Ultimate Pose Mixer

(a.k.a. "Pose Mixer")

A. PRINCIPLE AND BASIC REMARKS

A.1. The principle of Ultimate Pose Mixer is very easy
A.2. Basic Use of Ultimate Pose Mixer
A.3. What do lock and unlock scripts do ? What do they act on ?
A.4. Why "Pose Controls" Lock / Unlock scripts?
A.5. Hip and Body translations, Hip Rotations
A.6. The full interface and a Menu installer

B. THE TOOLS PROVIDED

B.1. Where are the tools?
B.2. The Menu Installer (important) and first example
B. 2. The Lock and Unlock Scripts and examples
B. 3. The "Adjust" Scripts (Genesis 3/8 converters)
B. 4. The Main interface

C. ADDITIONAL REMARKS

C.1. How to remove the "V3Digitimes" Menu
C.2. Additional work for Dragon 3 due to the use of Dragon Pose Controls/ remarks on creatures in general
C.3. Translations of the pectorals are not locked or unlocked...
C.4. Properties are not immediately displayed as locked or unlocked
C.5. Unlocking Abdomen part(s) to adjust upper body orientation
C.6. Locking or unlocking body parts not included in the presets

A. PRINCIPLE AND BASIC REMARKS

A.1. The principle of Pose Mixer is very easy

Using the various tools provided, you can easily in one or a few clicks, define which parts of the body will be locked (i.e. when you apply a pose, they will not be posed), and which parts of the body are unlocked (i.e. when you apply a pose, they will be posed).

Most of the scripts are limited to Daz Studio human figures, but six scripts are available for both human figures and "any other rigged figure", such as animals, robots, and other creatures. These six special scripts allow more precise pose locking/unlocking than the other scripts too. The names of these six scripts are : " Lock Selected Bones And Children", and " Unlock Selected Bones And Children", "Lock Select Bones Only", "Unlock Selected Bones Only", "Lock Pose Controls", "Unlock Pose Controls".

For all the other scripts, the supported Generations of human figures are : Generation 4 (Michael 4, Victoria 4), Genesis, Genesis 2, Genesis 3, Genesis 8, or any generation of figures with the same bones names. Next generations will be, if necessary, added in updates.

You can find further in this document the list of the scripts and what they respectively lock or unlock. Pose mixer is supposed to be used on one figure at a time, because if you select several figures at a time only the first selected will be treated.

A.2. Basic Use of Ultimate Pose Mixer

By default, in a standard figure, every bone is supposed to be "unlocked" (some rotations axes of some bones may be locked because they cannot rotate in real human bodies, but there is at least one rotation axis which is not locked).

In order to lock or unlock a part of the body so that you can partially apply a pose, you simply have to select you figure, and apply the script(s) which will lock the parts of the body that you don't want to be posed and eventually, and if necessary, apply the script(s) required to unlock the parts of the body that you want to be posed.

Once this is done, you simply have to browse your collection of poses, and apply the pose presets you want, test as many presets as you want, until you reach the expected result or a result you like. ONLY THE UNLOCKED PARTS WILL BE POSED, WHILE THE LOCKED PART WILL NOT MOVE. Then when you are done you can unlock everything, or go on with the same process and lock/unlock other parts of the body in order to apply other pose presets on other parts of your figure's body.

If you are creating the pose yourself, not using pose presets, this product is also very useful because you can use it to lock the areas of the body you don't want to move and unlock the ones you need to work on.

And this way, by iteratively locking and unlocking different parts of the body in one or two clicks before applying a pose you like, you will be able to assemble the poses of different pose presets with different poses for: arms, legs, hands, foot, head, and much more... The choice is up to you and the sub-poses can all come from different sets of pose, creating endless possibilities..

Examples will be provided later on.

A.3. What do lock and unlock scripts do ? What do they act on ?

A wide majority (almost all) of pose presets use only the rotations around X, Y and Z of the bones of a figure to generate the pose, this is why, unless specified, the "locking", and "unlocking" scripts will act only on these rotations, "locking" or "unlocking" the possibility for the bones of the area to rotate (for instance "Lock Left Leg" will prevent the all the bones from the left leg - including the foot - to rotate, so that the left leg is not posed when you apply a pose preset).

The name of the scripts indicates what will be locked or unlocked. If you apply "Lock all bones rotations", then all the bones of the whole figure will be locked in term of rotations (and the pose will not apply to them). If you click on unlock left arm, then all the bones of the left arm, from the collar to the tip of the fingers, will be unlocked, and they will "pose" when you apply a pose preset on them. You will find 12 presets of pre-defined body areas that you can lock and unlock for standard Daz human figures, plus several other scripts allowing you additional actions or to work on different body areas or on "non human figures".

The areas which are provided for human figures as the base are : the full body, the lower body, the upper body, the head and neck, the left arm, the right arm, the left hand, the right hand, the left leg, the right leg, the left foot, the right foot. Each time the scripts will lock or unlock the rotations of all the bones of the mentioned area, allowing you to pose only the unlocked body parts, whatever the pose preset you use.

Furthermore, the "Lock/Unlock !All Bones Rotations" and "Lock/Unlock !Lower body" scripts will also respectively lock/unlock the hip translations, because it has been observed that locking hip translations was most of the time necessary when you apply partial poses areas of the upper body only, in order to preserve the location of the figure.

