RSSY Clothing Converter

User Manual

RSSY G2-G3 Clothing Converter User Manual

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Introduction

Finally, use your Genesis 2 clothing with your Genesis 3 characters! Automatically convert **almost your entire wardrobe of clothes and many accessories** using the new *Clothing Converter from Genesis 2 Female to Genesis 3 Female* or the *Clothing Converter from Genesis 2 Male to Genesis 3 Male*! The Clothing Converter scripts provide batch execution for automatically converting your Genesis 2 clothing to Genesis 3 clothing in your library. Easily select the wardrobe items in your library, select an output directory, and execute the script. Even better, icons and categories are copied from your original Genesis 2 clothing to the new Genesis 3 clothing items.

Your new Genesis 3 wardrobe is completely Smart Content aware! They will show up when you select a Genesis 3 Female or Genesis 3 Male. Plus, all materials shown in Smart Content for your Genesis 2 item will show for your converted Genesis 3 item. Converted clothing, instead of using Auto-Fit, produces vastly less distorted results.

The Clothing Converter script does not work with props (e.g., swords, wands, etc) and wearables (e.g., outfits). Items without metadata can be converted but will not show up in Smart Content. They may also need to be converted using a Force Convert Item(s) button. It may also not work as well with high-heeled shoes because of problems with positioning the feet without turning on the Use Foot Dialog option during conversion.

The script may not be able to convert all clothing items without issues. Converted items may exhibit poke through. Usually, this can be fixed by adding a smoothing modifier.

Features

- **Convert Genesis 2 Clothing items for use by Genesis 3 characters.**
- **Convert Dresses, Pants, Shirts, Skirts, Shoes, etc. Converted clothing, instead of using Auto-Fit to fit clothing to Genesis 3, produces vastly less distorted results.**
- **Convert Accessories: Hats, Belts, Glasses, Jewelry, etc.**
- **Copies icons from Genesis 2 clothing to Genesis 3 clothing for a professional look**
- **Converted Clothing is Smart Content enabled! All materials shown in Smart Content for your Genesis 2 item will show for your converted Genesis 3 item.**
- **Automatically convert your *entire* wardrobe with one operation!**

Clothing Converter

To use a Clothing Converter script is easy. You add Genesis 2 clothing preset files to a list, specify the output directory, and then execute the script! That is it.

Before starting the Clothing Converter script, it is recommended that you load the Genesis 3 Female or Genesis 3 Male (not one of the characters) into an empty scene. There should be no shaping morphs and the figure should be in the default "T Pose."
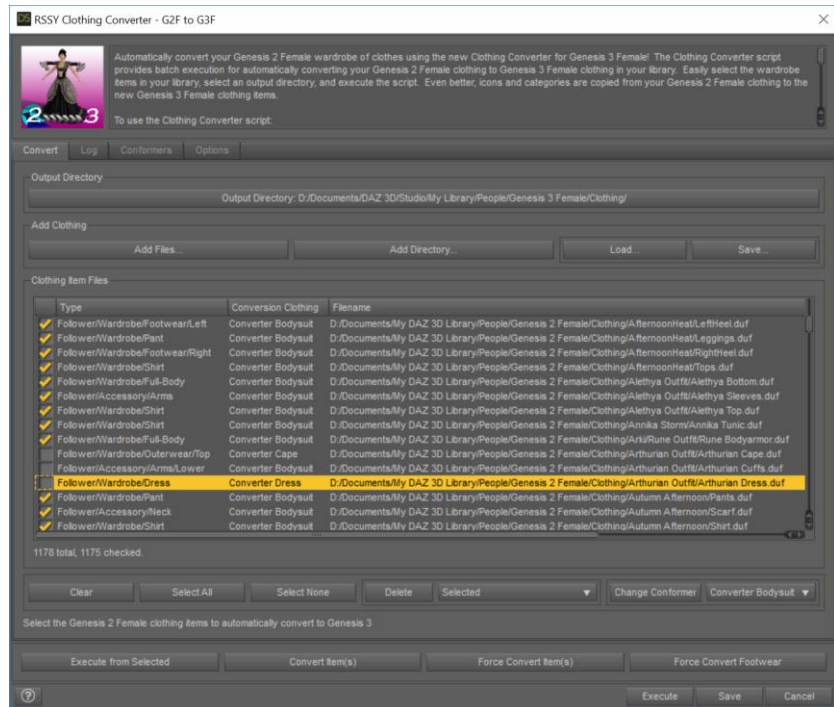
To use the Clothing Converter script:

