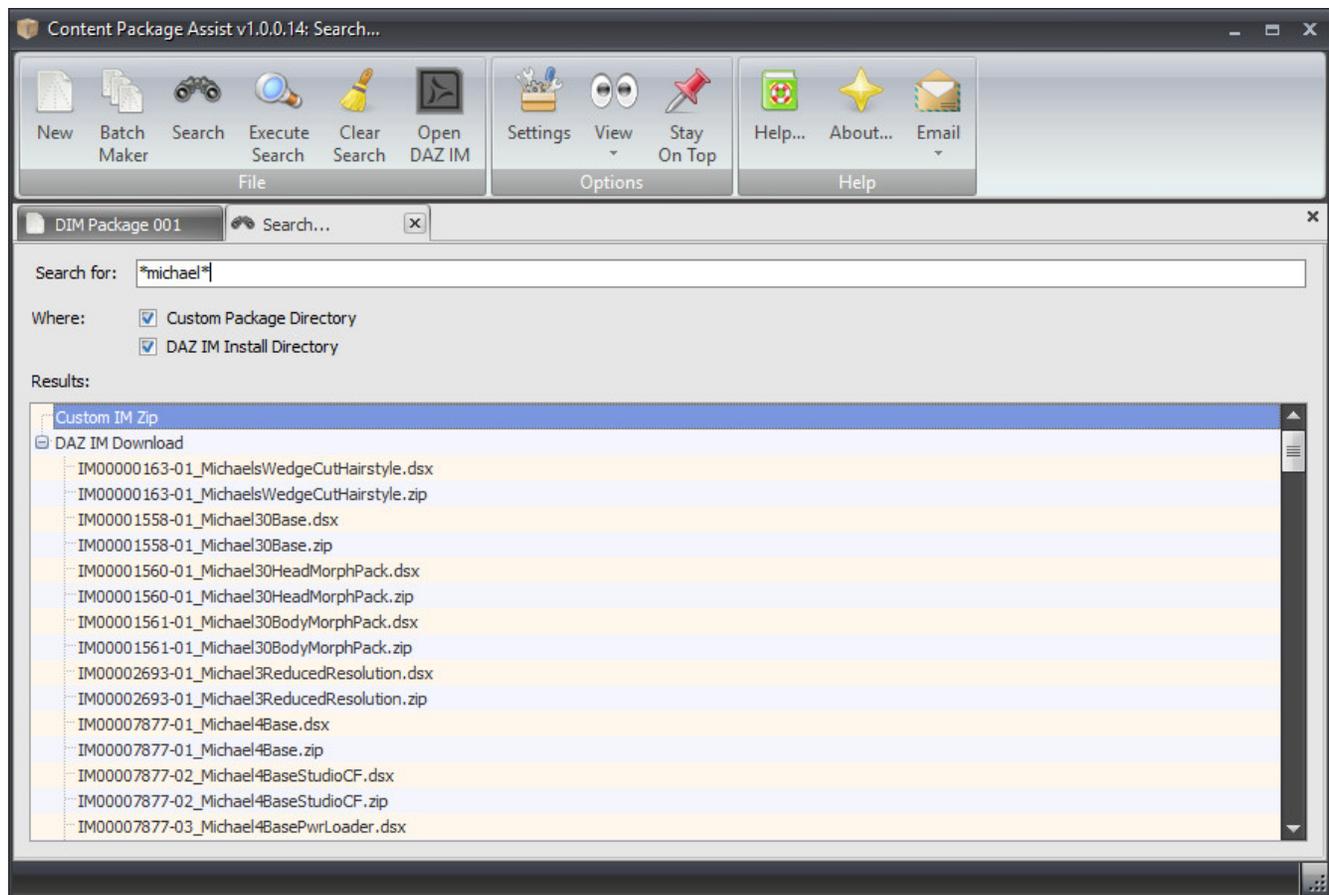
Not sure if you have already created a specific DIM Package? Then use the Search option.

How to use:

It searches in the Custom Package Directory and DAZ IM Download directories. Enter a search string, which must start and end with an asterisk. Click Execute Search, or press Enter to start searching. You can also use e.g. ? instead of a character.

The results will indicate in which location the file(s) are located. To clear the results and perform a new Search enter new search criteria in the "Search for:" edit field or click *Clear Search*.