Anyway, other additional scripts are provided aim at working on Hip and Body Translation as well as a hip rotation, can be sometimes useful to lock the position and orientation of the figure in the scene. The scripts for Body Translation and Hip Rotations are available only in the interface.

Finally as previously mentioned four additional scripts " Lock Selected Bones And Children ", "Unlock Selected Bones And Children", "Lock Selected Bones Only", and "Unlock Selected Bones Only" allow you to work on more specific areas of the body of human or non human figures, the same way as the rest : lock what you don't want to be posed, and if necessary unlock what you want to be posed.

- The "Selected Bones Only" version will allow to lock/unlock rotations of only the selected bones of the figure (if you have to select several of them, you can to use the scene tab or the CRLT+left click selection).

- The "Selected Bones And Children" will allow you to lock/unlock rotations of the selected bones and all the bones in the rigging hierarchy bellow these bones. For instance selecting

A.4. Why "Pose Controls" Lock / Unlock scripts?

Pose Controls Locking Unlocking scripts are also included in this product. In some rare occasions, and most of the time for *old* products of pose presets, the "Pose controls" dials may also used in the pose sets. This is why you are offered the

possibility to lock and unlock the Base "Pose Controls" (the ones provided by Daz, Inc. for its human base figures).
Only the Properties of the "Pose Controls" of the main figure and of its hands and feet will be locked and unlocked. The Morphs dials of Pose Controls will not, but don't worry they are almost never used in the pose sets. This can be done by the scripts "Lock Pose Controls.dse", and "Unlock Pose Controls.dse". In practice you will very rarely need these scripts, but if a part of the body which is locked changes when you apply a pose, then it will most probably comes from a "Pose Control" usage from the artist who created the pose. You can lock it using these scripts.

A.5. Hip and Body translations, Hip Rotations

This product includes tools dedicated to lock or unlock the hip translation, because hip translation is often used to move the figure up and down to go from sitting to standing poses (the translation of the body in general applies to the hip, not to the figure itself). Using the script to lock the hip translation ("Lock Translations on Hip") prevents the whole figure to move up and down in those cases.
Hip Translations are automatically locked if you use the "Lock !All Bones Rotations" or "Lock !Lower body" scripts. They are automatically unlocked if you use the "Unlock !All Bones Rotations" or "Unlock !Lower body" scripts.

Some additional functions are provided ONLY IN THE INTERFACE version. They have been included in order to prevent the figure translation (when the translations are applied to the figure itself and not on the hip), and the Hip rotations.
In general, with recent sets of poses, you will probably only need the from time to time hip translation locker and unlocker - which is available everywhere, menu, scripts and interface -, but remember that you are also offered to opportunity to lock rotations of the hip, and translation of the Body in the interface.

Those specific functions were not made available outside the interface because I wanted to keep something visually clear and compact - both in the content folder and the menu shortcuts - and since those scripts concerning hip rotation and body translation will almost not be used, I preferred making them available only in the interface version, so that they exist, but they do not "pollute" the rest. Those two functions will work on human figures only, or any figure for which the hip name is "hip". For "non Human" figures such as creatures, animals, robots, etc, etc, only the function locking or unlocking the full figure translation is warranted.

A.6. The full interface and a Menu installer

You can find in this product a main interface gathering all the locking and unlocking functions, and providing a synthetic overview of what is locked and what is not in term of bones rotations. "!Pose Mixer Global Interface" is dedicated to Daz human figures, and will not work properly (not work totally) with "non human" figures.

It may be interesting to use this interface when you begin with the product, but very rapidly you will see a huge time saving by using the scripts directly from Daz Studio Menu.

A script installing and organizing the scripts shortcuts directly in the menu is also provided in the product. This is " !!Install Pose Mixer In Menu". This is in my opinion the most fast and efficient way to use the product. More details come in next part.

A.7. Genesis 3 to Genesis 8 and inversely pose adjusters (converters)

In the Smart Content - or Content Library - as well as in the Menu shortcuts - but not in the interface, you will find two additional scripts dedicated to adjust the pose of a Genesis 3 figure on which you would have applied a Genesis 8 Pose Preset (Adjust G8 pose on G3 Figure).
Inversely you can also find a script to adjust the pose of a Genesis 8 figure on which you would have applied a Genesis 3 Pose Preset ("Adjust G3 pose on G8 Figure").

B. THE TOOLS PROVIDED

B.1. Where are the tools?

All the tools - scripts -are located in the :
"*Installation content folder/*Scripts/V3Digitimes/Pose Mixer/" folder. You will also find them in the Smart Content in the Scripts category. If you don't see the product in the smart content, try to uncheck the option "Filter By Context".