Figure 1 - Clothing Converter Script

1. Create a New, Empty Scene. **Warning: This script will delete any items in the scene except for the Genesis 3 character.**
2. Load a Genesis 3 character into your empty scene and select it.
3. Start the Clothing Converter script. Move the window to the side so that you can see the figure *(This is important when the Use Foot Dialog is used).*
4. Click *Set Clothing Output Directory...* button to define the output directory where the converted clothing items will be saved. **This should be the top-level directory, such as /People/Genesis 3/Female/Clothing (for G2F to G3F) or /People/Genesis 3/Male/Clothing (for G2M to G3M).** *It is HIGHLY RECOMMENDED that you select the DAZ 3D/Studio/My Library and create a Genesis 3/Female/Clothing or Genesis 3/Male/Clothing folder. You could use the My DAZ 3D Library path; however, the clothing converter could overwrite vendor created content.* **If you are using Connect, do not create this directory in Daz Studio's "...data/cloud..." directory or the clothing will not load correctly.**
5. Add Clothing presets to the input list, use the *Add Files* or *Add Directory* buttons to select clothing presets from your library. **Only files with a checkbox are converted during execution.** If you use the Add Directory button, it will include all .duf files in that directory and every subdirectory. Files that are not Wardrobe files (materials, props, etc) are automatically removed from the list. *It is highly recommended that you do not add Wearable Presets to the list. The script will attempt to filter Wearable Presets out. However, they can be misreported by the Daz Studio metadata system and may get through. See Auto-Fit Dialog under the Conversion Notes for more information.*
    a. The *Check Content Type When Adding Files* check box checks the content type when using the *Add Files* button. If you turn this option off, **any** file will be added. On execution, the script will load the file, whatever it is. However, the script will still **only**

convert items that are clothing on execution. *Turning this option off is ONLY recommended if you are having trouble getting the script to recognize specific clothing files.*

   i. *Note: Turning this option off will slow conversion because of loading a lot of false positives.* **You also must be very sure of which files you add to the dialog.** This option does not affect the *Add Directory* button.

b. The *Ignore Daz Bought Files* check box controls how the *Add Directory* button works when the script detects that a clothing item has been purchased before (i.e., you have already bought the Genesis 3 clothing item. When this option is true (default), the script will only add new clothing items to the clothing list that have not been purchased before.
Note: To detect Daz Bought Clothing items, the script attempts to find the exact same clothing filename but in the Genesis 3 Female or Genesis 3 Male directories.

c. The *Ignore Previously Converted Files* check box controls how the *Add Directory* button works when the script detects that a clothing item has already been converted (i.e., the clothing item file exists in the output directory structure). When this option is true, the script will only add new clothing items to the clothing list that have not been converted before.

d. The *Do Not Add Duplicates* check box, when checked, prevents duplicate files from being added to the clothing list when you use the *Add Files* and *Add Directory* buttons. This option is useful when your *Add Directory Limit* is low and you don't want to keep adding the same files every time you click *Add Directory*. **Note that this option can *significantly* slow processing directories, especially as the list gets bigger.**

e. The *Add Directory Limit* slider specifies the maximum number of files that will be added to the clothing list each time you use the *Add Directory* button. **Note: The script can become very unresponsive or even crash if too many files are added.** This option allows you to limit the number of files. Checking the *Do Not Add Duplicates* checkbox can allow you to add unique files each time you click the *Add Directory* button.

