UNIVERSAL POSE SPLITTER

DO NOT RUSH ON THE SAVE POSE WITH CURRENT OPTIONS BUTTON WITHOUT DEFINING YOUR OPTIONS (at least the bones you want to save).

The first time you use this script, you can set up a lot of default preferences, by defining your options and setting them as default, so that the next times you use it, you can go extremely fast on the option procedure, and then “rush” on the buttons to save poses (classical or batch).

The preferences which can be set as default during any session for your next session(s), so that you can save a maximum of time are:

- The Tab you want to start on (Without or With batch procedure) on the third tab.
- The type of bone selection (Daz human or any figure), on the third tab.
- The Bones selection for Daz human figure. For any other figure, or more specific bones selections, the latest loaded list of bones can be reloaded in a single click, all this on the first tab.
- The properties you want to save on the first tab.
- The properties to save for the Root (the figure itself).
- The type of file you want to save: Current Pose, Series of Frames, Animations on the third tab.
- The fact of Setting the Type Only for a save file (Pose/Animation) or to also include the smart content information (Category and Compatibility) on the third tab.

In the last tab of the interface, you can save “Full Configurations”, including the paths, the bones, the properties to be saved, the list of files to be processed, well, everything in this interface. Then you can reload a full or a part of these configuration files at any time. This way you can save a maximum of time by creating as many Pose Splitters configurations as you want and reload them, or parts of them, when you need.

A. What can you do with Universal Pose Splitter?

This product consists in an interface optimized for fast and efficient partial Pose(s) Presets or partial Animation(s) Presets saving. It means that the pose or animation presets created with this script will then only apply to the bones you defined in this script. It can process either the current pose or animation in your scene, or it can batch the partial saving of poses or animations using several already existing pose or animation Presets files installed on your computer, acting in this case as a "Batch Pose Splitter".

Here is an extremely brief summary of the global process. *It will be more precisely detailed in the different parts of this documentation.*

1. First you will use the first tab of the interface to define which bones and properties you want to save. In order to save a maximum of time, this can be remembered from one session to another.

2. Choose the destination folder for the saved files. It can be chosen at the top of the interface. The latest destination folder chosen is remembered from one session to another, and you can browse to any folder you want.

3. If you want to partially save the current pose or animation of your scene, you have to write the name (without extension) of this pose in text line included at the top of the first tab and click on the button to save this pose or animation.

4. If you want to batch several files, you have to select the figure for which the poses be saved in the scene and, in the second tab of the interface, create the list of the files which will be processed. The names of the new poses or animations generated are based on their initial names, a few buttons are included to refine the file names (you can add a suffix to the filename), and eventual additional path (inclusion or not of the content folder additional path). Then click on the button to process all the files of the list, with the options (bones / properties to be saved) defined in the first Tab.

5. WARNING for ANIMATIONS or frame extraction (save a set of frames out of an animation): data are extracted from Daz Studio Timeline ONLY. This is why if animations come from Aniblocks, they must be first baked to the timeline using Animate Lite – free and available as a default plugin in Daz Studio - or using Animate 2. This is very easy to do and will be detailed later on.

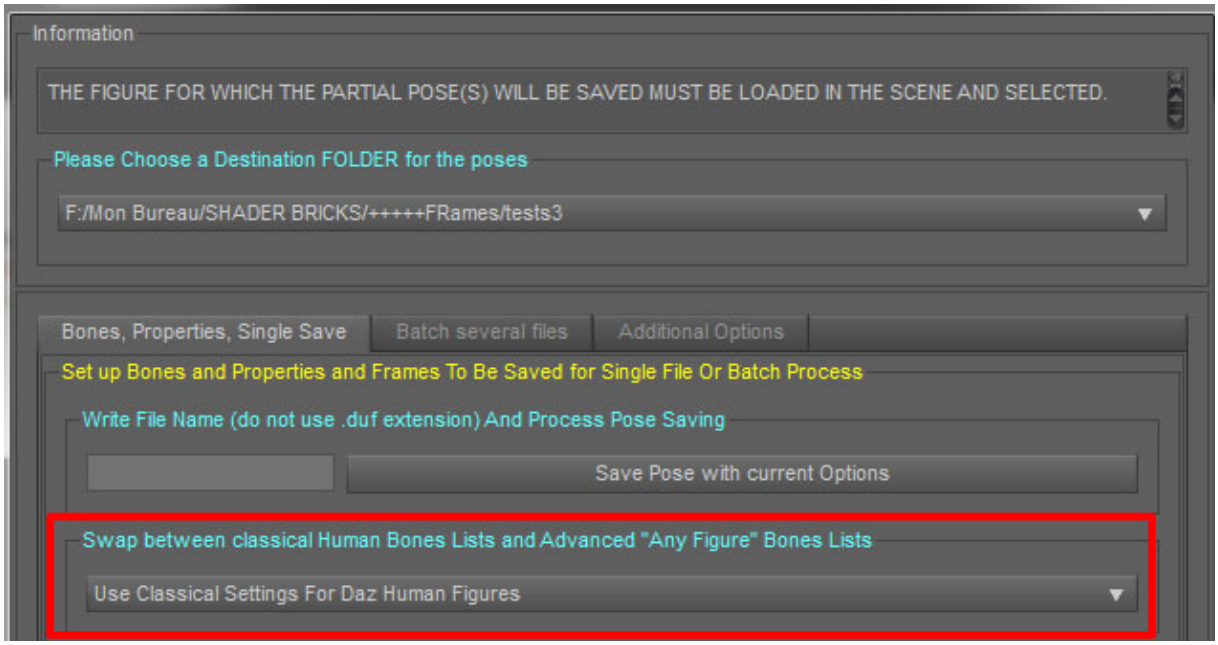
6. Metadata: the generated files will be set as Pose or Animation Presets. By default, it will be set compatible with the current figure selected in the scene (for instance Genesis 8 female if you save your poses using Victoria 8). They are also by default categorized as pose (or animations) presets and can be found in the smart content in the Poses/Partial Body for poses, respectively Animations/Partial Body for animations. An Additional "Path" for the category can be added to specify more precisely which body area is concerned, in the last tab of the interface. If you don't want to add the compatibility (for which figure) and the category (in Smart Content), but only keep the type (Pose/Animation) you have to set up this choice in the third tab, "Additional options", and this can also defined as the default option.

B. Step 1: Which Bones and Properties will be saved? (and remember them for next sessions)

This step is very important because it defines the bones and properties which will be saved for ANY action you will decide: save the current frame, save a set of frames, save an animation, and these settings are used both when you save poses or animations for the current pose of your scene (on the first tab) and when you save them during a batch process on several files (on the second tab). Everything has been included so that, from one session to another, you can define your current choices in terms of properties (rotations, translations, scale, pose controls) to be saved and of bone selection.

B.1. Bones Choice: Basic Settings for Human or Advanced Settings For Any Figure

In the first tab of the interface (Bones, Properties, Single Save), you will find a box with the title “Swap between classical Human Bones Lists and Advanced “Any Figure” Bones Lists”.



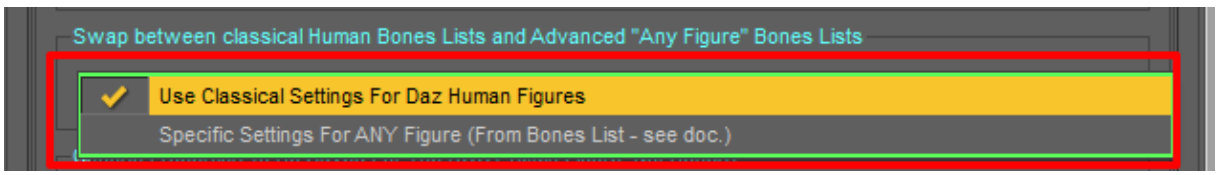
Here you can swap between classical human settings and advanced settings to choose which bones will be saved.

You can use the drowpdown list of choice to define whether you want to work with:

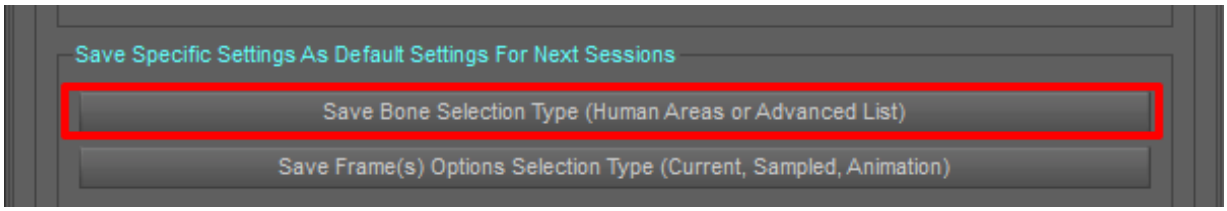
- Daz Studio Human Figures with the groups of bones proposed by default for them (first choice),

- or more precise list(s) of bones, for on any rigged figure which can be a human figure or not (second choice).

Those two choices will be detailed later on in part B.



The interface will then adjust to your choice, and you can set at any time the current choice as the choice by default when you launch this script. For this, you have to go in the third tab, Additional Options, and click on “Save Bone Selection Type (Human Areas or Advanced List)”.

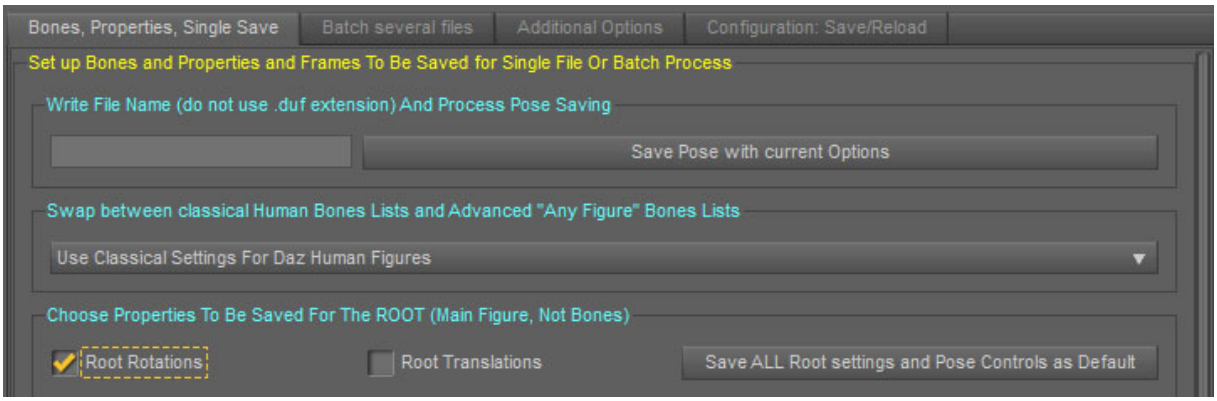


You can remember what is your favorite option when this script starts (either Classical Settings For human figure or Specific Settings For Any Figure), in the third Tab “Additional Options”

B.2. Root Options, common for human figure or any rigged figure

Pose and Animations presets can not only include information about Bones Rotations, but also about the “Root”, the figure itself. For instance, if you change the location of the figure in the scene, the translations values of the figure will not be null. This script only works on rigged figure, not on props.

The Root is easy to find, it is what is at the top of the bones hierarchy in the Scene Tab or Parameters Tab. Sometimes for full poses and animations, the root properties are also saved – and sometimes not. For partial poses and animations (acting only on some parts of the body), it is interesting to have the choice to save or not the properties of the Root. This is why you have an area in the first tab.



Here you can choose to save Root Translations and Rotations, and just below you will be able to choose classical – and advanced - Root Pose Controls. Root Scale is not proposed as an option, because almost never used. You can set ALL those choices as default.