You will find a "Menu Installer", a shortcut to this documentation (this requires a pdf viewer), the script to open the Pose Mixer Global Interface, followed by 14 scripts dedicated to "lock" bones or other elements, and 14 scripts dedicated to "unlock" these same elements. In brief, here is what you will see :
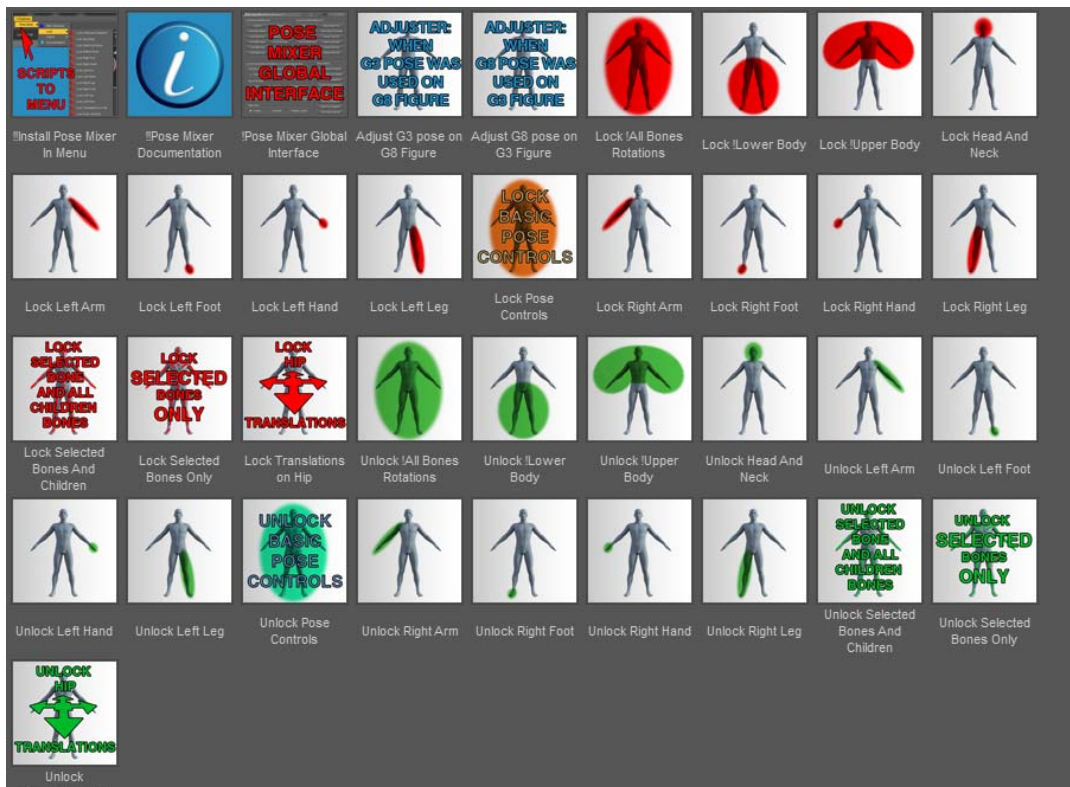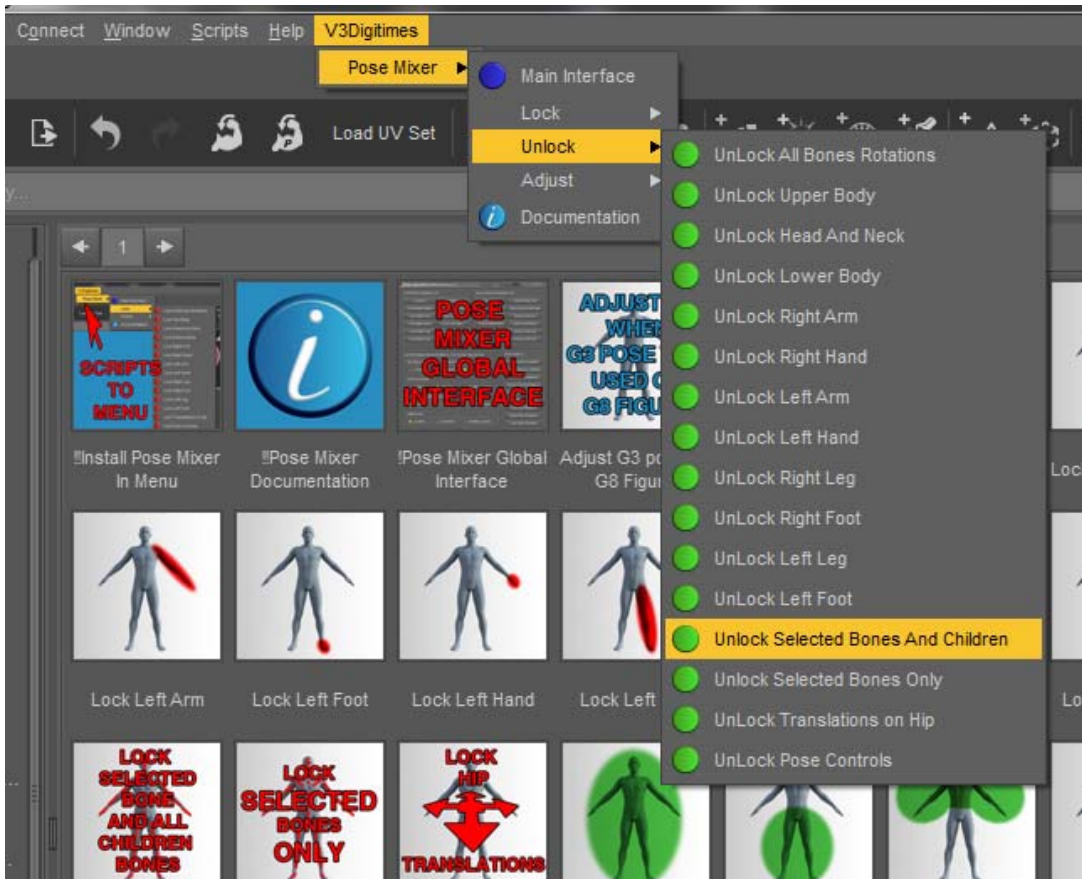

Overview of the content library of this product

Very easy to understand for the lock / unlock scripts: red based icon scripts lock elements, and green based icon scripts unlock them.