6. Verify the Conversion Clothing used for each Clothing Item is the correct one (please see the Clothing Conversion Conformers section for more information)

7. Set your execution options

a. The *Stopping Condition combo box* controls what the script should do when it encounters an error while converting clothing:

   i. **Stop On Error** - Stop execution when an error occurs. No more clothing items will be converted.

   ii. **Continue On Error** - Continue execution when an error occurs. The rest of the script for the current preset is skipped. This clothing item may not be converted completely. Execution will continue with the next preset.

b. The *Overwrite Condition combo box* controls what the script should do when it a preset already exists in the output directory for this current clothing item. This condition can occur if you have bought the Genesis 3 version of your clothing already OR when you run this script twice:

   i. **Overwrite** - Overwrite old file with the new file.

ii. **Skip** - Skip and don't save the conversion. Go to the next clothing item in your list.

iii. **Ask** - Prompt for what to do when an existing file might be overwritten (Overwrite or Skip). *You will receive this* **prompt** *for every clothing item file that will be overwritten.* Click Cancel to end script execution.

c. The *Use Foot Pose if Available check box* controls what the script should do when it is converting footwear. If this option is checked, the script will look for a preset in the same product that has a name of "Foot Pose" or similar and applies it before conversing the footwear. In many cases, this can be very helpful. **However, it can cause problems when forcing conversion of clothing items. In this case, the feet may get stuck in the high-heeled pose and this pose will be applied to subsequent footwear. It is highly recommended to turn this option OFF before forcing conversion.**

d. The *Use Foot Dialog* check box adds the ability for you to manually pose the feet to match footwear. This can improve conversion of footwear. However, it requires manual intervention during the conversion process. For every shoe or footwear without a foot pose, the foot dialog pose would pop up. Either pose the feet or cancel to use no pose. The Foot Poser dialog is designed to be fast and give relatively good results quickly. Note that the *Use Foot Pose* check box has priority. If *Use Foot Pose* is checked and a foot pose is found for a clothing item, the Foot Poser dialog will not appear for that clothing item.

8. When you are ready, click the *Execute* button to execute the script on your list of presets. The Log tab includes a detailed log of the executed script. Clothing items that could not be converted will be left checked in your list.

The *Execute from Selected, Convert item(s),* and *Force Convert Item(s)* button execute the script to convert clothing items but do it in different ways from the *Execute* button:

- *Execute from Selected* – Unlike the Execute button which starts from the very beginning of the list and continues until the end of the list, the *Execute from Selected* button starts from first currently selected item and continues until the end of the list.
- *Convert Item(s)* – Converts the selected clothing items only (and only those that are checked). You can select multiple items by using the Ctrl key or the Shift key while left clicking.
- *Force Convert Item(s)* - For items that could not be converted, you can select them and click the *Force Convert Item(s)* button. This button is available to force conversion of items, ignoring any errors encountered. You should carefully check each selected item to make sure that these are items that should be forced. *Forcing conversion* **should** *work but is not guaranteed and may make the script unstable.* It still will not work on Wearable presets. It is highly recommended to turn off the *Use Foot Pose if Available* option before forcing conversion of clothing items.

IMPORTANT NOTICE: Immediately after conversion, Daz Studio's Smart Content system may occasionally show the old Genesis *2* presets (as well as the new, converted Genesis *3* presets) as compatible with your Genesis 3 character. Quit Daz Studio and restart to fix this issue.

Clothing Conversion Conformers

The rigging, or skeleton, and shape of Genesis 2 figures and clothing items is very different from Genesis 3. This creates special challenges for converting between Genesis 2 and Genesis 3. The script needs to account for missing or extra bones between generations. It also means that the shape of Genesis 2 clothing items must be carefully changed to match the Genesis 3 shape. The *Clothing Converter from Genesis 2 Female to Genesis 3 Female* and the *Clothing Converter from Genesis 2 Male to Genesis 3 Males* scripts contain carefully crafted Clothing Conversion conformers to attempt to match the shapes of clothing items to the new generation as much as possible.