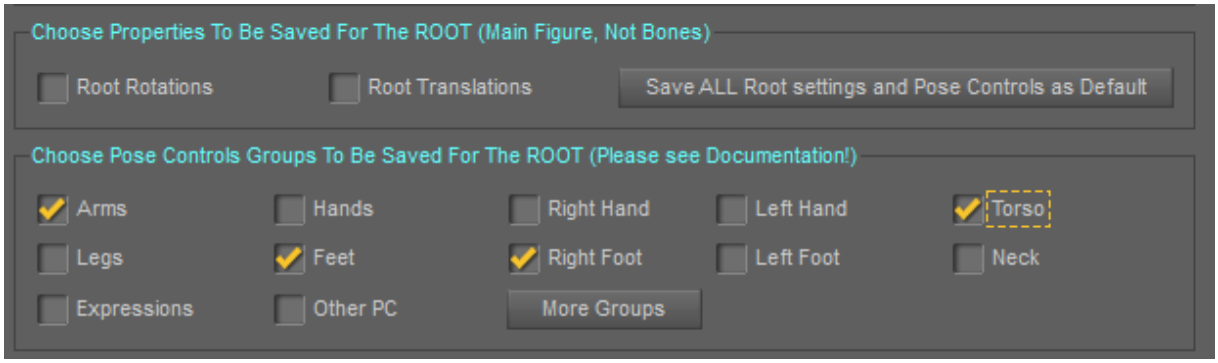
For instance, if you want to save only the hands, you probably don’t want to save the Root Translations (position of the figure in the scene) and Rotations (acting on rotation of the figure in the scene). But if you want to save a lower body pose, you may want to include the Root Translations and rotation (if the figure is sat on the floor, the vertical translation to have it on the floor might be at the root level – if not, it is at the “hip” level). If you want to save the Root Translations and Rotations, activate the checkbox “Root Rotations and Translations”.

In general, should you choose to save root or not?

- if you don't want to keep the figure location and orientation (knowing that this information may also be on the hip level, especially the rotation), you can leave the "Root Rotations and Translations" unchecked.

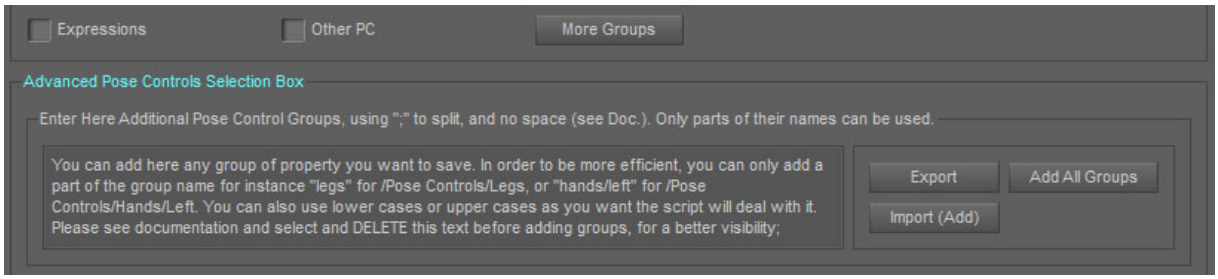
Root Pose Controls: with this tool, you can choose to save or not the classical Root Pose Controls. For human beings and classical animals, the script analyses which Pose Controls GROUPS have some "keywords" in their path. Those keywords are the following ones: Arms, Hands, Hands (in group) with Right (in property label), Hands (in group) with Left (in property label), Legs, Neck, Torso, Feet (right or left in the label), Wings, Tail, Expression). The head Pose Controls which are different from "expressions" can be checked in the Bones Selection box. This last choice is a choice made to split expressions only from whole head Pose Controls. When such elements are found (for instance Wings in general not found for a human), then it is displayed as a checkable option. This is what it gives for instance for Genesis 8 Male.

For all these keywords, these keywords must be found in a subgroup of either "Pose Controls/" or "Morphforms/", which is the case for a lot of figure.



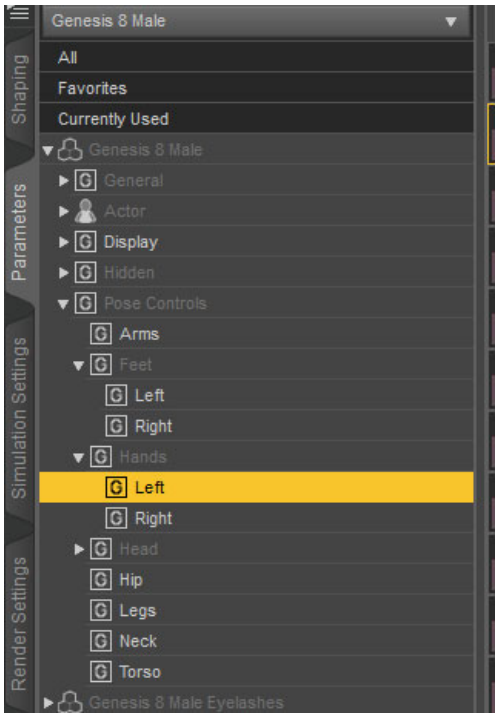
Here you will be able to choose classical – and advanced - Root Pose Controls to be saved. More Groups will allow you a perfect definition of the groups you want to save, it those one are not included In the proposal.

The Other PC checkbox include ALL the other Root Properties which are not in the categories defined by the other checkboxes. If you want to have more "groups" accessible, you have to click on the "more groups" button. This will display an additional box, allowing you to define the groups you want.



When you click on "More Groups" button, you access a new text box, where you can enter and/or import, and or/edit lists of groups.

In the box you see in the "Advanced Pose Controls Selection Box", you can read and delete the explanation text, and then enter the Pose Controls Groups you want to save. In order to find the Pose Control Groups, select you figure (not a bone, the full figure, the "root") and have a look at the Parameters Tab. Unfold "Pose Controls", what you see here is the Pose Controls Groups.



The Names of the Pose Control Groups can be seen in the parameters Tab once the figure is selected.

If you want to save for instance the Left Hand Pose controls, you can write in the text box: hands/left;

This is enough so that all the morphs in a control group with "hands/left" in the path will be saved. If you want to add Pose Control for the arms, you will have to write: hands/left;arms; and if you want to add the Hip, you will write : hands/left;arms;hip;

These Pose Controls settings are important **ONLY** if your figure or your pose set is using Pose Controls. This can be the case for creatures, because tails poses for instance are easier to handle with pose controls, but this can also be the case for human figure. In general, in commercial Pose Sets, the pose controls are not encouraged (on the contrary), except for expressions, this is why you should not find a lot of recent pose sets with Pose Controls used. Yet for older generations (before Genesis 2), you can find a few pose sets with Pose Controls, and if you created your own poses, you may have used pose controls to go faster on some areas. This is why all those options are available, and for the checkboxes for pose controls, the names of the checkboxes represent a part of the name of the Group the Pose Control to be saved is placed in.

- Arms: if checked, all pose Controls included in any Group with "Pose Controls" or "Morphforms" and "Arms" in the group path will be saved.
- Hands: if checked, all pose Controls included in any Group with "Pose Controls" or "Morphforms" and "Hands" in the group path will be saved. This means the pose controls on the two hands will be saved. For "Genesis" generation, the Hands Pose Controls are linked to each Hand Bones, not to the root. For Genesis 2 and Genesis 8, the Hands Pose Controls are linked to the Root (both hands) and to each Hand. If you want to save only ONE hand Pose Controls then use the saving of the Pose Controls on the bone level (which is the default choice for Bones properties to be saved), and leave the one of the Root unchecked.
- The principle is the same for Legs, Head, Expression, Wings etc, etc…
- Other PC checkbox will include all other pose controls not located in these groups.

WARNING: the categories of pose controls proposed here are made essentially for human figures. For other figures, either the Pose Controls are linked to the bones you process and everything will be fine, or, in the second case, the Pose Controls are linked to the Root, and do not belong to those categories. In this case, the solution is for now to save all the Pose Controls or MorphForms using the "Other PC" checkbox. This can be annoying because depending on what you want to do, it may not split the pose properly.
If you are lucky, the pose controls you have to save will be in a dedicated pose control group, in this case you have to use the advanced pose control (More Button) and enter a part of this group name in the text box appearing.
I am still looking for a solution allowing you to create the lists of Pose Controls you want to save just as you created the lists of Bones you want to process, or the list of pose controls groups, but this is alas more difficult. In the meantime, IF you have to save pose controls and IF they do not belong to specific groups, the best solution for such creatures is to "Bake To Transforms" as explained previously in this document, and all the Pose Controls which are not based on morphs but on bones movements will be then included in the pose, without needing to check specific Pose Controls.

You can "autogenerate" the list of all groups using the Add All Groups button. It will add all the existing groups (except the hidden ones) to the current list of groups.

This way you can "remove" from this list the groups you don't want to be saved. The principle is always the same: no space between the different groups, the separator is a ";".

Then you can export those lists and reimport them later on, simply don't forget to give them a relevant name. When you reimport a list, it is added to the current list, but this is not an issue, even if a group is seen twice, it will be processed only once. For this use the export and import button. In case of any issue, contact me on the forum, I will be available;

The text at the start of this list (SIMPLY SELECT…), indicating you how to proceed, can be saved or not with the list if you export it, and can be left in the box if you proceed to the save process. It will be considered as a group to search properties in, and it is very unlikely that such a group exists.

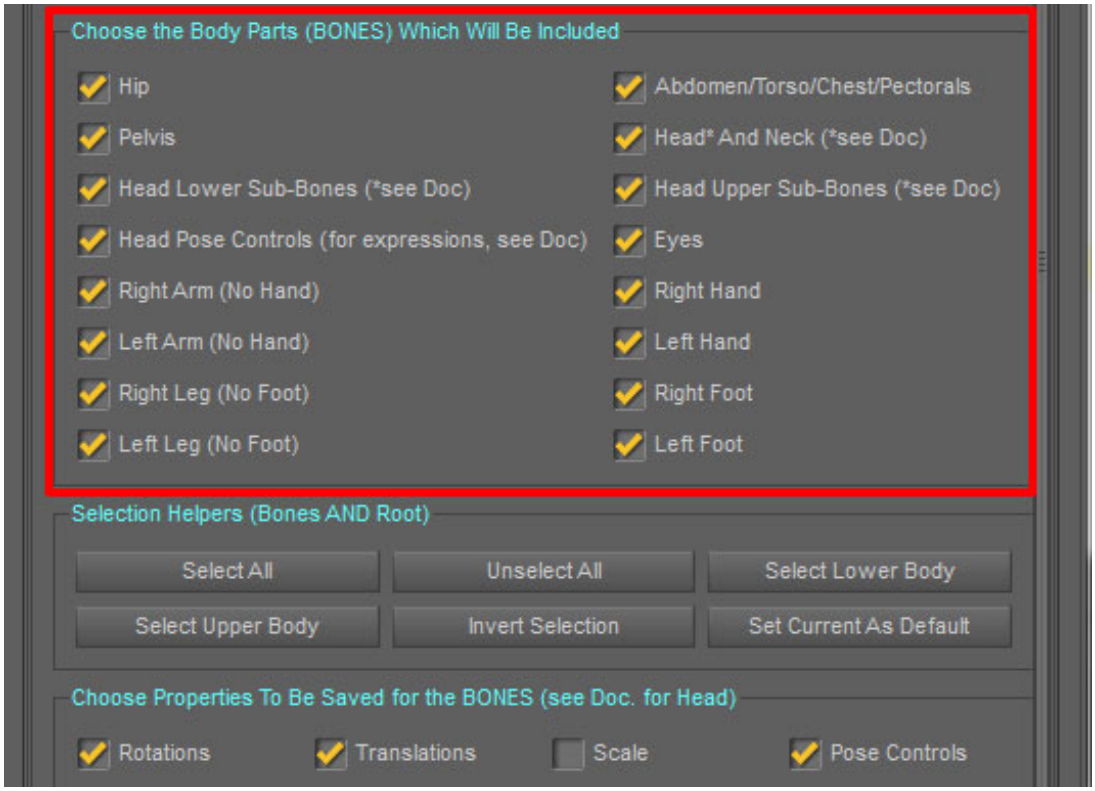
Recent commercial sets of poses do in general not use Pose Controls a lot, (except for expressions) it was a bit more frequent on older figures of older generations. If you want to see if some Pose Controls were used for the root (figure itself), you simply have to select the figure, go in parameters, and click on "Currently Used" (or on "Pose Controls").

When you use the "Save ALL Root settings and Pose Controls as Default" button, it will save all the checkboxes status, but not the additional advanced list. This one has to be exported if you want to import it in other sessions, or you can choose to save the whole configuration in the last tab.

B.3. Bones Choice: Use Classical Settings

These settings are made for Daz Studio Human figures, starting from Victoria 4 (and Michael 4), and including Genesis, Genesis 2, Genesis 3 and Genesis 8 figures. It is also compatible with any figure which would have the same bones names as the ones used by these figures.

