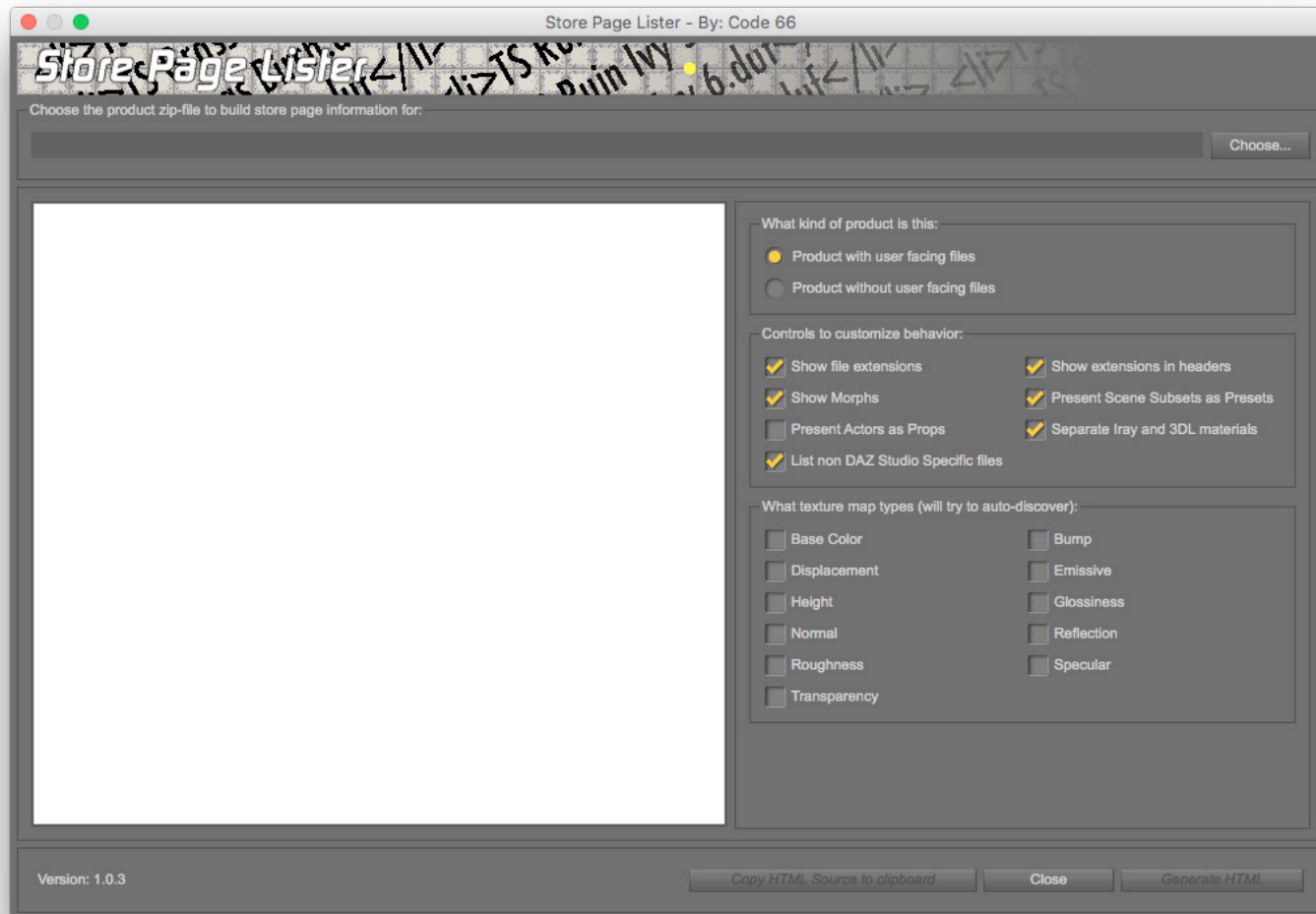


Store Page Lister - Manual



When you start Store Page Lister, this is what you see. To the left is a white box, this is the HTML View where the result will be previewed, so ignore it for now. To the right there are all the different settings you can use to adjust the output to match your particular store page listing style. At the top is the Zip file path, and where you select which zip-file to work with.

So, lets dig right in. First, we select a zip.-file to process. Store Page Lister works from the zip-file that you will upload to the DAZ Store, so you will using the correct information. Click the **Choose...**-button and the standard file chooser dialogue will be shown.

When you have selected the file, the path to the file will be shown in the zip-file path box, in the top.

Now you can just click the **Generate HTML**-button, and the script will weed through your zip-file finding your content files and texture maps, and when it's done, it will display the html it generated.

You will see that it will even try to check the texture map checkboxes for the different types of texture maps it could identify. This is never 100% as it only guesses from the file name, and as every artist has his or her own naming convention, this might fall short, but you can always click the missing boxes yourself.

When you have changed the settings to what you think would be great, just click the **Generate HTML**-button again.

As you see, this is as simple as clicking a button, or maybe some. When you like the result, click the **Copy HTML source to clipboard**-button, and you can paste it into a text editor to edit or directly into the source editor for the description part in PASS. I told you, it's easy.

Now, let's take a quick look at the different options and what they does.

What kind of product is this:

Product with user facing files

Product without user facing files

Controls to customize behavior:

Show file extensions

Show extensions in headers

Show Morphs

Present Scene Subsets as Presets

Present Actors as Props

Separate Iray and 3DL materials

List non DAZ Studio Specific files

What texture map types (will try to auto-discover):

Base Color

Bump

Displacement

Emissive

Height

Glossiness

Normal

Reflection

Roughness

Specular

Transparency

First, the radio button pair to select if this has product has user facing files or not. Products with non user facing files are usually morphs. This will make Store Page Lister to look only in the data folder for morphs, and list them. Otherwise, it will look through all found folders in the zip.

If you happen to have a product with morphs and the user facing files that are not related to the morphs, no references to the data folder where the morphs are, you have to run the script twice, and apply some editing yourself to stitch them together for PASS. I have a hard time thinking of a product like this, but maybe muscle morphs plus a pack of weight lifting weights maybe.

So, let's continue. Now we come to the really interesting settings, where you control the output, the html generated by the script.

Show File Extensions: Will show the extensions of the files in the lists.

Show Morphs: Will show Morphs as subitems under the items that has them, this also includes slider parameters for actors.

Present Actors as Props: If you have figures, actors that are rigged, but they are not really figures, but props, like a radio, or a mouse trap, use this option to get the placed under the Prop header.

List non DAZ Studio Specific files: If you have text files, pdf manuals or other non DAZ Studio files in your product, should they be listed or not.

Show extensions in headers: If the header should show the extensions of the items listed.

Present Scene Subsets as Presets: If you have saved out Scene subsets, should they be listed under Scene subsets, or under Presets.

Separate Iray and 3DL materials: if you have materials both for 3DL and Iray, should the script create one or two Materials sections, with appropriate names.

So, the rest is even easier, if you have texture map types included in the product that has not been checked, check it, and click the **Generate HTML**-button again.