There are four converter meshes that the script draws from in order to convert Genesis 2 clothing to Genesis 3. The script attempts to assign the correct converter mesh based on clothing type (if metadata is available) and clothing name. However, it can occasionally match the incorrect converter mesh or you may want to change the mesh for other reasons.

You have the option of selecting a specific conformer for a specific item, to account for items whose names are not recognized by the script. If you double-click on any clothing item, you can change the mesh to one of the following types:

- The Bodysuit: This is the only conformer to fully cover the hands and feet. It is the one to use for gloves, socks, shoes, and any close-fitting item like a regular-length shirt, pants, underwear, or bodysuit. When there is no other match, the script defaults to using the Bodysuit.

- The Dress: The Dress adds a bone handle rig to the lower body of garments for manual posing of the skirt areas. If you're converting a very short skirt that you want glued to the thighs, you may want to use the Bodysuit instead, but usually you want to use the Dress. The script assigns anything with dress or skirt in the name or metadata to the Dress. The extra pose bones must be posed manually after being selected in the Scene Tab. They are found under the Pelvis node.

- The Loincloth: This piece is actually a build of the Dress, just with flaps in front and back that are rigged with multiple consecutive groups each instead of the more round dress rig. It is suitable for use on loincloths with flaps, but also for use on dresses with flaps, like the Nyx and Prehistoric Princess outfits. Most loincloths are assigned in metadat a to "dress" or "skirt." The script should pick up things with "loincloth" in the name and assign them to this, but when it's a set like Prehistoric Princess that has nothing in the name and is assigned as a dress in the metadata, you will need to assign the Loincloth Converter specifically. The extra loincloth pose bones must be posed manually after being selected in the Scene Tab, and are found under the Pelvis node.

- The Cape: The Cape Converter covers only the head, part of the shoulders, and a long cape rig down the back. Its purpose is to allow you to rig capes and cloaks with their own pose bones. The pose bones for the Cape are found under the Upper Chest node in your Scene Tab for manual posing.

- The Coat: The Coat Conformer is intended for use with items with a split skirt area at or below

the waist, including many coats and a few tunics. It automatically assigns to items that have "coat" in the name and/or are assigned as Outerwear/Top in the metadata. When an item is split in front but not in back, or just has a train, as in GIS Empress, it may be better to assign the Dress Conformer instead.

Conversion Notes

The Clothing Converter script is not perfect. The script may not be able to convert all clothing items without issues.

The Clothing Converter dialog does not show some clothing items when adding to the list. The Clothing Converter script automatically filters out all presets that do not have a content type of *Follower/Wardrobe*. This is by design to avoid unknown files as this script has been carefully crafted to try and convert clothing without errors as much as possible. If you are **absolutely** positive that a file is a clothing item, you can turn off the *Check Content Type* option and use the *Add Files…* button to add those files. If you turn this option off, **any** file will be added. On execution, the script will load the file, whatever it is and whatever it does. The script will still only convert items that are clothing on execution. Turning this option off is ONLY recommended if you are having trouble getting the script to recognize specific clothing files.

Note: Turning this option off will slow conversion because of loading a lot of false positives. You also must be very sure of which files you add to the dialog. This option does not affect the Add Directory button.