Information note: take care that the bones names are not necessarily the ones you see in the Scene Tab or Parameters Tab. What you see is the bone labels, i.e. the names seen by the user in the interface. Bones Labels may differ from Bones Names, this is why two bones with a same label may not have the same name for Daz Studio. Go to part B.4. to see how to get bones names.



You can define here in the first Tab what bones will be saved in the Pose or Animation Preset.

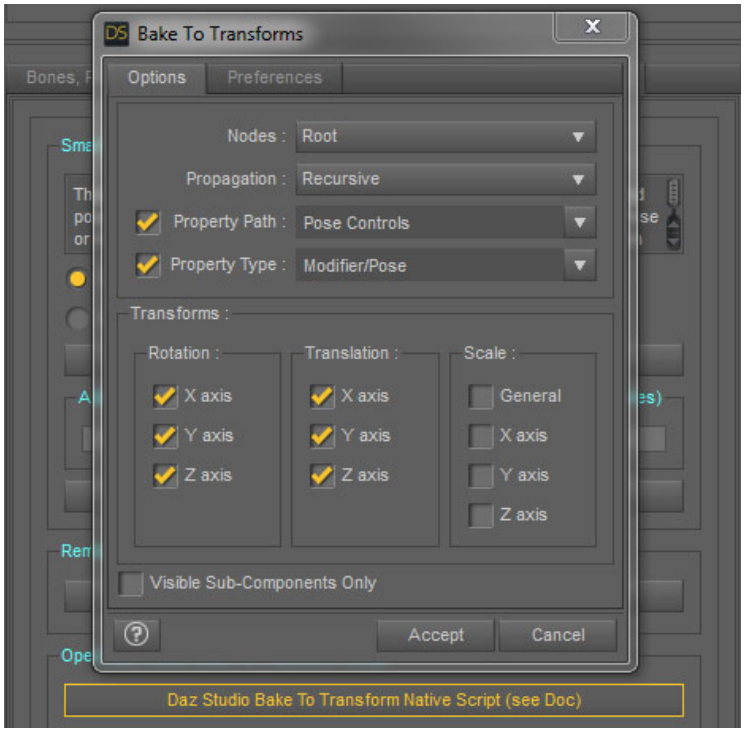
The various body areas you can find for these human figures are :

- Hip : only the hip, because it can include some information about body rotation and translation in the scene. Sometimes this information is on the hip, sometimes on the figure, sometimes on both. This is why a specific access to hip properties saving was necessary.
- Pelvis : it is separated from the rest because it was more convenient for the various possibilities the users might have (save lower body / upper body / legs only). Pelvis belongs to the lower body, but not to the legs. The fact that it does not exist for older generations is not an issue, if it does not exist, it will simply not be treated, even if it is checked.
- Abdomen/Torso/Chest/Pectorals is everything above the hip (above the pelvis), belonging to the trunk, excluding the hip, the pelvis, the collars, the arms/hands and the neck and head parts.
- Right Arm includes, when they exist, the right Collar, right Shoulder bones, right Forearm bones, and exclude all hand bones.
- Left Arm includes, when they exist, the left Collar, left Shoulder bones, left Forearm bones, and exclude all hand bones.
- Right Leg includes the right Thigh and the right Shin, and excludes the foot.
- Left Leg includes the left Thigh and the left Shin, and excludes the foot.
- Right Hand includes the right Hand and all the bones of all the fingers of the right hand, as well as the carpal bones.

- Left Hand includes the left Hand and all the bones of all the fingers of the left hand, as well as the carpal bones.
- Right Foot includes the right Foot and all children the bones of the right foot.
- Left Foot includes the left Foot and all the children bones of the left foot.
- There is the particular case of figure of the Head because head is not only a bone, but also supports many children bones, and many pose controls, most of them linked to expressions. Those pose controls can also be made only using the children bones only or partially. But the Pose Controls are linked to the root and to the "head" Bone. This is why you have so many choices for the head.
    - **Head and Neck :** include the neck bone(s) and the head bone, but not the children bones of the head. If you want to save a pose without expressions, this is the one you have to check, and not the other ones concerning head, and NO root Pose Controls for the Head. If you check "Pose Controls" in the "Choose Properties For The Bones", it will be ignored for the Head – and only the head -, which has a dedicated checkbox for that, so that you are SURE that you choose to do it.
    - **Head Lower Sub-Bones / Head Upper Sub-Bones :** will save the properties of respectively the lower face (from jaw to nose, including nose) and the upper face (cheeks and around the eyes) (the ones checked in the "Choose Properties To Be Saved For the Bones" Box). This is interesting if you want to split the head expression in a lower and upper expression. For this (split the head expression), you will probably have to BAKE the Pose Controls to transforms.
    - **Head Pose Controls**: will save the Pose Controls for the Head Bones, in general this is how expressions are basically made. If you want to save expression ONLY without the rest of the Head Pose Controls, check "Expressions" in the "Choose Pose Control Groups To Be Saved For The Root" box. It will for Genesis 3 and 8 figures, and all figures with an "Expressions" group.

  Said differently:

- to save only the expression, if it is made with Pose Controls only, check only "Head Pose Controls". It saves the pose controls for the head without saving the head. You can also check "Expressions" in the "Choose Pose Control Groups To Be Saved For The Root" box, and you will save only the properties of the Expression Group.
- If you fear it is made with Facial Bones and Pose Controls both together (added), then also check "Head Upper Sub-Bones", and "Head Lower Sub-Bones", but for most of the expressions this is not the necessary.
- If you want to split upper and lower face expressions (Warning probably on Genesis 8 only), you have to use FIRST the included button on the third tab ("**Daz Studio Bake To Transform Native Script**), with the following options (you can restrict to "Head" in the property path). Take care, here in the image below, visible sub-components is unchecked, you can try to leave it checked first because the process it then faster, if it works, no need to uncheck it. If you have issues, you can try to uncheck it, and, in the scene tab, to show hidden bones. Not everything can be resolved using "Bake To Transforms.
- Try to Process the "Bake To Transform" Step with ONLY your figure loaded in the scene, it seems more stable.



- If Bake to transforms changes the Pose, cancel, and try to “Show Hidden Nodes” (see part G.5.) before using it. It can help, or not, depending on the situation. In a second time you can try to uncheck “Visible Sub-Components Only”. But sometimes, there is alas no solution.
- If you don’t want to save expressions or Head Pose Controls, uncheck “Expressions” if it exists, uncheck “Head Upper Sub-Bones” and “Head Lower Sub-Bones”, and uncheck “Head Pose Controls” in the Choose Body Parts (BONES) which will be included.

TAKE CARE : SOMETIMES BAKE TO TRANSFORM CAN BE LONG TO PROCESS EVERYTHING ! YOU may even have the impression that it is frozen but as long as the busy cursor is here, you have to wait.

In this case, a lot or all the information about the expression is transferred from the Pose Control to the Bones Transforms. You can save this way the “upper” expression, and the “lower” expression, or both using only the selection of “Head Upper Sub-Bones” for the upper expression, and once done, “Head Lower Sub-Bones” for the lower expression (check only one of them each time and nothing else – no other bones). If you want this to work, you have to work with a generation new enough to have a good face rigging, and expressions based on this rigging. On most of Genesis 8 expressions, the split up/down works fine. The limitation appears when people mixed morphs with pose controls to get the final expression result, or used only morph (for creatures or older generations), because in this case it would require to split the morphs first with a morph splitter, and then if the face bones are also linked to the expression, to split the bone pose part with this. It is recommended to save also the translations in this case, which is the default proposed. When some Parts of The Expressions are linked to Morphs, and you can eventually try to save them using the

advanced pose control groups (More) and use the list of groups only for top or only for bottom parts of the face, and then save one after the other only the two expressions sub-groups properties (you save only the list, all the rest remains unchecked).

WARNING : you can see, in the parameters tab, some non null rotations and translation values for the head bones. This way you could think that saving ONLY the rotations and translations should be enough. BUT IF they are controlled by a Pose Control (a lot of expressions are Pose Controls), they will not be saved (their values will be saved as null). This is the same for ANY rotation and translation linked to a Pose Control.

The first time you launch the interface, the default choice is to "Use Classical Settings For Daz Human Figures", and all the bones are unchecked.

- If you click on the "Select All" Button, all the bones, including the Root properties, will be checked.
- If you click on the "Unselect All" Button, all the bones, included the Root properties, will be unchecked
- If you click on "Select Lower Body", the Hip, the Pelvis, the Right and Left Leg and Foot will be checked, as well as the eventual lower body pose controls at the root level, BUT nothing which was previously checked will be unchecked. For instance, if Head and Neck was selected and you click on "Select Lower Body", then Head and Neck will remain checked and all the Lower Body Parts will be "added to this selection".
- If you click on "Select Upper Body", the same way, all the Upper Body Parts (Abdomen/Torso/Chest/Pectorals, Head And Neck, Right Arm, Left Arm, Right Hand, Left Hand) will be checked, but anything else which was previously checked will not be unchecked.
- If you click on "Invert Selection", then all the checked parts will be unchecked, and inversely BUT TAKE CARE, THIS TIME the ROOT is affected by this change too.
- Most important button, if you click on "Set Current BONES As Default", then, the next time(s) you launch this script, the checked BONES parts of the body will be the current ones, until you decide to set a new default. This concerns only the bones, if you also want the root pose controls to be saved, then you have to click on the "Save All root settings and pose controls as default" button. This will allow you to save time at each session.

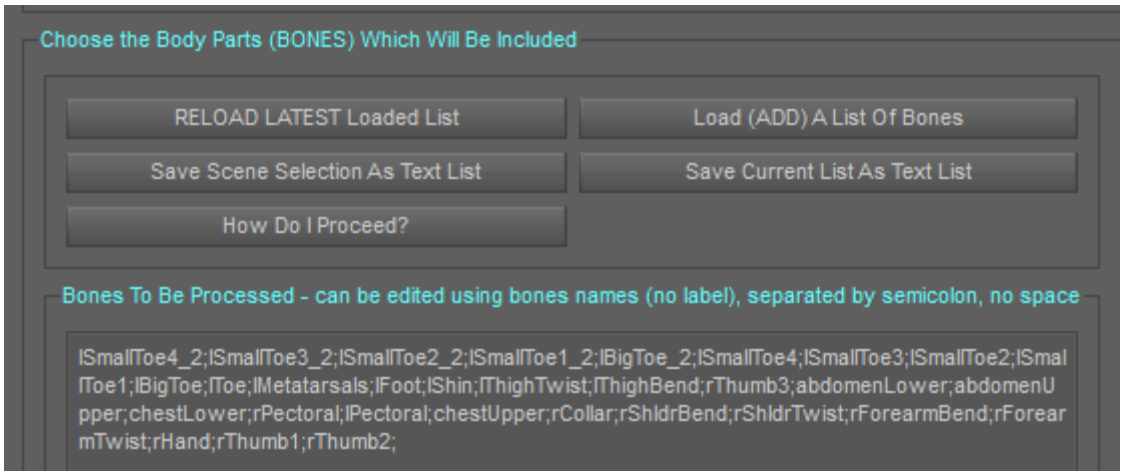
Every figure with the same bones names as the ones used by Victoria 4, Michael 4, Genesis, Genesis 2, Genesis 3, Genesis 8 are supported and benefit fast bones by area selections via this part of the interface.

In order to save time, the bones configurations for Daz human figures can be remembered from one session to another.

B.4. Bones Choice: Use Specific Settings

For other creatures, or for human creatures if the exact bones you want to save cannot be accessed using the "Use Classical Settings For Daz Human Figures" checkboxes, you can use "Specific Settings For ANY Figure" choice, where you can save and load/reload as many "bones configurations" files you want.

These "bones configurations" files are text files which can be created using this interface, and which also can be manually created and edited in the interface (advanced users) or in a text editor as it will be explained later in this part. Only these bones, the ones figuring in the "Bones To Be Processed" Box, will be included in the partial poses you will save.



If classical settings for human figures are not sufficient, create bones list by saving and loading specific text files (save from scene selection, add lists of bones, save current list as text list etc, etc…). If you always work on the same list, load it once, then Reload latest each time you open this script.

