LAUNCH ANYTHING FOR DS

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DESCRIPTION

Launch Anything for DS is a new utility to make it easy to create Content Library script-based shortcuts to launch Windows files, applications and just about anything that can be launched from the Windows desktop.

It lets you select the target file, select the script location, rename the script and choose the Icon to use (or use the existing Windows icon). No fiddling around with scripts, API's, SDK's and all that confusing stuff! 😊 **

- Want to create a library of PDF tutorials accessible through the Content Library? No Problem!
- Want to Launch UV Mapper after exporting an OBJ to get a texture template? No Problem!
- Want to open a reference image in a graphics program? No Problem!

Why delve through the Windows Explorer, when you can enjoy the peace, quiet and large icons of the Content Library!

Now let's go to Page 2 to see how it works!

(** Disclaimer: I love the Scripts, API and SDK, in case Rob is reading this...)

Credit to Rob at Daz3D (rbtwhiz) for code samples provided in the Daz Script Developer Discussion forum

Launch Anything can be started right out of your Content Library. It is an executable that also can be copied and run from any folder.

Using your Content Library, navigate to the "Scripts/3dOutlaw/LaunchAnything" folder and there you will find the executable, as well as these instructions. Either can be launched from that location.

The operation is easiest to explain with an example:

Let's say you have a great PDF tutorial for converting clothes from G3F to G8F, and you want to make that available in the Tutorials section of your Content Library.

Using the interface to the right:

1. Press the Select button in the "Source – File" section to select the PDF on your PC.
2. Once you have it selected, you need to decide if you want to
   a. "**Point to the file in its location**" – This means to leave it there, and just link to it. This may be most often used if it is a program or executable. This is the default, as it does not disturb your files.
   b. "**Make a copy of the file in the destination**" – In this example, this would copy the PDF you selected to your tutorials folder (if selected later) and link to it there. This option may be used if you wanted a local copy, but keep a cloud copy, perhaps. *
   c. "**Move the file to the destination**" – This is what I most often use for documents, PDF's, etc. This would move the PDF (for example, from my downloads folder) to the target location and link to it there. *

   * Options B & C launch using the base path of the script, thus allowing moving of script and file to other locations without path issues

3. Give your script-based shortcut a name. This will auto-fill, based on the file name, but feel free to change it. Less than 12 characters is a good rule of thumb to be able to read it in the Content Lib.
4. Select the destination, and location for your shortcut in you Content Library
5. Select a PNG for the icon in the content library. You can leave this blank, if you want to use the default windows icon. (when it is checked)

That's it! Hit "Create Script", and then in DS, "Refresh" the folder in your Content Library to see your new shortcut! You can double-click it to launch the process.