The Clothing Converter script shows an Auto-Fit dialog during conversion. The Clothing Convert script carefully uses the metadata in the Daz Studio database to filter out files that it shouldn't attempt to convert. However, occasionally the metadata is incorrect and a file will load multiple clothing items, and the Auto-Fit dialog might popup. **You should cancel out of these dialogs.** The Clothing Converter script will then skip the preset. It will not affect conversion of other clothing

Figure 2 - Auto-Fit Dialog appears during conversion for incorrectly reported wearables

items. You can uncheck or delete the item to avoid this dialog in the future. *Usually the type of these items in the file list are* **Follower/Wardrobe** *without any extra subtypes (e.g.,* **Follower/Wardrobe/Dress***). It is recommended that you examine all* **Follower/Wardrobe** *only items to see if they have names like My Clothing !All and uncheck them.*
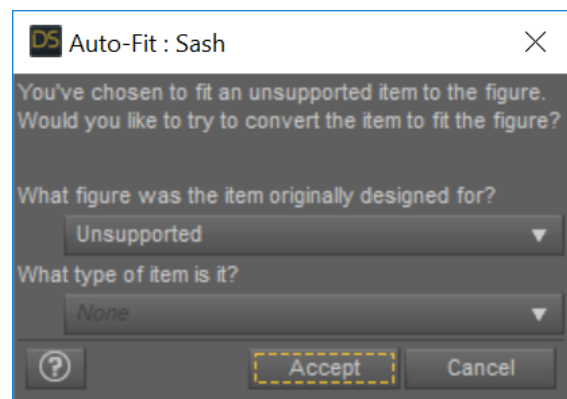
The Clothing Converter script may have issues with items on a network share. You need to mount a drive pointing to your network share clothing items and point the script at the mounted drive.

The Clothing Converter script has trouble with high-heeled shoes. The Clothing Converter script attempts to automate conversion of high-heeled shoes by looking for Foot Pose presets for the current clothing item (if the *Use Foot Pose if Available* option is checked). If a preset is present, it can be applied and can help with footwear conversion. However, many footwear do not include Foot Pose presets, and even if they do, it doesn't always work. This means that, though the shoes will be converted, they may look awkward when loaded on the figure. In this case, it is recommended to turn off the *Use Foot Pose* option and use the Foot Poser Dialog option for the problem shoes.

The Clothing Converter script will not convert my accessories. The Clothing Converter script will only convert some accessories and **does not convert props**, specifically those that have a preferred base for

the Genesis 2 figure. In general, this means that Hats, Belts, Glasses, Jewelry will convert but not props that end up parented to a hand (Swords, Wands, etc). This is a known limitation of the script.

Converted items may exhibit poke through when applied to Genesis 3 character (see Figure 3). Usually, this can be fixed by adding a smoothing modifier or turning the smoothing modifier on. First, check if a smoothing modifier has already been placed on the clothing. Select the clothing and check the Parameters Pane. If you see a *Mesh Smoothing* item under the <CLOTHING ITEM>/General, a smoothing modifier has already been applied (see Figure 4). Click the Mesh Smoothing tree item and then find the *Enable Smoothing* property and turn it on. You may also need to increase the *Smoothing Iterations* slider property.

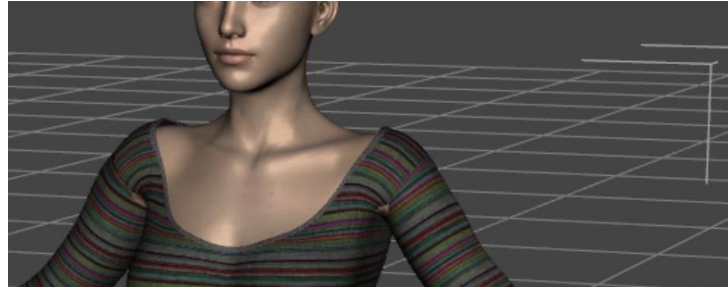If you don't see the Mesh Smoothing item, you need to add one. Select the