Open DAZ IM
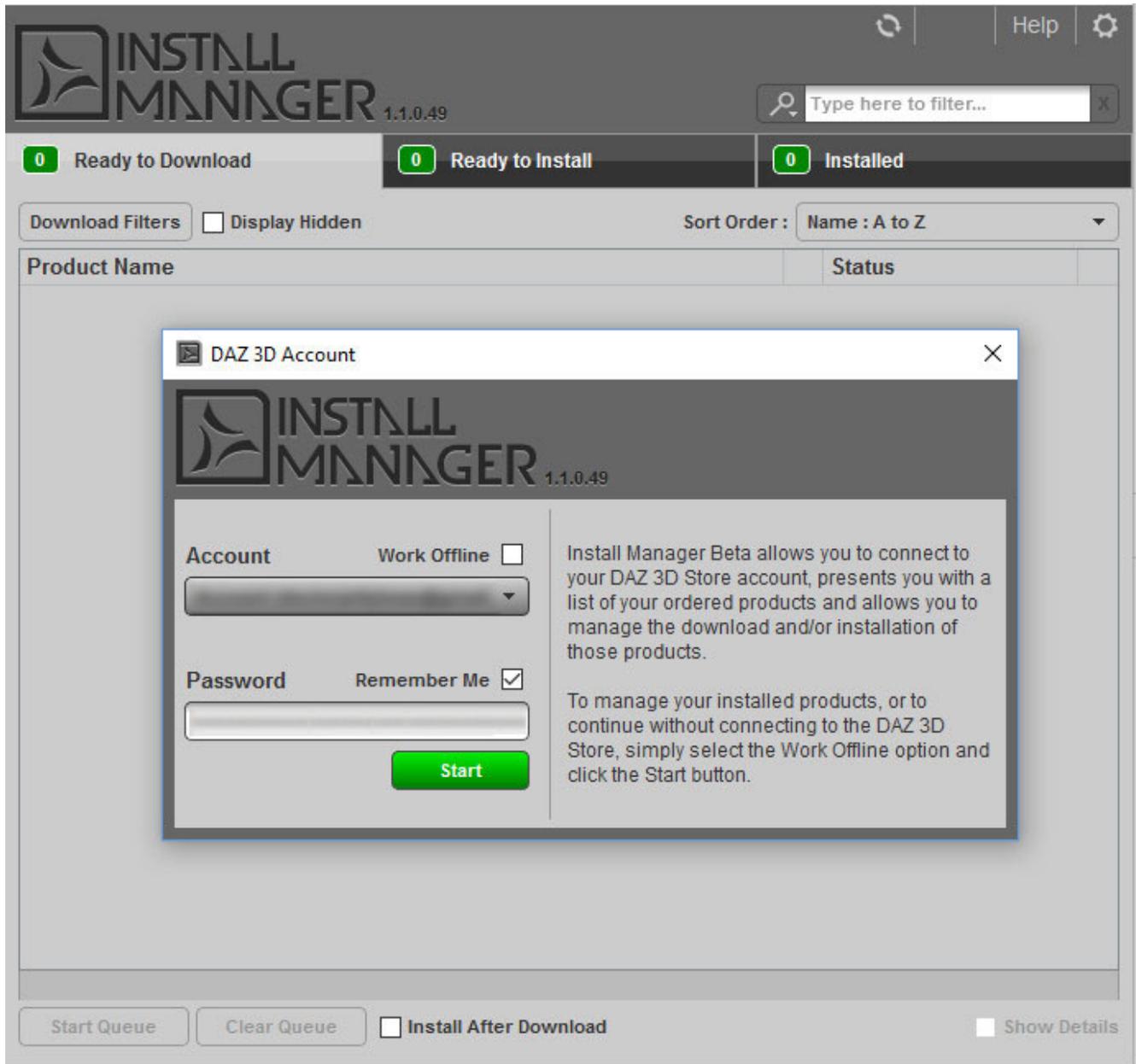
(Image DAZ Install Manager © DAZ3D™)

You can start DIM from this program, by Clicking this button. You need to specify the DIM program directory in Settings before using this. If DIM is already open then this will display it and not try to run a new copy.