IF YOU WANT TO CLEAR A LIST, SIMPLY SELECT ALL THE ELEMENTS IN THE TEXT BOX, AND DELETE THEM (Delete key on the keyboard, or right click and delete).

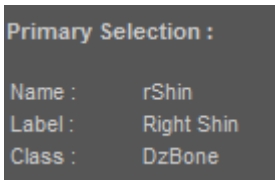
The top box of the "Choose the Body Parts (BONES) Which Will Be Included" box includes 5 buttons :

- RELOAD LASTEST Loaded List: clicking on this button will reload the latest list of bones you loaded, if it still exists (if you have not moved or deleted it), allowing you to save time if you work on the same list from one session to another. If you frequently work with a list, it is interesting to save it once as a text file (using this interface, see later), and to reload it once so that it becomes your "favorite" list.

- Load (ADD) A List Of Bones: it allows you to load any text file of bones list you might have previously created, and this adds to the existing list featured in the "Bones To Be Processed" Box just below. If you created several lists, for instance one for the right wing of a creature, the other one for the left wing, you can use this button to add the right wing by loading the corresponding file, then add the left wing by loading the corresponding file, and in the list, all the bones of both wings will appear. Since the lists add to each other, you can, if you need to replace a list instead of to add a list, delete all the elements of the box "Bones To Be Processed" (select them all and delete them as you would do in any text editor) before loading a new text list.

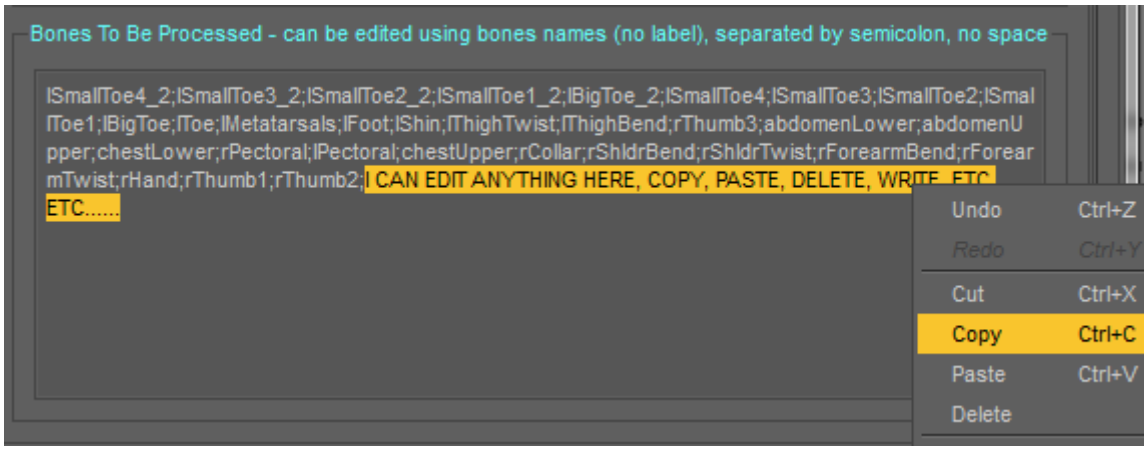
- Save Scene Selection As Text List: it allows you to create the lists of bones using the scene selection you made. All the names of the bones selected in the scene tab when this script is launched are saved in a text file (.txt) using the form of a semicolon separated list. You simply have to specify the text file name and location when the "Browse" window pop-ups. By default, the latest folder used to save such files will be proposed as the destination folder of such a file. These files can be manually edited, but take care that you must use the Scene NAME of the bone, and not its LABEL. The label is the name you see in bones hierarchy in the Scene Tab. If you want to edit your file manually and for this you need to know the name of a Bone in the scene, you have to select this bone (and only this bone) and then go in the "Scene Info" Tab of Daz Studio Interface. Then you will have all the information about the Primary Selection (which is the selected bone), the first information being the Bone Name. Another thing you must

remember if you manually edit lists is that bone names must be separated by a semicolon ";" and that NO SPACE must be used to split those names (otherwise the script would search for the " rShin" bone (with a space in front of the text) instead of the "rShin" one).



In the Scene Info Tab of Daz Studio interface you can find the bones names if necessary.

- Save Current List as a Text List : if you modified an existing loaded list, either manually (removing or adding bones names) or by loading (which is adding) other lists, you can save the new list of bones showed in the "Bones To Be Processed" box so that you can reload it later on, in the same or other sessions, if necessary.
- How do I proceed? button will pop up a window including a summary of this documentation, mainly made for people who don't want to read all the documentation.



The "Bones To Be Processed" List can be edited directly in the box, or in the text files via a text editor.

The safe way to edit the list of bones is the "automated" one (you never edit manually the list yourself). You create basic lists using the "Save Scene Selection As Text Lists", and you add them using the "Load (ADD) A List Of Bones" button, finally you save the new List using the "Save Current List As Text List" button. This way you can create as many lists as you want for a figure. Simply name them properly so that they are easy to identify later on.

You can choose to edit list manually but you have to:

- Use bone names and not bone labels
- Use a semicolon ";" as the separator between bones names
- Do not use space between bones names
- Strictly respect spelling and upper and lower cases
- If bones names used do not exist, they will simply be ignored.

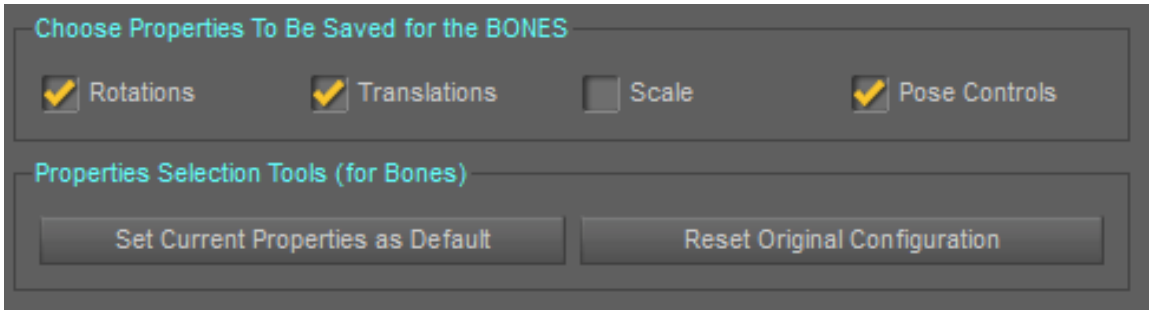
In summary, you have two ways to define which bones will be saved in the pose or animation file. First if you work with the standard areas of a Daz Human figure, you can use the body areas proposed in the interface displayed with the "Use Classical Settings For Daz Human Figures" option. If you

want to work on more precise areas, or if the figure you use is not a Daz Human Figure, then you can use the "Specific Settings For ANY Figure" choice, and very rapidly create lists of bones as described in this part, and reload them when needed, and even reload the latest loaded list (not the latest used one, the latest loaded one) to save a maximum of time.

Once the bones are defined, you have to check which properties must be saved in the pose file. This is the purpose of the next part.

B.5. Choose the properties you want to be saved FOR THE BONES

As previously mentioned, you have to choose the properties you want to be saved both for the root and for the bones. The case of the Root has been explained in part B.2.



You can choose the properties you want to save for the bones, then with the buttons set this as the default choice for next session, or reset the original configuration.

Concerning the Bones :

- In general, you will check rotations, because for animal and human figures, they are the key of the pose of the figure.

- In general, translations can be checked, because translations are locked and null for all the bones, except the hip which can be used to handle the figure translation. You can uncheck Translations if you want to make sure that no hip translation will be saved. You can check translations if you want to keep the hip translations or if you work on specific mechanical figures where the various parts can translate relatively to the figure.

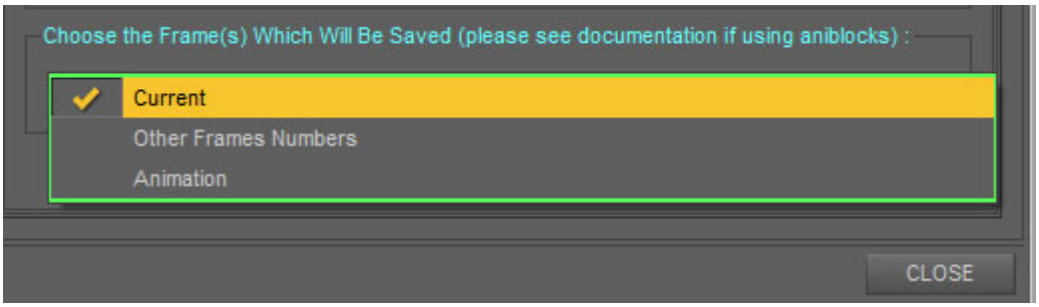
- In general, scale will remain unchecked, indeed, it could change the shape (shorter arms, or torso or head for instance) rather than the pose. Check it only if you specifically want to keep the scale of the bones, but leave it unchecked if you only want to save a classical Pose Preset.

- In general, you can leave Pose Controls checked. This is useful only if the pose you want to save includes pose controls located at the BONE LEVEL, and that the bones you want to save are selected in the bones list.

Limitations and Warnings concerning pose controls. If both arms are posed using a pose control related to the root (for instance using Arms Front-Back 100%), then you cannot save "ONLY" the right arm neither using this script using nor Daz Studio. Indeed, in this case, the Pose Control is not related to the arm, but to the Root, and the only way (whatever the method, this script or Daz Studio itself) you have to save the right arm pose is to save the Pose Control related to both arms which is linked to the root pose controls. If you have a doubt, you can use the "Bake To Transform" Daz Studio script, which can be launched from the third tab of this interface, and which will bake the Pose Control information to the Bones Rotations and Translations. Bake To Transforms is a Daz Studio Script, provided with Daz Studio Software, and will not be documented here.

Step 3: Save Current Frame, several Frames or an Animation?

You can decide at this stage to save the current Frame, several Frames, or an Animation range (total or partial range). This choice is located at the bottom of the first tab of this interface, in the box called “Choose the Frame(s) Which Will Be Saved (please see documentation if using Aniblockks)”



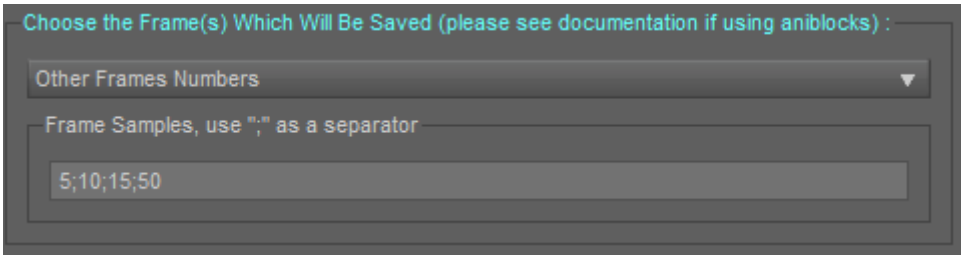
You can choose the frames you want to save for the bones : current, other frames numbers, animation.

C.1. Saving “Current” Frame

Saving “Current” Frame will save the frame currently used in the timeline. By default, it there is no timeline, it saves the current pose. This is the choice to be made by default if you want to partially or totally save the current pose in your scene, or if you want to batch process folders or series of poses.

C.2. Saving Other Frames Numbers

Saving other Frame Numbers will allow you to save any other frame or series of frames, for which you can define one or several frame numbers. These poses will be saved only for the bones and properties (root or bones) you defined in the other areas of the first tab. As soon as you choose this option in the dropdown box, you will have a text line which will appear, called “Frame Samples, use “;” as a separator”.



For Other Frames Numbers, you can write the frames you want to save, separated by a “;”.

The default proposed frames are 5, 10, 15 and 50. You can select everything in this line, delete it, and enter your own frame numbers. If you want to save the frames 20, 50, 120, 150, 200, 210 for instance, you just have to write in this box: “20;50;120;150;200;210”, which are the frame numbers, separated by a “;” and without space between the different numbers. You are not forced to enter them in the right order, this is only the order in which they will be processed.

This setting cannot be remembered from one session to another. Yet, you can copy paste it in any text editor (including word for instance) and when you need them during another session, you copy them back from the text editor to this text line in the interface. It is also saved when a configuration is saved and then reloaded.