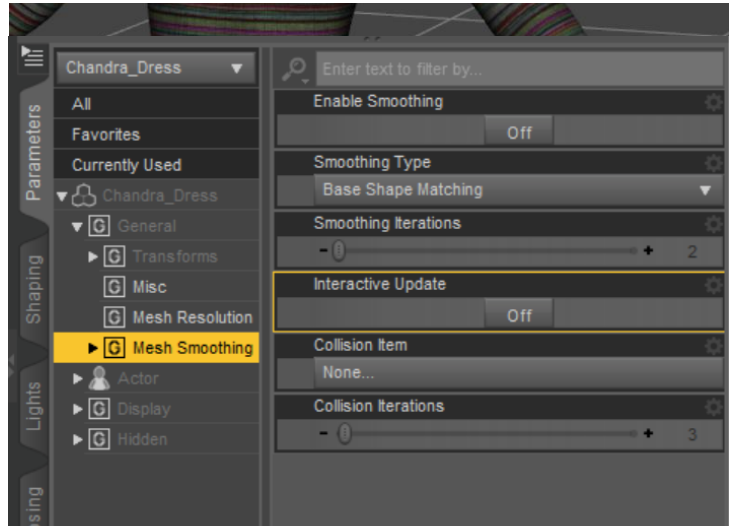**Figure 3 - Poke through on a dress at the wrist and in the underarms**

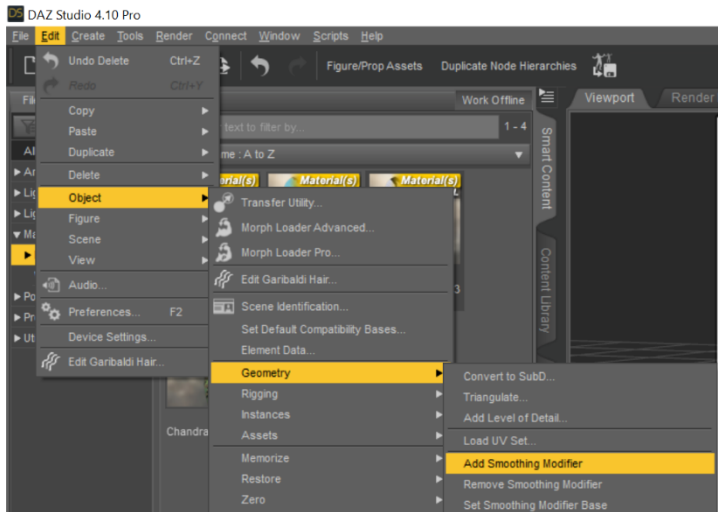**Figure 4 - Smoothing Modifier has been applied to the selected item**

clothing item. Under the Edit->Object->Geometry, there is a menu item for Add Smoothing Modifier. Select the menu item.

Figure 5 - Add Smoothing Modifier Menu Item

Figure 6 - Poke Through between clothing items

Converted Items may exhibit poke through with other converted items from the same clothing set when applied to Genesis 3 character, even with the Smoothing Modifier applied (see Figure 6). This can easily occur with items from the same clothing set. It may be possible to fix this issue by fitting the outer garment to the inner garment. Select the offending garment, right-click on it, and select Fit <CLOTHING_ITEM> To... Select the inner garment and click Accept. There may still be poke through. Increasing the Smoothing Iterations can help. If all else fails, you can trying hiding parts of the inner garment or its surfaces.

Adding a Push Modifier to Fix Clipping. This is something most clothing items don't include that can get rid of pesky clipping easily on many items. Click on the clothing or shoes in the Scene Tab. Click the little button at top right of the tab.

Figure 7 - Fitting the Coat to the Dress

Choose Edit->Geometry->Apply Push Modifier. The push modifier is usually applied at a very high value of 1.00, which tends to distort most clothing unacceptably. You can
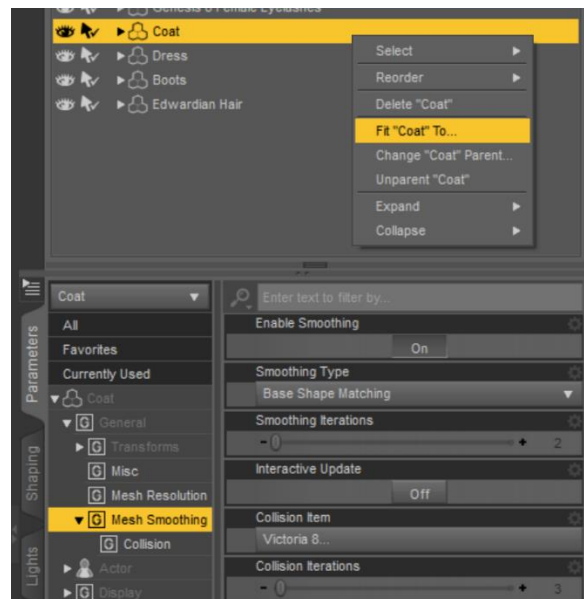
find it in the Parameters Tab under General, where it is now called "Mesh Offset." A value closer to 0.1 or 0.2 is often enough.