B.2. The Menu Installer (important) and first example

A Menu installer is provided, and allows you to access all the key tools from a V3Digtimes Menu which will install *in the main Menu just on the right of the Help Menu of the interface*. The advantage of installing these scripts this way is the huge gain of time since you will probably use this product pretty often. The name of this installer is : "UPM !!Install Pose Mixer In Menu DIM.dse". You only have to click it once, and the Tools will be installed in the menu as long as you don't remove them manually using Daz Studio "Interface Customization". Instructions to remove this from the menu can be found at the end of the document. DAZ CONNECT USERS must use "UPM !!Install Pose Mixer In Menu Daz Connect.dse" instead. If you use Daz Connect with a version of Daz Studio Lower than 4.9.0.51 this option is not accessible so far, you have to use ALSO a DIM version. In the V3Digitimes Menu, you will find the Pose Mixer "Sub-Menu", which will display 5 base elements : Main Interface, Lock and Unlock Sub-Menus, documentation, and Genesis 3 - 8 pose "converters".

Overview of the V3Digtimes Menu (most efficient solution to use this product)

Installing those in the menu is very efficient in term of workflow. Because you don't need to browse your content, when you want to partially apply a pose - let's say for instance test poses on the right arm only -, you simply have to :

a. select your figure or a bone of your figure,

b. then click on the menu "V3Digitimes", then follow the tree menu "Pose Mixer", "Lock", "Lock All Bones Rotations",

c. and then "Pose Mixer", "Unlock", Unlock Right Arm". This way everything except the right arm is locked, and only the right arm will be posed.

You will see, this is very fast and efficient. Lock all first and then unlock only what you want to be posed is a great method. You can go on with locking and locking different areas, and test pose presets.

B. 2. The Lock and Unlock Scripts and examples

This parts describes the scripts whose names begin with Lock and Unlock. They are easy to recognize because all the script which will lock the bones rotations are represented with a thumb where locked areas are shown in red (or with a red text), and all the script which will unlock the bones rotations are represented with a thumb where locked areas are shown in green (or with a green text).

Please note that all the unlocking scripts will respect the original bones partial locking, meaning that for instance, if the "lforearm bend" bone cannot initially rotate along its Z axis (which is the case), then once unlocked, with will still not be able to rotate along the Z axis. Because the unlock scripts will unlock only the visible axes of rotations, and the "originally locked" axes of rotations are always hidden as far as I tested figures. This was just an information note.

== >> Now let's begin with the scripts dedicated ONLY to Daz Human Figures (or any figure with the same bones names as the ones of Daz Human Figures). For each you have 2 separate scripts, one to lock, the other one to unlock. For those scripts, you can select either the figure or a bone of the figure it does not matter.

- "Lock/Unlock All Bones rotations" will respectively lock or unlock all the bones of the figure. The "Lock All Bones Rotations" is the base you have to use when you want to apply a pose only on a small part of the figure (smaller than the top or bottom half of the body). You apply the "Lock All Bones Rotations", and then "Unlock *the part you want to pose*". The "Unlock All Bones Rotations" is a kind of "reset", and you can use it for instance when you are over with the creation of your pose. Using these scripts will also lock or unlock the hip translations.

- "Lock/Unlock !Lower body" will respectively lock or unlock the rotations all the bones bellow the hip (including the hip), all the bones of the bottom of the body, including pelvis, legs, and feet. For instance, you can "Lock !Lower body" if you want to apply poses only to the top of the body of a figure. Using these scripts will also lock or unlock the hip translations.

- "Lock/Unlock !Upper Body" will respectively lock or unlock the rotations all the bones above the hip (but not the hip), all the bones of the top of the body, including the all bones of the abdomen, torso, chest, collar, arms, hand, neck, head and ears

areas. For instance, you can "Lock !Upper Body" if you want to apply poses only to the bottom of the body of a figure.

- "Lock/Unlock Head And Neck" will respectively lock or unlock the rotations all the bones of the neck and of the head, including the all bones of the face and the ears. For instance, you can apply "Lock All Bones Rotations" then "Unlock Head And Neck" if you want to apply your pose presets only to the neck and the head of a figure.

- "Lock/Unlock Left Arm" will respectively lock or unlock the rotations all the bones of the left arm, starting from the collar down to (and including) the left hand and all its fingers bones. If you want to apply Poses only to the Left Arm, then you can apply "Lock All Bones Rotations", and the "Unlock Left Arm".

- "Lock/Unlock Left Foot" will respectively lock or unlock the rotations all the bones of the left foot, starting from the foot bone down to (and including) all the foot toes bones. If you want to apply Poses only to the Left Foot, then you can apply "Lock All Bones Rotations", and the "Unlock Left Foot".

- "Lock/Unlock Left Hand" will respectively lock or unlock the rotations all the bones of the left hand, starting from the hand bone down to (and including) the left hand and all its fingers bones.

- "Lock/Unlock Left Leg" will respectively lock or unlock the rotations all the bones of the left leg, starting from the thigh down to (and including) the left foot and all the left foot toes bones.