Options
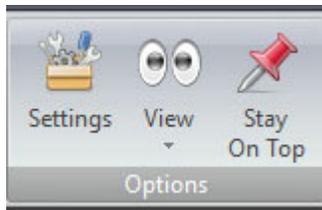
Settings
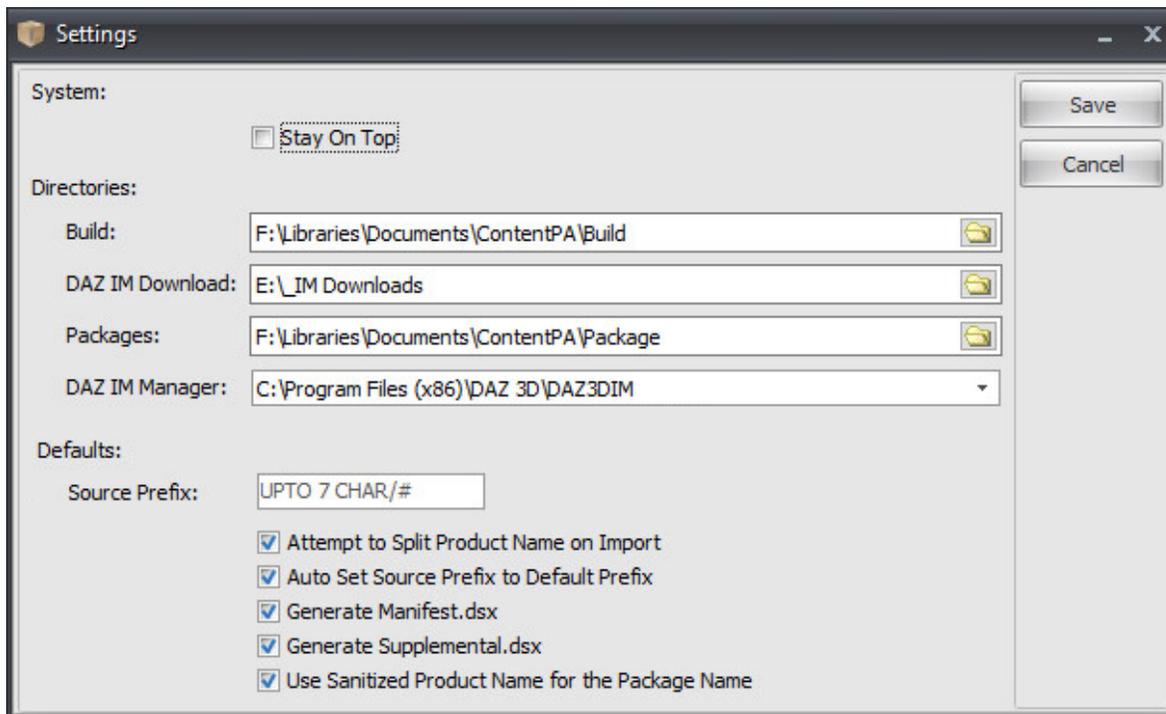
Before you use **Content Package Assist**, it is recommended that you specify the DAZ IM Download folder as specified in DIM, and the DAZ Install Manager program installation directory. You can also change the default Build and Package directories.

The settings are mostly self-explanatory, I'll explain the first two.

Attempt to Split Product Name on Import - If you add a Package or zip and it's e.g. named TestOne, this option will split it to Test One. You can manually remove the spaces in the Product Name field if needed.

Auto Set Source Prefix to Default Prefix - If you enter something in the Source Prefix box, it will be used as the Default.

Whenever you make a change, you'll be asked if you want to update opened tabs.
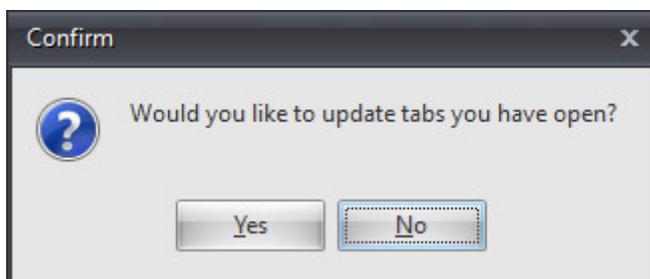
VIEW

View the Custom IM Packages or DAZ IM Download folder in a new Windows Explorer window.

Stay On Top

Clicking "Stay On Top" will toggle on/off **Content Package Assist** staying as the foremost visible window.

Help
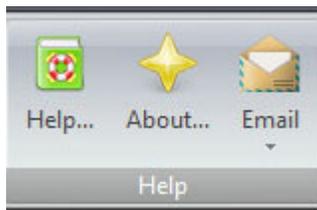
Help

Content Package Assist User Guide, which you are reading.

About

Information about **Content Package Assist**.

Email

You can send us an Email if you wish to. It will open your default Email client, with the selected option prefilled as the Subject.

Disclaimers:

We take no responsibility if this application blows up your computer, explodes your coffee cup, and/or burns down your house. This application is in no way affiliated with DAZ Install Manager™. It is a complimentary application.

DoctorJellybean and LongHairCook.