The Clothing Converter scripts executes but no files show up in my output directory. Check if your output directory is known by the Content Manager. Go to Edit | Preferences… In the Content tab, click the Content Directory Manager button. Finally, select/highlight DAZ Studio Formats then click Directory ADD button and add your output directory.

Error Opening File. Occasionally you will get *"An error occurred while reading the file, see the log file for more details"* error during conversion of footwear. If you check the log, you might find:
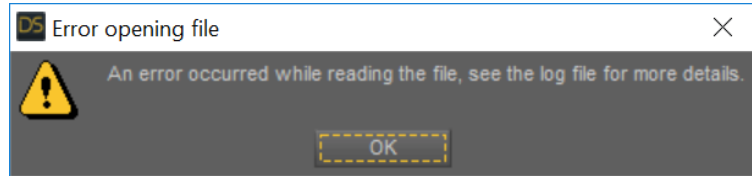

Figure 8 - This error can occur when applying a hierarchical foot pose preset made for Genesis 2 to Genesis 3

Invalid hierarchy for selected node(s) and "preset_hierarchical_pose" type; no root(s) found.

This error occurs because the script found a foot pose and attempted to apply it. However, it was a hierarchical pose and since Genesis 3 does not have the same hierarchy, the pose doesn't work. The script worked normally and you can ignore this error. However, it could not use the foot pose. It is recommended that you turn off *Use Foot Pose* and turn on *Use Foot Dialog* option and convert this clothing item separately.

Converted Items are too loose on the figure. The Clothing Converter script morphs the clothing using the clothing conversion conformers. Occasionally, the conformers make the converted clothing too loose (see Figure 9). Thankfully, this is easy to fix. When the clothing items are converted, a lot of helper morphs are added to address fit issues. The helper morphs are in the Parameters pane, below Actor->Converter Morphs (see Figure 10). Adjusting the *Tighten All* morph and turning on Smoothing can fix

Figure 9 – After conversion, the Cinderella panties and stockings are too loose.