- "Lock/Unlock Right Arm" will respectively lock or unlock the rotations all the bones of the right arm, starting from the collar down to (and including) all the fingers bones.

- "Lock/Unlock Right Foot" will respectively lock or unlock the rotations all the bones of the right foot, starting from the foot bone down to (and including) all the foot toes bones.

- "Lock/Unlock Right Hand" will respectively lock or unlock the rotations all the bones of the right hand, starting from the hand bone down to (and including) all the fingers bones.

- "Lock/Unlock Right Leg" will respectively lock or unlock the rotations all the bones of the right leg, starting from the thigh down to (and including) the right foot and all the right foot toes bones.

I think the principle is now clear for everybody, if you want to apply your poses only to the neck, head bones, and hands, you simply have to apply "Lock All Bones Rotations", then "Unlock Neck And Head", then "Unlock Right Hand", and finally Unlock Left Hand". Everything is locked for pose presets, except the Neck, and both hands.

== >> Now let's go on with the scripts dedicated to ANY FIGURE (animals, robots, creatures, human...)

- "Lock/Unlock Pose Controls" will respectively lock or unlock the pose controls (located in the parameters of the figure itself) of the figure.

They will act on all the properties which are located in the "Pose Controls" Group, (such as "Arms Up-Down", "Left Hand Chop", etc, etc), or in the "MorphForms" or "Morph Forms" group. They act on any figure using such groups to gather the pose controls.

IT IS VERY RARE that people use pose controls to create pose presets for human figures. Artists making pose presets are not supposed to use these to create poses, but this can happens from time to time, especially on old product where that implicit rule was not that clear. This is why Pose Mixer allows to possibility to lock and unlock those Pose Controls, but most of the time, I would say more than 99% of the time, you will not need it.

IT IS MORE COMMON to see pose controls used in pose presets for creatures, such as for instance Daz Dragon 3.

If pose control exist and that the properties are not locked, changing pose controls overrides the order to keep bones locked.

The limitation of these scripts is that there is no way to specify where exactly you lock the pose controls (it is everything is locked or nothing is locked).

- "Lock/Unlock Pose hip translations" will respectively lock or unlock the translation along the X, Y and Z axis of the hip of the figure. Remember that this is also the case for "Lock/Unlock All Bones Rotations" and "Lock/Unlock !Lower body". If, when you test poses on a figure, it tends to move up and down (or in the horizontal plane), you can prevent this to happen by using "Lock Hip Translations". Most of the time, the hip translation is used to place correctly on the floor a kneeled or sitting or laying figure (it is not made on the figure itself X,Y,Z translations, which are used to "place" the figure in the scene). This is why these particular scripts have been included.

For human or non-human figures, for ANY figure, you can reach the same locked/unlocked combinations, and even more precise combinations than the ones dedicated to human only, using only four scripts. In order to have these scripts working, you have to select a bone or several bones of the figure, not the figure itself. Those four scripts are :

- "Lock/Unlock Selected Bones And Children" (2 separate scripts, one to lock, the other one to unlock) : they will respectively lock or unlock the selected bones and their children down in the rigging hierarchy. For instance, if you select the chest and click on "Lock Selected Bones And Children", then all the children bones will be locked, meaning the pectorals, the collars, both arms and hands, the neck bones, the head bones will be locked.

An example of application in a human figure could be that you like your whole pose except the forearms and the hands, that you want to re-pose. Then you can use "Lock All Bones Rotations", the select the left forearm, CRTL+Click on the right forearm (so that both forearms are selected), and click on "Unlock Selected Bones And Children". Both forearms, the hands, the fingers will be unlocked and can be posed using any pose preset, and all the rest is locked and will not move when testing pose presets. If you have a doubt, you can find the order of the bones by expanding them all in the Scene Tab, but you will see rapidly that almost all rigged creatures are built the same way.

Another example can be on creatures such as the Wolf 2 by AM. You like the global pose of it, except the tail, and you want to test other tail poses. In this case, you select the first root bone of the Wolf (this is the first bone you will find under "Wolf" in the scene Tab, meaning the "hip"), and apply "Lock Selected Bones And Children". The whole creature is now locked. In general the root node allowing to lock or unlock the whole figure will be called "hip" or "Hip", and you can rapidly see it in the Scene Tab, this is the first Bone you see when you expand the figure.
Now for the Wolf tail : then you click on the first bone of the tail in order to select it (named here Tail1, but it does not matter for the scripts), and apply "Unlock Selected Bones And Children". This time, all the whole tail is unlocked. You can test several poses, and you will see that only the tail will "be posed", but that the figure will also offset in the scene. This is because as mentioned before, the hip translations adjust to the pose presets you apply. Since the root node here is named "hip" (this will often be the case), you can apply the "Lock translations on hip" script. This will prevent the figure to translate in the scene when testing the new poses for the tails.

If the root node is not named "hip" or "Hip" you could not use this script, you would have to lock it manually in the parameters tab (for this select the root (top) bone in the scene tab and click on the padlock of X translate, Y Translate and Z Translate).

- "Lock/Unlock Selected Bones Only" " (2 separate scripts, one to lock, the other one to unlock) : They will respectively lock and unlock the rotations of the exact bones you selected, nothing more, nothing less. This is useful if you want to add or remove the "locked status" of one or a few bones. You can select several bones in the Scene Tab or directly in the 3D Viewport using CRTL + left click.