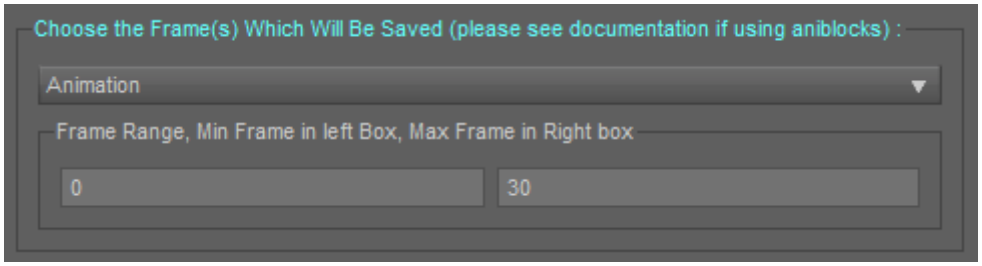
Take care to use only numbers, otherwise the script may not work properly.

Please take care that the frames saved will be the ones FROM THE TIMELINE, as it is always the case if you save a pose from an animation. If you use Aniblocks, please see the part of this documentation concerning animations and Aniblocks.

The names of the files will begin with the name you enter in the top of the first tab in the box called "Write File Name (do not use .duf extension) And Process Pose Saving", and each name will be followed by "_Frame_X" where X is the number of the frame processed.

C.3. Saving an Animation

Saving an Animation will allow you to save the desired animation range, only for the bones and properties (root or bones) you defined in the other areas of the first tab. When you choose "Animation" in the dropdown Menu, you will have access to the Frame Range, with in the left box the minimum frame of the animation and on the right the maximum. By default, the range proposed corresponds to the current total play range found in the timeline.



You can choose the animation range you want to save.

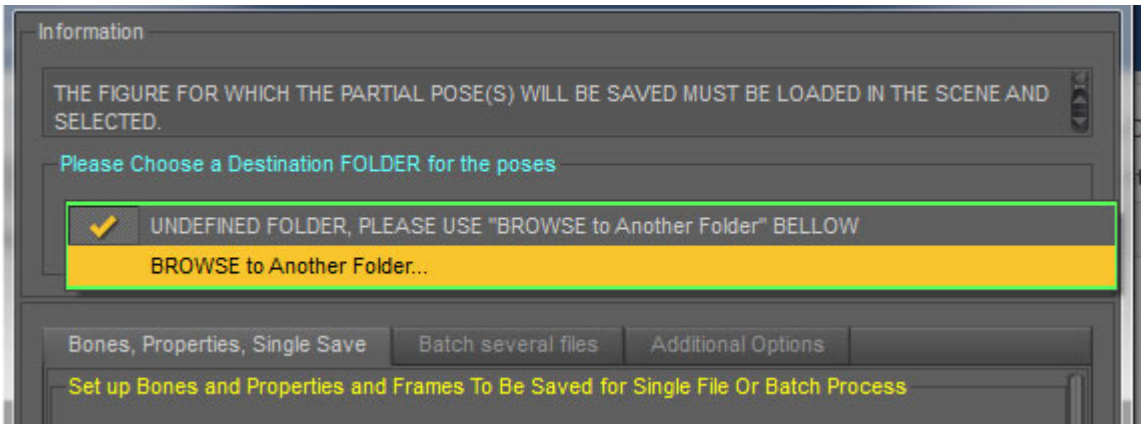
Then, even if you click on the "Save Pose with current Settings" button at the top of this tab of the interface, the script will know that you actually want an animation preset to be saved, with the range you define here. If you use Aniblocks in your animation, please see the part of this documentation concerning animations and Aniblocks.

Step 4: Where do you want to save the pose(s) or animation(s)?

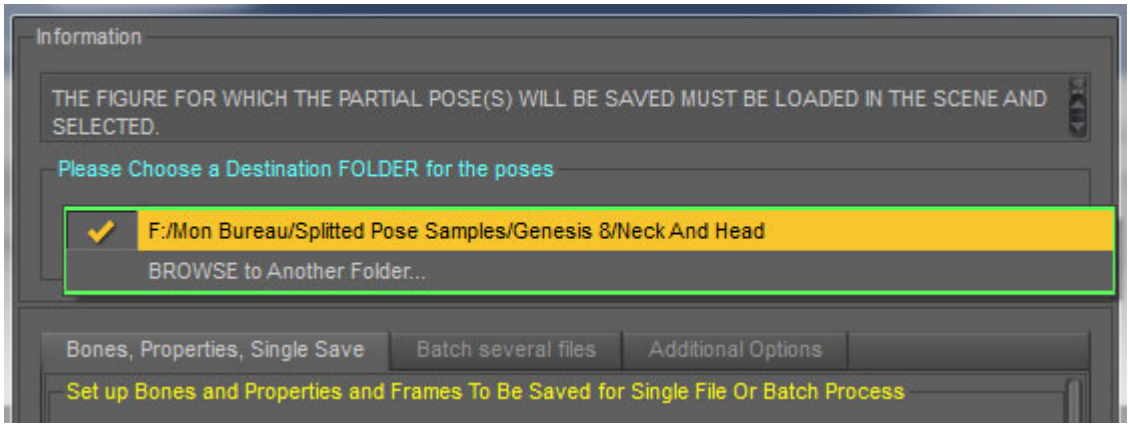
D.1. Define destination folder (single save or batch process)

Whether you save a single pose/animation or you batch process several existing files, the destination folder is defined the same way, at the top of this interface. The first time you will use this script, the path specified will be called "UNDEFINED FOLDER, PLEASE USE "BROWSE to Another Folder" BELOW". Once you defined a path, by default, the latest folder used will be proposed in this dropdown menu when you start. If you want to define or change this destination folder, you have to click on the

corresponding dropdown menu, then click on “BROWSE to Another Folder”, and finally use the Browse window to browse to the new destination folder.



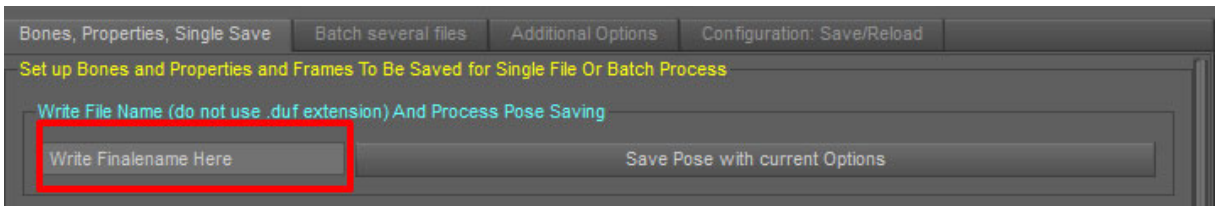
Initially, no destination folder is specified. You have to specify one.



The latest folder used will be then proposed each time you launch the script

D.2. Define destination filename (single save)

If you are not in a batch process, then you have to enter the name of the file (for the batch process, this is automated). This can be done in the small text box at the top of the first tab. The filename must be entered without extension, the script will automatically add the extension.



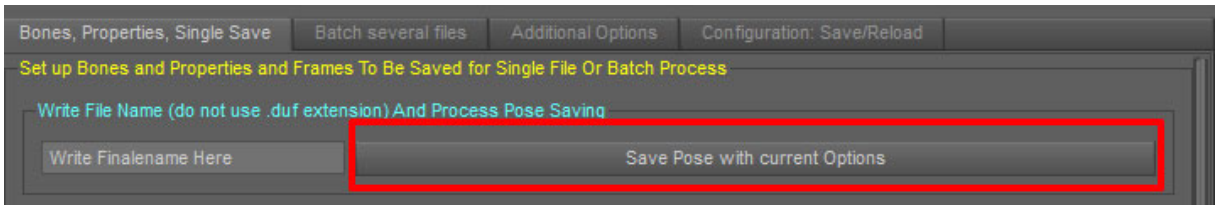
You have to specify a filename here. If you don’t do so, the script will remind that to you when you will try to save the partial pose.

As previously mentioned, this name will be used for the generated Pose Preset. If you are saving several frames of an animation, “ _Frame_X,” where X is the frame number, is added to the name you specify.

Please avoid using special characters in the filename. If you do so, you will have issues when the thumbnail is processed, and an error window will pop up, and the only way to close it is to click on the top right cross (no other options work). So avoid using special characters.

Step 5: How to save a "Single" Pose

If you save a single pose or animation (or series of frames from the current animation in your scene), well if you are not in a batch process, you are ready to click on "Save Pose With Current Options". This will save your Pose Preset, or Animation Preset, or Series of Pose Presets at given frames, using the current options you set for the Bones and Properties selection.



In the case where you do not batch process several files, you simply have to click this button for the pose to be partially (or totally if you want) saved.

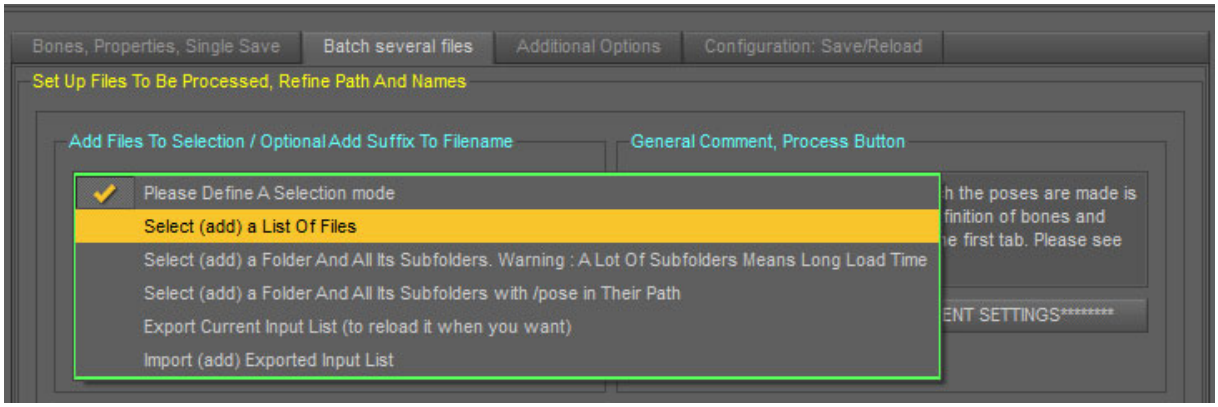
Remember that you can save most of your choices as default preferences in order to save a maximum of time, and that you can also save the whole configuration (except filename) in the last tab.

Step 6: Batch process several (many) files in your content

E.1. Selection (CREATION OF THE LISTS)

The first thing you have to know is that it is the Bones defined in the first tab, as well as the properties defined in the first tab, which are going to be saved.

What you have to do is to load the files you want to process. For this, go in the second tab : "Batch several files", and click on "Please Define A Selection Mode" as shown in the next image.



How to select, or import, or export the files which will be processed.

You have 3 main selection Modes and some Export / Import Tools :

- "Select (add) a List Of Files" option will allow you to open a "Browse" window, in order to select the files you want to process in the folder you want (you can select as many files as you want in this folder using CRTL and SHIFT as usually). The selected files will automatically be added to the list of files to be processed. You can repeat this operation as many times as you want.

- "Select (add) a Folder and All Its Subfolders. Warning : A Lot of Subfolders Means Long Load Time" option will allow you to load in the list of the files to be processed **ALL** the .pz2 and .duf files located in a folder, and in all its subfolders. Take care at this stage. This will open a "Browse" window too, where you can choose the folder you want to process. Yet, if there are a lot of subfolders, the operation consisting for the script to browse all the folders, all the subfolders, and retrieve all the filenames may take **VERY** long to be done (I raised up to one hour). And this action cannot be stopped, except if you force Daz Studio to stop. So the idea "OK I process all my content library in one time" may not be the good idea. Once again the files will be added to the ones of the existing lists of files to be processed, and you will have to take care that these are ONLY poses (because you will apply them to the figure and save them as pose or animations presets), so you will have to identify and remove the ones which are not poses. Removing goes fast, identifying goes slower.

- "Select (add) a Folder and All Its Subfolders with "/Pose" in their path" is a good compromise. If a lot of subfolders are processed, it also can take also VERY long, but **much** less than it is the case without the "/Pose" filter for the folder names. Furthermore, the identification of the files which are not poses is much shorter. From what I saw, for duf files, you essentially have to remove the poses which are linked to wardrobe poses (which also include /pose in their path).