most issues. Otherwise, there a lot of additional morphs you can use to tweak the fit.
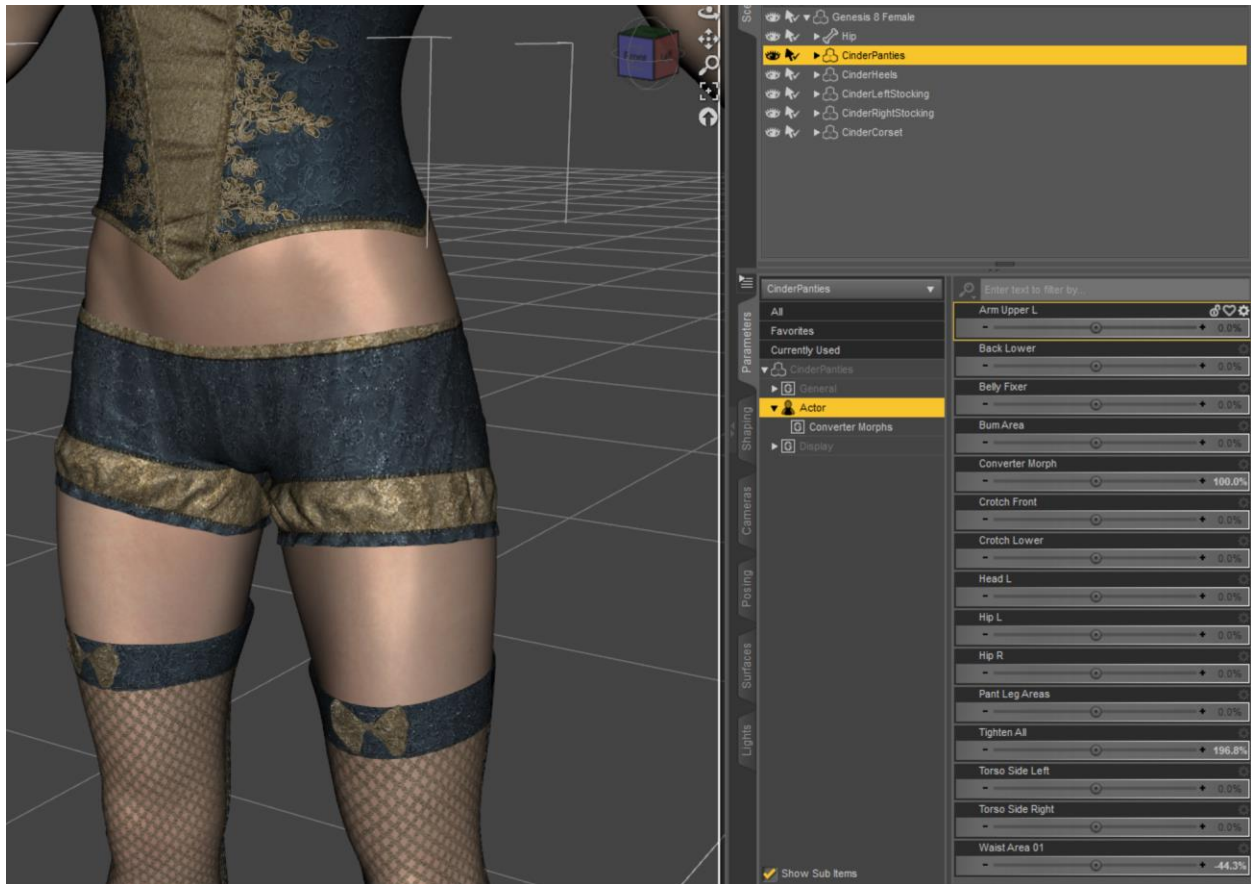

Figure 10 - The Cinderella Panties have been adjusted using the Tighten All and Waist Area 01 helper morphs for a tight fit. Note that smoothing has been turned on.

Some Clothing Items will not convert correctly or look twisted. We have made every attempt to make the Clothing Converter work with all items. However, there will be items where automated conversion just does not work correctly, especially those with unusual rigging structures. For example, the Fantasia dress with all of its rigged flaps has issues. In addition, some hooded cloaks can be problematical. If the polygonal mesh is too far from the conformers to transfer correctly, it can result in a sharp division between the neck and head groups. Adding more smoothing can help. It is also possible that other conformers will give better results for some clothing items and you should try those.

The conversions are not porting over the easy pose. pose control type dials. The conversion script converts the clothing items including rigging over to Genesis 3. Therefore, unfortunately, pose controls cannot be retained because the original skeleton cannot be retained. However, a lot of morphs and even bones are added to the converted clothing items, which might help depending on your particular issue.

Bones on my clothing items move mesh parts they are not supposed to. We worked hard to make the different conformers only morph the appropriate places of your clothing items. However, unavoidably, sometimes a conformer will grab inappropriate places (for example, Loincloth Flaps Bones are grabbing the underwear section too). It is possible that a different conformer may work better for a particular

garment (such as the coat conformer instead of the bodysuit). Unfortunately, sometimes no conformers will work properly for a specific garment. There is nothing we can do about it, though we do apologize for the inconvenience.