B. 3. The "Adjust" Scripts (Genesis 3/8 converters)

"Adjust G3 pose on G8 Figure" is a scripts dedicated to be used on a Genesis 8 figure on which you have applied a Pose Preset developed for Genesis 3. This allows you a correction of the arms and legs so that the final pose for Genesis 8 is as close a possible to the original pose developed for Genesis 3.
"Adjust G8 pose on G3 Figure" is a scripts dedicated to be used on a Genesis 3 figure on which you have applied a Pose Preset developed to Genesis 8. This allows you a correction of the arms and legs so that the final pose for Genesis 3 is as close a possible to the original pose developed for Genesis 8.
These scripts apply to the figures, not to the pose files. The principle is easy, the pose must already have been applied to the figure, and you simply have to apply the scripts which will correct the current figure pose at the arms and legs levels.
Please note that both script have an opposite action on the figures poses, meaning that if you made a mistake and used the wrong script, you can use the other one twice (once to correct the mistake, the second time to correct the pose of the figure itself).

Of course if a part of the body is locked, it cannot be adjusted using these scripts. Only the unlocked parts will be impacted by these scripts.

B. 4. The Main interface

All the scripts you can find in the Menu installer and presented so far can also be found in this main interface using buttons, except the "Adjust" scripts, which do not have the same purpose as the rest (the rest prepares the figure for partial posing, the adjusters correct the figure once it is posed if necessary).

Furthermore, a few functions can ONLY be found in the interface. These are :
- Lock/Unlock Figure Translations (the X, Y, Z location of the figure itself is locked/unlocked).
- Lock/Unlock Figure Rotations (the rotations around the X, Y and Z axes of the figure itself are locked/unlocked).
They were not placed in the menu or in the content library because it is extremely rare to use them, and I wanted to keep the menu shortcuts and the content library as concise and efficient as possible.

The main interface is divided in 3 vertical parts :

The Top Box, the Middle Box, and the Bottom Box.

The Top Box shown just bellow includes button to lock 12 body areas (all, upper body, lower body, neck and head, right arm, left arm, right hand, left hand, right leg, left leg, right foot, left foot) on the left side of the box, and buttons to unlock them on the right side of the box. They work exactly as the scripts described previously. They work only with human figures or with figures using the same bone names as the ones of human figures.
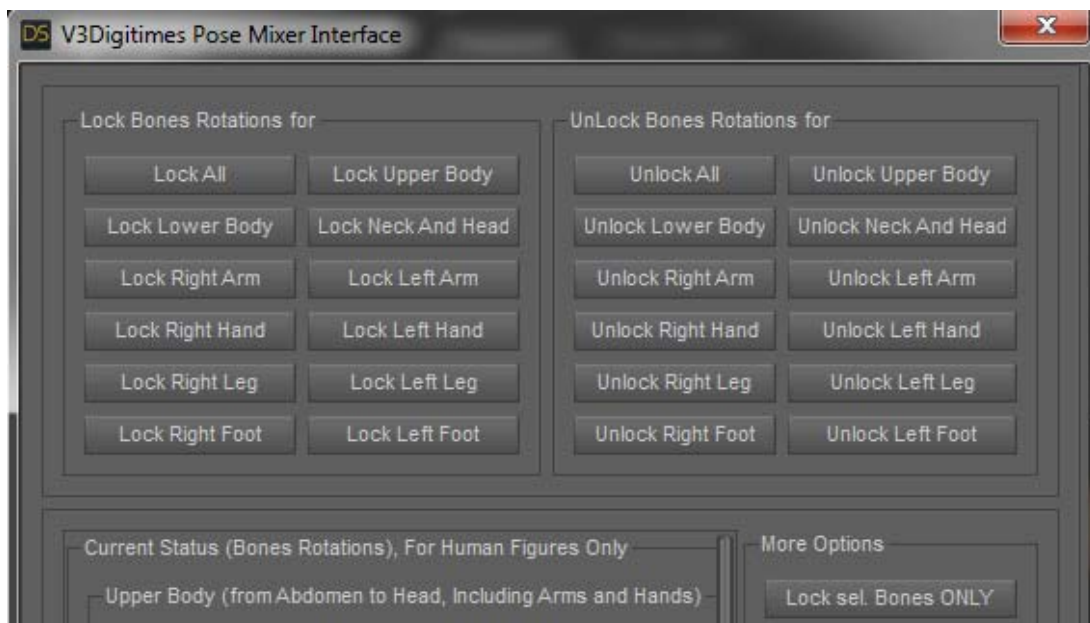

Use Top Box Button to Lock / Unlock the different areas of the body

The Middle Box is also divided in two vertical parts. On the left you will find a visual synthesis of the Current status of Bones Rotations, for the different body areas. Once again what they display is warranted only for human figures.

For the various body areas you will find 3 possible status : Locked, Unlocked, Partially Locked.