- Once the files have been selected, you can SAVE THE INPUT LIST YOU CREATED, in order to load it later on, or, for advanced users, if you want to manually edit the list in a text editor. If you want to save your list you have to choose : "Export Current Input List (To reload it when you want)" option. The Text file create can be edited, with the following rules if you want to reload it later on:

a. One and only one full path per line

b. Each line must be ended by a ";"

- If you want to reload any existing List of Files created with this script, then you have to choose the option "Import (add) Exported Input List". If the list has several thousand files, exporting is very short, by importing can be long (not as long as loading them!). But in general for a few tens or hundred files, importing is short. The new imported files will add the existing list of files.

PLEASE MAKE SURE THAT YOU ONLY ADD POSES OR ANIMATIONS IN THE LIST, BECAUSE EVERYTHING PRESENT IN THE LIST WILL BE LOADED, SO, IF YOU HAVE PROPS, OR WEARABLE PRESETS, OR FIGURES, OR MATERIALS, THE SCRIPT WILL TRY - AND PROBABLY MANAGE - TO LOAD THEM ANYWAY.

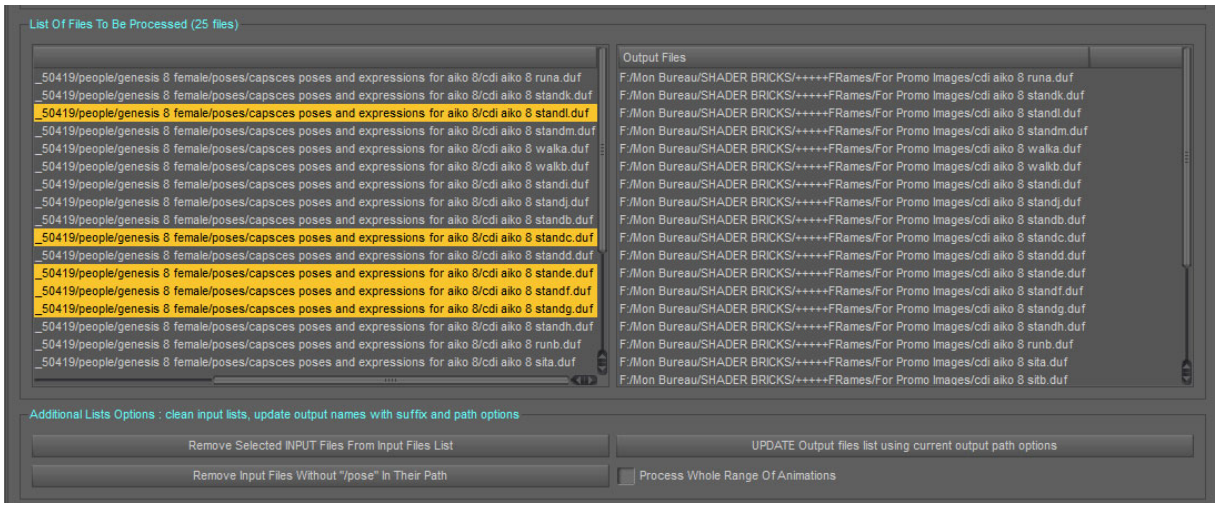
In general poses are located in a "Content Folder/People/Figure Name/Poses (or Animations)" folder.

E.2. Input and Output Lists Management

Once the files you want to process (and maybe more) are loaded there are several things you can do using the buttons below the lists.

The list of the right corresponds to the files you want to process. The list of the left indicates to you with which path and name they will be saved.

Lists can be alphabetically sorted by clicking on "Input Files" or "Output Files" at the top of the columns, yet, **there is no vertical synchronization between the two lists**, so the files of the output list may not be at the right place, not facing the ones of the input list, except if you use the option for the output path and name to include the content folder sub path to pose and re-sort them. Anyway, the fact that the lists do visually not "match" any longer does not prevent the process to work correctly, with the right output filename for a given input filename. This is only a display issue.



Examples of lists of files to be processed

If you realize that you don't want some of the files to be processed (they do not correspond to the right generation, they do not correspond to pose, they are not interesting for your need), you can select all the ones you don't want and click on "Remove Selected INPUT Files From Input Files List". The files will be removed, and not processed. The names of the output files will all be recreated using the option you choose in "Additional Options For The Path Of The Destination Files".

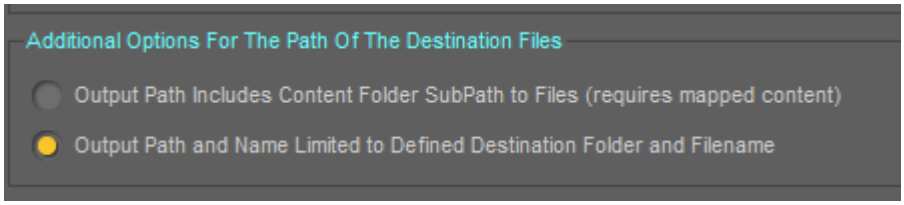
If you selected too many files, you can automate a part of the cleaning process using the "Remove Input Files Without "/pose" In Their Path". This is a way to begin to clean your lists if they are huge, but they are efficient only if you did not rename your installation folders (in this case, "/pose" might have disappeared from the path. Once again, the names of the output files will all be recreated using the option you choose in "Additional Options For The Path Of The Destination Files".

You can simply update the list of the output files, using the "UPDATE Output files list using current output path options" button, and you will see a difference in the output list if you change the options in in "Additional Options For The Path Of The Destination Files", or if you add a suffix to the name in the text line available for this.

Indeed, the output path can include the Content Folder SubPath to Files, or not. If you choose "Output Path Includes Content Folder SubPath to Files" option, then if a file is located in "/Content Folder Folder/Folder1/Folder2/Folder3", then the destination folder for the partial pose or animation saved will be :

/Destination Folder for the Poses/Folder1/Folder2/Folder3

On the contrary, if you choose "Output Path and Name Limited to Defined Destination Folder and Filename", then the partial pose will be saved with the same name as the original pose (as for the other choice), but only under "/Destination Folder for the Poses/" folder. No additional path is used.

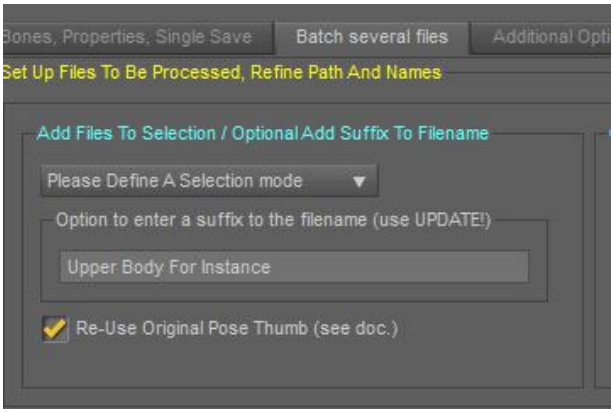


You can specify if you want to keep the full path, or a short path.

Take care, there is an overwrite warning but only when you set up the file list, so if you want to save all the upper body poses for a list of files, then all the lower body poses, at the same location, the second ones will simply overwrite the first ones if you do nothing after you see the overwrite warning. In order to avoid this, you can enter a suffix to the filename, and then if a filename was initially named "FileName.duf", then it will be named "FileName suffix.duf" where the suffix is the text you enter in the text box of the "Add Files To Selection / Optional Add Suffix To Filename" box. A **space** is automatically **added between the name and the suffix**.

IF YOU WANT THE SUFFIX TO BE TAKEN INTO ACCOUNT, YOU HAVE TO CLICK ON THE "UPDATE Output files list using current output path options" BUTTON!

Do not use any special character (invalid characters, such as "?") in the suffix. If you do so, then you will have issues when the thumbs will be processed for the pose, and an error message saying that the render cannot be saved (the one of the thumb). The only way to close it is to click on the top right cross of the error message. So please, do not use any special or invalid characters.



You can add a suffix to all the filenames in the list, in order to avoid overwrite, or simply to be clearer.

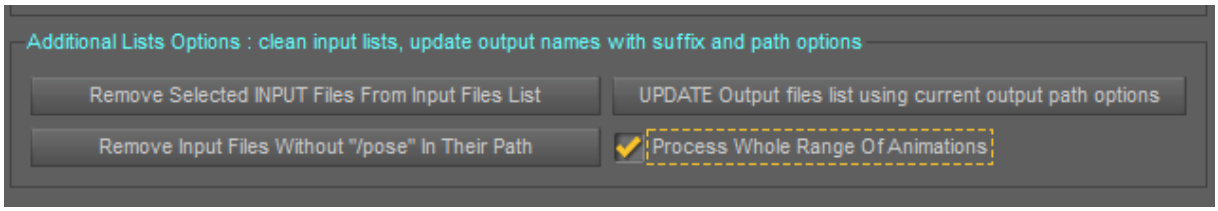
You can choose to re-use the original pose (or animation) thumb. This will copy the ".png", or ".duf.png" original thumb as the new thumb. If a .tip.png tip is also associated to the original file, it will also be copied as the new tip of the pose. TAKE CARE : only .png, .duf.png thumbs and .tip.png files will be processed. Other formats, which are not the official formats, will be ignored.

If the original thumbs are ignored either because of the format or because you decide it, then the "rendered" thumb will replace them, as if you were saving a pose preset manually. Very occasionally, it may happen during a batch process that the thumbs are not copied, and that the pose remains without any thumb, the reasons why is being investigated but the origin of the issue has not been found yet. If the copy procedure fails for a thumbnail, you will find the information in the log file.

The original thumbs will not be copied if you process several frames of an animation (option Other Frame Numbers bottom of the first page).

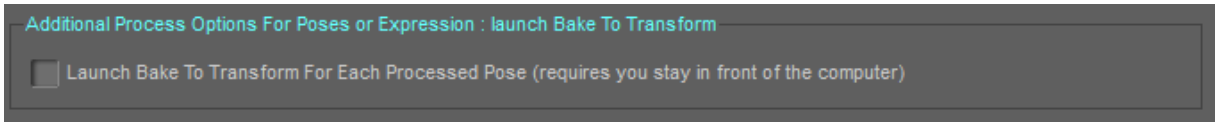
Avoid treating poses and animations simultaneously, this function has not been tested. It should be fine, but the behavior of the script is not warranted.

For animations, you can choose whether you want to process the whole Range of each Animation, or only the range defined in the first tab with the animation option. You can find this option below the lists, in the box with the other buttons to handle the lists.



You can process the whole range of animation for each animation you load. If not checked, the animation range will be the one defined in tab 1.

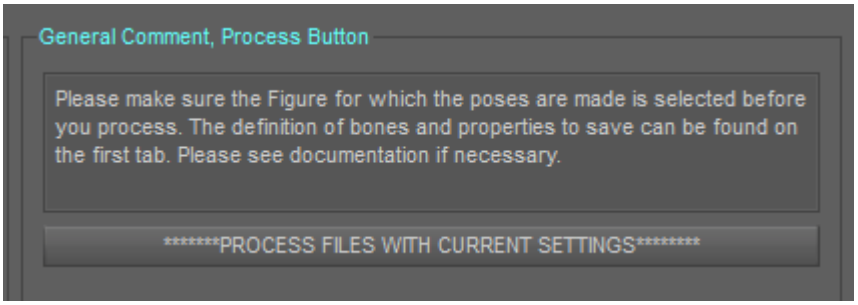
The last option you have is to use, each time you save a pose (not an animation) during the batch process, to open the "Bake To Transform" script already mentioned in this documentation. This can be useful if, for instance, you want to batch process a set of expression made using Pose Controls. Remember that it can then take much longer than when it is unchecked, and that in this case you have to stay behind your computer during the process. In brief, do not check this unless you REALLY want to use this.



You can decide to automate the Launch to Transform Daz Studio Script at each step. It will work only for Poses, not for animations.

E.3. Process the list

Once you are done with the lists of files to be processed, you simply have to click on the "******PROCESS FILES WITH CURRENT SETTINGS**********" button, and the batch process of the files will start, with a progress bar so that you always know the percentage of files processed. What happens during this process is that the files will be loaded, applied to the figure currently selected in the scene (this is why it is so important to have this figure selected when you launch the script), and then re-saved with all the options you defined (which bones, properties, where). You can also add a few information for the smart content in the third tab, but this will be explained later on.