Locked means that all the rotations of the bones of this body area are locked. Unlocked means that all that all the rotations of the bones of this body area are unlocked (all the ones which are not hidden, because as mentioned before the hidden ones are the ones which are locked because there is no possible rotation around this axis for a human body).
Locked means that all the rotations some of the bones of this body area are locked, but are unlocked for some other bones. For instance, if you lock the right arm, then the right arm and the right hand will be shown as locked, but the upper body will be shown as partially locked since some bones are locked (right arm) and some are not (all the other ones).
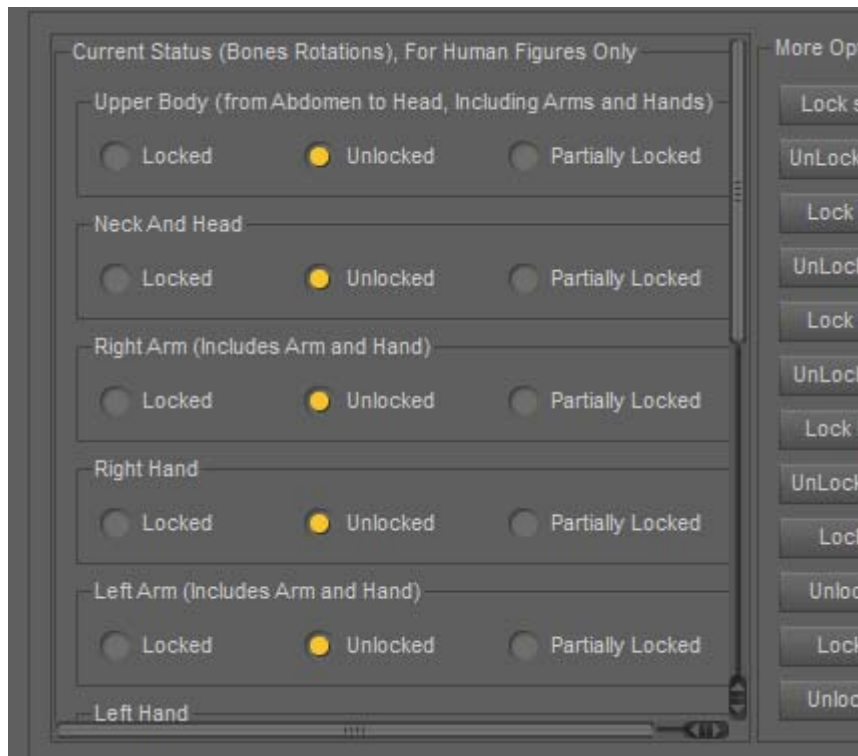
Use this part of the interface to have a synthetic view of what is locked or not

As soon as you open the interface, and each time you click a button in this interface, the locked/unlocked/partially locked status is refreshed.

At the right of this middle box you will find all the additional locking and unlocking buttons. They all have been previously described and include :
Lock/Unlock :
- Selected Bones Only (selected bones only)
- Bone & Children (selected bones and all children bones)
- Hip Translations

- Figure Translations (Lock Fig. Translations, Unlock Fig. Translations)
- Figure Rotations (Lock Fig. Rotations, Unlock Fig. Rotations)
- Pose Controls.
They all have already been described before in this document, and they will probably not often be used.
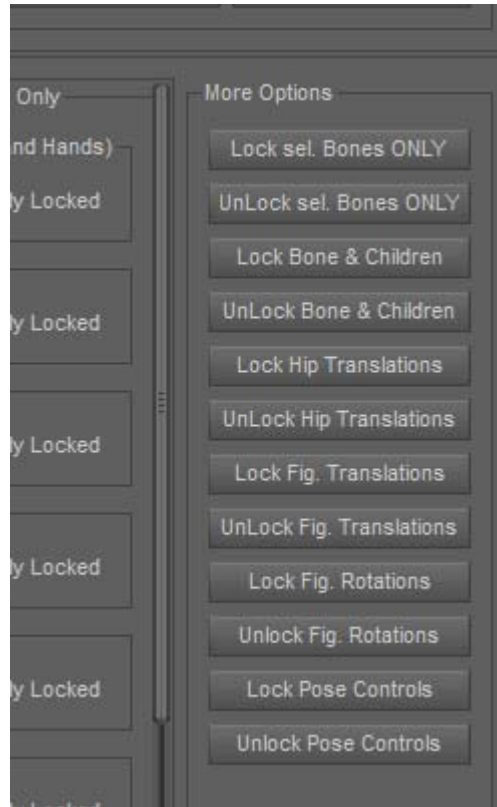
Use this part of the interface to access the additional scripts

The bottom part of the interface include the basic comments for people who do not read the full documentation or need a short reminder.
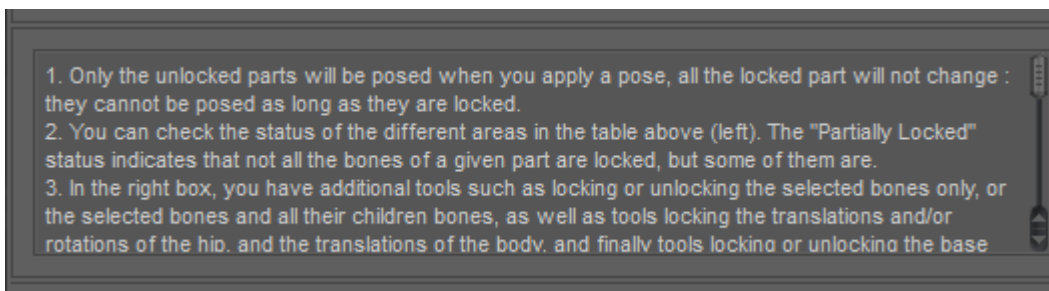
Use this part of the interface to access the additional scripts

C. ADDITIONAL REMARKS

C.1. How to remove the "V3Digitimes" Menu
a. open the interface customization (F3, or Window/Workspace/Customize).
b. a two panes interface pop ups. In the right pane, click on the "Menus" Tab.
c. click on the "+" of the "Main Menu" at the top of this tab in order to open it out, and select with the left mouse the "V3Digitimes" Sub-Menu. Then right click on this V3Digitimes Sub-Menu on it and select "Remove Item". The whole V3Digitimes Menu will disappear. If you want to add it back, use the !!Install Pose Mixer In Menu.dse script

C.2. Additional work for Dragon 3 due to the use of the Dragon Pose Controls / remarks on creatures in general
The use of pose controls is pretty rare but can be annoying on complex creatures such as Daz Dragon 3. Let's say that you like the global pose of it, except the tail, and you want to test other tail poses.
In this case, as it was explained for the "Wolf" in the previous part, you select the first root bone of the dragon (this is the first bone you will find under "Daz Dragon 3" in the scene Tab, meaning the hip), and apply "Lock Selected Bones And Children". The whole creature is now locked. At least the bones rotation are locked. You then click on the first bone of the tail (named Tail01, but it does not matter for the scripts), and apply "Unlock Selected Bones And Children". The whole tail will be unlocked.
BUT IF AT THIS STAGE you apply a pose preset, you will see that the figure will offset in the scene and that the wings will move too. This is because some poses of the Dragon 3 are using a lot of pose controls properties to pose the figure. And remember : the wings will move because pose controls properties override the lock of the bones.
The solutions :
In this case you can use the "Lock Pose Controls" as an addition to the initial lock. All the properties in the Groups "Pose Controls", "MorphForms", "Morph Forms", when those groups exist, will be locked.
As a second stage, you have to use the "Lock Translations on Hip" in order to prevent the dragon to translate in X,Y,Z direction in the scene.
Now when you test pose presets, it is better, but this does not totally solves the issue because you also lock the pose control of the tails too. So the tail will be posed each time you test a preset, but only the bones rotations will be taken into account, not the tail pose controls. This is why if you want the exact replica of the tail pose of the pose preset you are using, you have to manually unlock the tail Pose Controls that you will find in the parameters, under "Daz Dragon 3/Pose Controls/Tail". For all the Tail pose controls, you have to click on the lockpad icon above the property to unlock it. In practice for a lot of poses it does not make a big difference, but the choice is up to you.
If you want to lock or unlock a few Pose Controls only : select the creature itself and in the parameters pane look for Pose Controls, MorphForms of Morph Forms groups. Once you found them, right click on the group and select "Edit Mode". Select all the properties you want using CRTL and SHIFT and left mouse button, then right click and choose "lock", "lock selected properties" (or "unlock selected properties).

C.3. Translations of the pectorals are not locked or unlocked...
...Because they are almost never used (I could not find the case in all my tests).

C.4. Properties are not immediately displayed as locked or unlocked

If you look at a property in the parameters Tab will you lock or unlock it, you will probably not see the effect immediately. The property is locked, but it will not be displayed as locked (or unlocked) as long as you don't reselect the corresponding node(s) on which the property acts. This is not annoying, I simply mention that for people who might be surprised by the fact that they don't immediately see the change. It is not immediately visible, but it is immediately working.

C.5. Locking/Unlocking Abdomen bone(s) to adjust upper body orientation

After using these scripts a lot, I remarked that sometimes for human figures when you use a bottom pose with a pretty important hip (or pelvis) rotation, then when you apply poses ONLY to the top of the body (meaning that everything is locked except the top of the body), the top of the Body appears to always bend too much in the same direction. In this case of figure, what I do is that I adjust the abdomen bone(s) rotations, and then I lock these bones using the "Lock Selected Bones Only" script. Most of the time this correction is sufficient to avoid the issue.

In general you also have nice results when after applying a pose, you unlock only the two arms (Lock All, then Unlock Right Arm and Unlock Left Arm).

C.6. Locking or unlocking body parts not included in the presets

if you want to lock or unlock some body parts not included in the presets, you have to use the "Lock/Unlock Selected Bones And Children" and "Lock/Unlock Selected Bones Only" scripts. Let's take some examples. The pose you have is fine, but you want to work on the left ring finger, left pinky finger and the right thumb. In this case you use the "Lock !All Bones Rotations" script to make sure that nothing will be posed. Then you select with the mouse the first bone of the left ring finger (the one starting from the hand), hold down the CRTL key, the select with the mouse the first bone of the left pinky finger, and finally, the first bone of the right thumb. Then you apply "Unlock selected Bones and Children", and those three fingers only will be posed when you apply a new pose preset (or if you pose them manually, nothing else will move in the figure).

After that, if you don't like the pose of the legs, but you need to keep the feet pose, then the solution is simple. Use the "Lock ! All Bones Rotations" to prevent everything to be posed. Select both thighs and apply "Unlock Selected Bones and Children". At this stage, both legs will be able to move. To prevent feet (and toes) to be posed, you can either select both feet and apply "Lock selected Bones and Children", or select anything in the figure and apply "Lock Left Foot", "Lock Right Foot". This is equivalent, and only the legs can now be paused, all the rest, including foot cannot be posed. Of course you can make everything free again to be posed by using "Unlock !All Bones Rotations".