*When you are ready to process (bones, properties, input files and output names have been defined), then you can click on "**********PROCESS FILES WITH CURRENT SETTINGS********.*

Don't forget to set, in the first tab, "Animation", to save animations or "Current Pose" (or "Series of Frames") to save Poses.

IMPORTANT NOTE CONCERNING ANIMATIONS

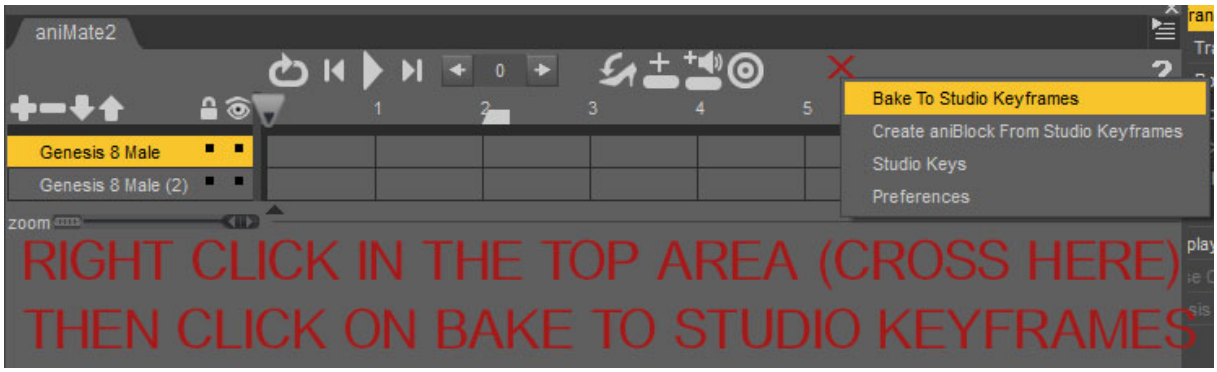
F.1 EVERYTHING SAVED WILL COME ONLY FROM THE TIMELINE!

If you want to save a partial animation (for instance only upper body or only lower body, or only arms, etc, etc…) out of the current animation in your scene (without batch process), you must remember that **ONLY THE INFORMATION IN THE DAZ STUDIO TIMELINE CAN BE SAVED IN A DUF ANIMATION FILE.** This is the case with this script, as well as if you use Daz Studio itself to save it.

The issue will appear **if you are using Aniblocks**. In this case, the information concerning the animation is included essentially in the Aniblock itself. **YOU HAVE TO BAKE THIS ANIBLOCK TO THE TIMELINE**.

You will probably also meet the same issues if you are using GraphMate or KeyMate**. In any case, what is not "written" in the timeline can not be saved in the pose.**

In order to solve the problems with Aniblocks, once your Aniblock is loaded, you have to open Animate 2 and to right click in the Top Area (for instance where you see a "X" on the following image) and then click on "Bake To Studio Keyframes". This way you will be able to partially save the animation if you want.



How to bake the information to the timeline using Animate 2.

I did not manage to find information about Animate Lite, which a light and free version of Animate 2 included in Daz Studio, but if the option to bake to timeline exists, it should probably be available in a similar way.

This action can sadly not be automated. Aniblocks can be gfa files (you cannot see them via the interface, only via a normal file explorer), with a ds (or eventually /dsa/dse) file to be visible in the content library. In brief if you load a ds file instead of a duf or a pz2, you probably use an Aniblock.

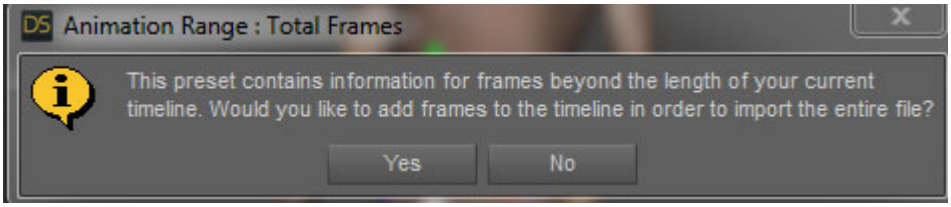
F.2. TRAPS AND ISSUES WHEN SAVING PARTIAL ANIMATIONS DURING A BATCH PROCESS

If you plan to batch process a series of animations, there are traps that you must avoid:

- You have to make sure that all of them are “timeline” animations, and not Aniblocks or any other Graphmate or KeyMate elements. If they are Aniblocks, you have to load them one by one, bake them to the timeline, and save them as animation presets. Then you will work on those animations presets.

- The animation range is by default the one you set in the first tab, using the “Animation” option in the bottom dropdown list, and setting your own range. If you want the full animations to be saved, you have to check the “Process Whole Range Of Animations” checkbox.

- TRY TO HAVE ONLY YOUR FIGURE IN THE SCENE, because before loading and processing any animation, the figure will be zeroed (pose), the previous animation will be erased, and the range will be set to 0-30 frames, with the current frame being the 0 frame (so any other animation data would be erased). This was necessary to grab ONLY the new animation you load in the timeline when you iteratively process several animations. The drawback is that even when settings a HUGE time range, the frame range does sometimes not follow (as if the time range was not taken into account), and, the animations loaded are often bigger than the frame range proposed. For this I found no solution yet, maybe later on. It means that regularly you will have to click on “OK” on the windows asking you if you want to add the additional frames (the easiest way is to keep a finger above the “enter” key on your keyboard and press it when you are prompted to).



It means that in the case of animation, you have to stay near your computer during the batch process (which is by luck not so long).

- Make Sure you start with a new scene, where no Aniblocks were loaded. Sometimes the fact of having previously loaded Aniblocks and then loading animations will mess up the results.

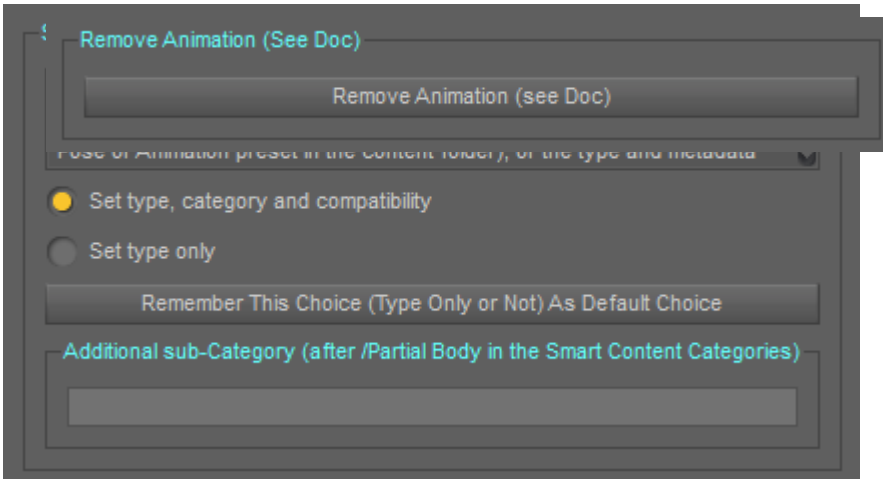
Step 7: Additional Options

Additional Options is the third tab of the interface and gathers additional helpful tools:

G.1. Smart Content Information

First you can refine the Smart Content Information written when the pose or animation files are created. You have two radio buttons, so that you can decide to set the Type Only (in this case you will have only the little yellow “pose” or “animation” written over your thumbs), or the type, category, and compatibility. In this second case, you will also write in the smart content the information concerning the category (pose / animation) and the compatibility (it will be set compatible with the current figure selected in your scene).

You can remember this choice (Type Only, or Type + Compatibility + Category) as the default choice if you click on the “Remember This Choice (Type Only Or Not) As Default Choice”.



You can decide to add only the type, or the type, category and compatibility. You can also add a sub-category, but for an unknown reason, this can drastically slow down the batch processes.

In the case you want the category to be created, the category which will be set will be “Pose/By Region/Partial Body” or “Animation/By Region/Partial Body”, but you can use an additional sub category for a better file organization.

In order to use an additional sub category, you have to write in the line “Additional sub-Category”, the name of the sub category you want the poses or animations to be placed in, without “/”. For instance, if you want the category to be Pose/By Region/Partial Body/Left Hand/ then you just have to write “Left Hand” in this line. If you want to add a “category path” you have to include the “/” to split this path, for instance, if you want to categorize under Pose/By Region/Partial Body/Hands/Left, then you have to write: Hands/Left.

You can display a list of the various sub-categories used in Daz Studio by clicking on the button named “Display List of Classical Sub Categories”, located just below the line where you can add the additional category.

Take care: adding the subcategories during a batch process can slow down the process! For a faster process, don’t add Sub-Categories, and for an even faster process, don’t add category, choose “Set Type Only”, (then you can set manually the interesting smart content information if you want).

G.2. Remove Animation, third Tab

Properly removing an animation is sometimes not easy in Daz Studio. This button has been included so that you can delete all the keyframes of all the bones (and of the root), and reset the timeline frame range to 0-30 frames, in a single click.

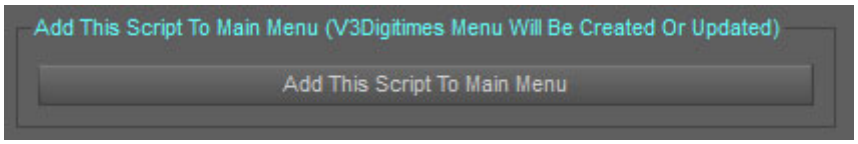
It generally works properly, but it appeared that from time to time, especially when Aniblocks have been previously used on the figure, the “zero pose” of the figure is not the absolute zero pose (this is a pose of the animation). This is currently studied, and will be patched if a solution is found. For now,

the removal of the animation works properly often enough to be kept in the useful buttons of the additional options.

Removing the animation does not always remove animated morphs, it only processes animated rotations, translations, and scales of the bones in the first phase, and then it tries to clean the rest of the animation data on the figure. Morphs are sometimes not cleaned from the animation using this button. This happens occasionally and has not been solved so far.

G.3. Add This Script To Main Menu, third Tab

This script can be added to the Menu (top menu) of Daz Studio using this button, under a V3Digitimes Top Menu. This will avoid browsing to it later on.



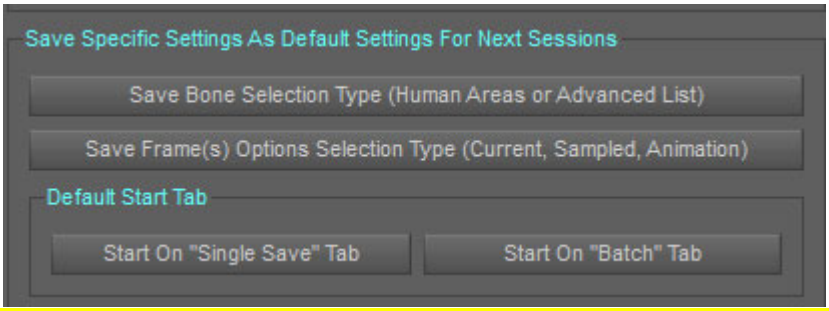
G.4. Set a few options as default, third Tab

In order to save a maximum of time from one session to another, you have the possibility to set some parameters as being the default parameters when you launch the script.

First you can set the current Bone Selection Type as the default one. This means that you can decide whether you start with the classical Human Areas interface for Daz Studio Figures, or if you start with the Advanced Settings For ANY figure (and any bones list choice). This can be done with the button “Save Bone Selection Type (…)”

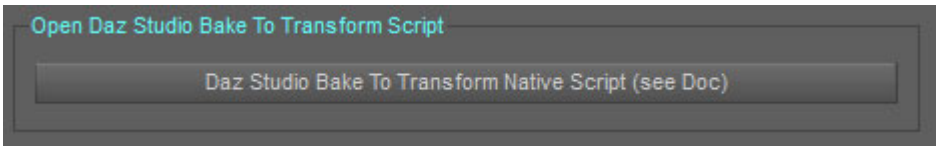
Then you can decide to set the current “Frames Option” as the default option. It means that you can start with the “Current Frame”, or the “Series or Frames”, or the “Animation” option by default. For this you have click on “Save Frame(s) Options Selection Type (…)”.

Finally you can set if you want to start on the first Tab (the one where you define the bones, the properties, the pose/Frames/animation) or on the second Tab (the “BATCH” one, the one where you create the list of files to process and process it).

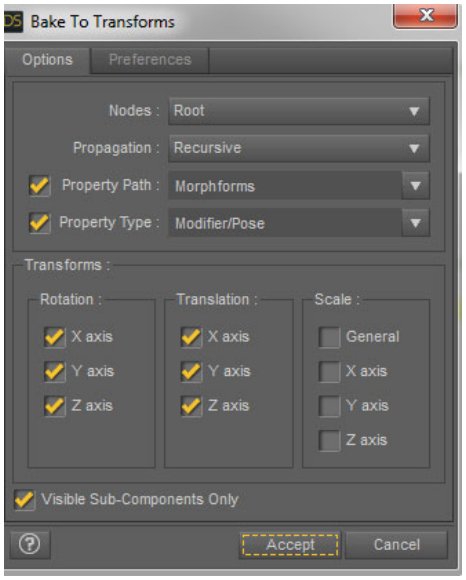


If you still have questions or need more information feel free to contact me on Daz Forum, preferentially on the Commercial Thread dedicated to this product, but if you prefer via PM (V3Digitimes).

G.5. Open Daz Studio Bake To Transform Script , third tab



In order, for instance to work on expression (split upper face and lower face expression on Genesis 8), or in cases of the use of annoying Pose Controls for your purpose, you will probably need this script, **included by default in Daz Studio software,** "Bake To Transform". This will take the Pose Controls of the figure, and bake them to the bones transform when possible. This is a way to send the information of the Pose Controls, controlling several bones simultaneously, to the rotations and translations of those bones. A window will pop up, and the recommended (safest) options are then the ones visible in the image here:



"VISIBLE SUB COMPONENT" OPTION OF THE Bake To Transform INTERFACE CAN REMAIN INITIALLY CHECKED. UNCHECK IT ONLY IF YOU HAVE ISSUE AFTER BAKING.

Baking works most of the time, but from times to times, after baking, there can be an issue in the expression, or in the pose you work on. In this case, try to select : select Show Hidden Nodes before processing Bake To Transforms, for this in the Scene Tab, left click on the three "lines" and then choose "Show", and if "Show Hidden Nodes" is not checked, then check it. Sometimes nothing will solve this issue, and in this case, the pose cannot be splitted properly because of the Pose Controls. A compromise must be then made.

If the bakes worked properly, and if the pose or expression you use was made using only pose controls affecting bones transforms, and not using additional morphs, then once you applied it (accept button, but this can be long), you can save all your poses without checking any Pose Controls. This way if you save the bones rotations and translations only for the Head Upper Sub-Bones and then for the Head Lower Sub-Bones, you can split the expression. You can also create lists for the right side of the face, and the left side using the Lists used in specific settings, then you could the same way split them right or left. A lot of expression for Genesis 8 will use pose controls acting only on bones, not on morphs. If you split HD expressions, you will lose all the HD part during the bake to transform process. For a "non

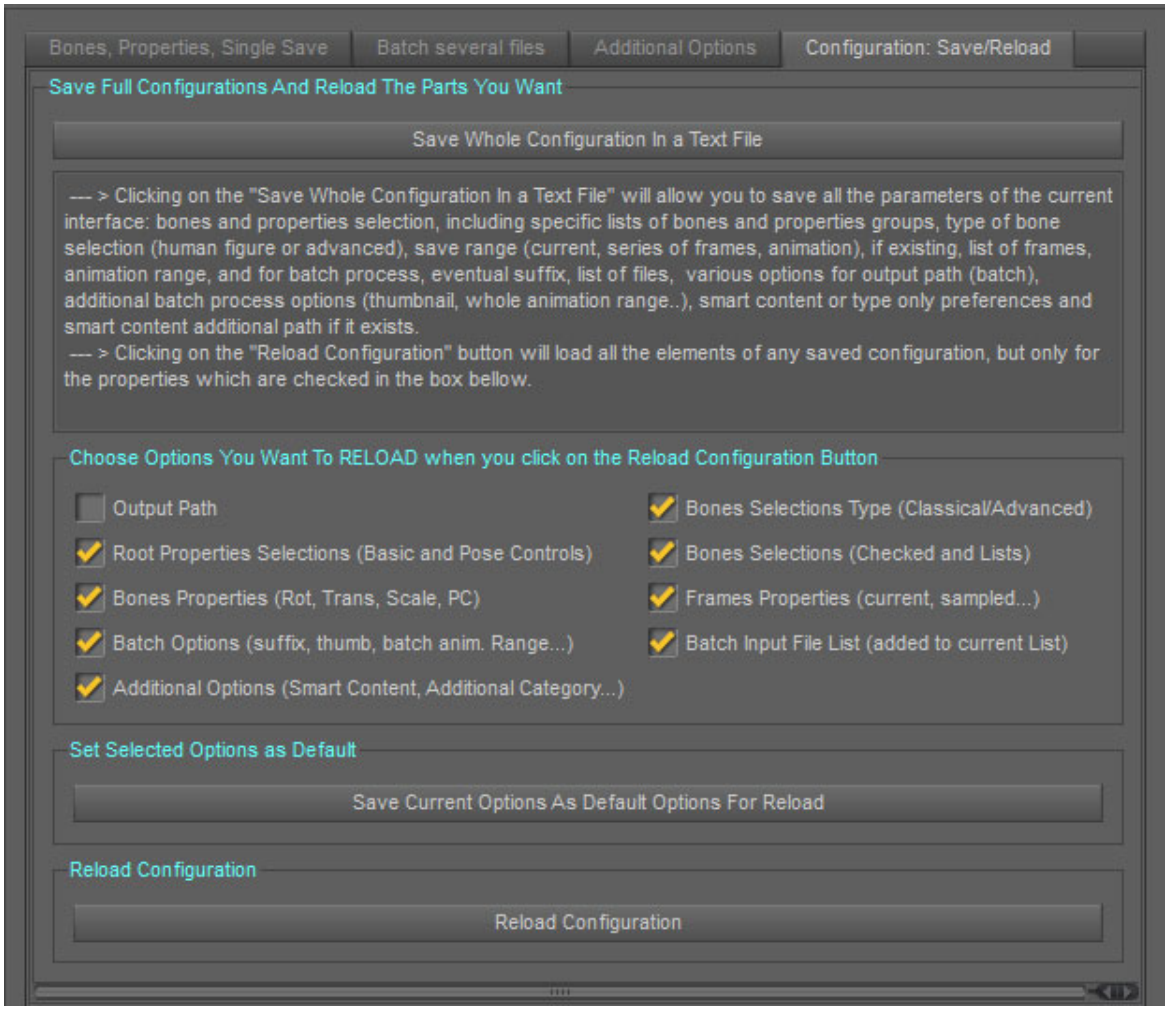
HD" process, you can check the pose controls, everything which is not at 0 was not processed by the bake to transform tool.

Bake to transformed was developed by Daz Inc., and I can not provide support of this specific script. Sometimes it happens that this script fails, with a message box and a notification in the Log File Of Daz Studio.

Step 9: Save and Reload Configurations

H.1. You can save the whole configuration in a text file

For this, you have to go in the last Tab "Configuration: Save/Reload" click on the "Save Whole Configuration in a Text File". You can save as many configurations as you want. One for Dragon Wings. One for Dog Tail. One for Genesis Upper Body. One for Genesis 8 Expressions. Then you can re-use these configurations when you want, and share them with friends if you want. You simply have to reload the text files, and all the options and values of the 3 first tabs will be set as you saved them.



H.2. You can reload the whole or a partial configuration

When you click on the "Reload Configuration" button, only the properties checked in the "Choose Options You Want To RELOAD…" box will be reloaded.

- The Output Path is initially unchecked because there were a lot of issues if it had been deleted in the meantime, but you can check it if you want.

- The Bones Selection Type checked: you load the fact that you use the basic interface for human figure, or the advanced interface for any figure.
- The Bones Selections checked: you load all the checked bones of the classical human figure (case classical human) and the whole list of bones of the advanced interface (case advanced) for any figure.
- Root Properties checked: you load all the list properties, the ones which are checked, and the ones which are the group names of properties in the list when they exist.
- Bones Properties checked: you load the status of Rotation/Translation/Scale/Pose Controls Saving at the Bone level.
- Frame properties checked: you load the type of save you want to make (current frame, list of frames, animation), as well as the list of frames and the animation range.
- Batch options checked: you load all the checkable options and radio buttons of the "Batch" tab, as well as the suffix you can add to the filenames.
- Batch Input File List checked: you load the list of the files to be batched which were in the interface when you saved the configuration. HERE TAKE CARE!!! They will be added to your existing list, so if you want the exact same list of files, select all the files of the input list first, then delete them, then reload.
- Additional Options checked: you load all the options of the third tab, including the smart content type only or type and category and compatibility choice, and the additional sub-category choice.

If they are unchecked, then the corresponding elements are not reloaded. The filename you might have chosen in the first tab will not ever be reloaded.

Step 10: Additional Information

I.1. Don't forget to choose bones and properties

If you try to save a pose with no Bones selected (option Human Figure) or with a list of bones for which no bone belongs to your figure (option Any Figure), then no file will be saved.

In the case "Human Figure", if nothing is checked, then you will have a message reminding you that you must select some of the bones.

In the case "Any Figure", you will have the same message if the list is empty.

Yet you will have no warning message if for instance, the list of bones you use in the text box in the "Any Figure" case has no bone in common with the current figure. You will have no warning message if no property is selected. But in those case, since nothing can be saved, no file is created.

I.2. Overwrite Warnings

If you are not in a batch process, each time you click on the "Save Pose with Current Option" button, then the script will check if you overwrite an existing file. If it is the case, a window will appear, warning you that the file will be overwritten, and asking you if you want to proceed or to cancel.

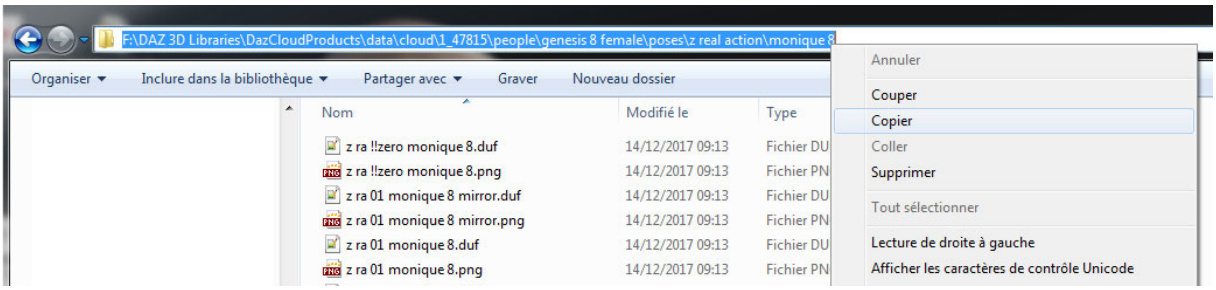
If you are in a batch process, each time you load new files or you update the input list or the output list options, then the whole output list is analyzed, and if at least one of the file already exists, a message box information will inform you that there is an overwrite warning. The drawback is that this window will popup twice when you add new files in the input list, but it was the only way to be sure that it covered all the situations.

When you have overwrite warnings in a batch process, changing the suffix is in general sufficient to remove this issue. PLEASE REMEMBER THAT you have to click on the UPDATE button so that the suffix is taken into account.

I.3. Batch Process, add products from the smart content

If you want to batch process files from a product from the smart content, you have, in the Smart Content Pane, to right click on one of the files of the product, and choose “Browse to file location”.

A window will pop up. In the top area of this window, you can select the text, then make “Copy”. This allows you to have the path of those files in the clipboard. Then you select the figure in the scene and launch the pose splitting script.



In the Batch Tab, in the Please Define A Selection Mode Menu, choose “Add From Files”. In the browse window which pop ups, you can paste the path you just copied. Then you simply have to select all the files you want to process.

If you want to re-use the same files afterwards, you can export them as a list from the same dropdown menu, you will be able to re-import it later on. When you add file using one of the options of the dropdown menu, then they always be added to the existing list (if they already exist in the list, they are not added of course). This way you can build big lists, that you can export and import when you want.