

BONE MINION



USER MANUAL



Bone Minion User Manual

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Introduction

Introducing the revolutionary new way to use poses from different figure generations! Stop wasting time and hard drive space **converting** pose presets, just **use** them! With Bone Minion, you can directly use poses for other generations without first converting and saving them to a preset. Your Bone Minion will do the hard work for you by acting as a bone “catcher” for a pose and then transferring (and converting if necessary) the pose to its parent Target Figure*. Simply load the desired Bone Minion (i.e., Victoria 4 Bone Minion for Victoria 4 poses) on your Target Figure (Genesis 8.1 Male), select the Bone Minion, and start applying poses!

- On the fly conversion of poses to your Target Figure
- Directly convert from the Source generation to the Target generation without converting to intermediate generations (i.e., direct conversion from V4 to G8F instead of V4 to G2 to G3 to G8)
- Works with full poses, partial poses**, and even hierarchical poses***
- Automatically applies full poses when they are loaded**
- Cross-gender pose conversion
- Use Pose Details on the Bone Minion to apply partial poses

Note that converted poses (and especially props if they are hierarchical poses) may not be perfect and may require tweaking. *Facial Bones (i.e., expressions) except for the eyes are not transferred.*

** Requires purchase of the correct Bone Minion product.*

*** Any pose that sets the hip of the Bone Minion will be automatically converted on the fly and applied to the Target Figure. Only 1 bone minion can be in automatic mode per figure (the first installed on a character). The Apply Changes script can be used to transfer any pose (including partial poses) on the Bone Minion to its Target Figure.*

**** Hierarchical poses require the props loaded on both the Bone Minion and the Target Figure. The prop will be properly rotated for the pose but may need to be manually translated to the correct location.*

Bone Minion

Bone Minion is **the revolutionary new way** to use poses from different figure generations! Stop wasting time and hard drive space **converting** pose presets, just **use** them! Your Bone Minion will do the hard work for you by acting as a bone “catcher”

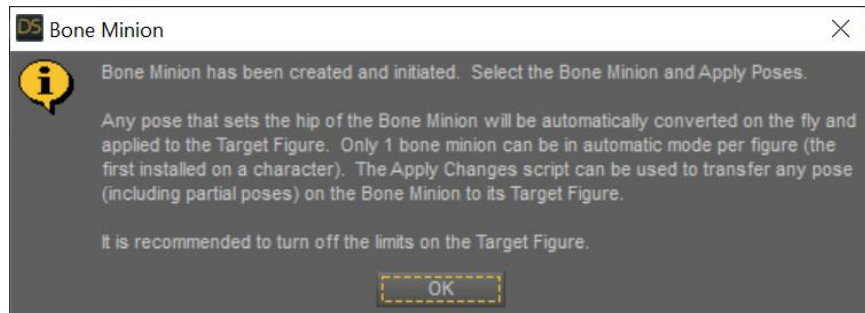


Figure 1 - Dialog that appears when Bone Minion has been set up properly

for a pose and then transferring (and converting if necessary) the pose to its parent Target Figure.

To use:

1. Select your Target Figure (e.g., Genesis 8 Female) in the scene. **Note, it is HIGHLY RECOMMENDED to turn off the limits on the figure before transferring poses.** You can use the Turn Limits Off script to do so.
 - a. For Hierarchical Poses, add the props to your figure.
2. Apply the Bone Minion for the poses you want to transfer to this target figure type, e.g., Bone Minion Victoria 4 in order to apply Victoria 4 poses). You will see the dialog in Figure 1 if the Bone Minion has been correctly set up, and the Bone Minion will be a child of the Target Figure. *Note that you can add a female Bone Minion to a male figure (or vice versa) to apply poses crosss-gender.*
3. Select the Bone Minion.
 - a. For Hierarchical Poses, add the same props to the Bone Minion

For Hierarchical Poses, the props need to be added to BOTH the figure and the Bone Minion.

4. Apply Pose Presets. If the pose sets the hip of the Bone Minion, the pose will be automatically transferred to the parent Figure. *Note you should never set bones on the Bone Minion directly, just apply poses to it.*
5. (Optional) If the pose is a partial pose or does not set the hip, you need to execute the Apply Changes script to transfer the pose from the Bone Minion to the Target Figure.

Warnings: Never pose the Bone Minion directly; only apply poses to it. Only 1 Bone Minion can be in automatic mode per target figure, which is the first installed on the target figure.

Adding Compatible Figures

Bone Minion works with the standard figures in Daz Studio (i.e., Victoria 4, Michael 4, Genesis, Genesis 2 Females and Males, Genesis 3 Females and Males, and Genesis 8/8.1 Females and Males) and their compatible characters (e.g., Charlotte 8). However, they are characters that claim compatibility with the standard character's rigging without actually being based on the standard figures. When you try to apply a pose to the Bone Minion, you will see a message stating "Cannot convert pose to XXX figures." This occurs because the node name for the figure skeleton is not one of the standard figure node names (e.g., Genesis8Female for Genesis 8 Females). With a tiny bit of work, **you can make these figures work with Bone Minion if their rigging exactly matches the standard figure types.**

1. Select the skeleton node of the Figure
2. Edit the Scene Identification to see the required Node Name
3. Copy the Node Name from the Scene Identification dialog
4. Open the Bone Minion constants file (data/RiverSoft Art/Common/RSBMConstants.dsa) in a text editor
5. Edit the NameConversion variable to add a mapping from the copied node name to the correct acronym that the figure is compatible with, e.g., MidnightSkeleton is compatible with Genesis 3 Males or "G3M":

```
var NameConversion = {  
    "blMilWom_v4b_68498": "V4",  
    "Genesis": "G1",  
    "Genesis2Female": "G2F",  
    "Genesis3Female": "G3F",  
    "Genesis8Female": "G8F",  
    "Genesis8_1Female": "G8_1F",  
    "blMilMan_m4b_68498" : "M4",
```



Figure 2 - Cannot convert pose for Midnight Skeleton by Midnight Stories

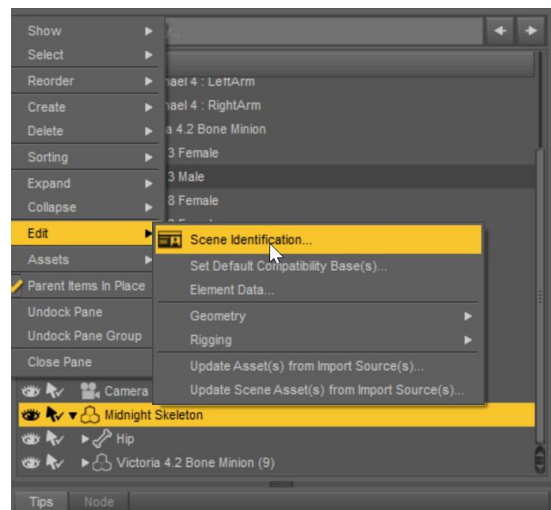


Figure 3 - How to bring up the Scene Identification for a figure

```
"Genesis2Male": "G2M",  
"Genesis3Male": "G3M",  
"MidnightSkeleton": "G3M",  
"Genesis8Male": "G8M",
```

```
"Genesis8_1Male":  
"G8_1M",  
}
```

6. Save and exit the text editor.
You're done!

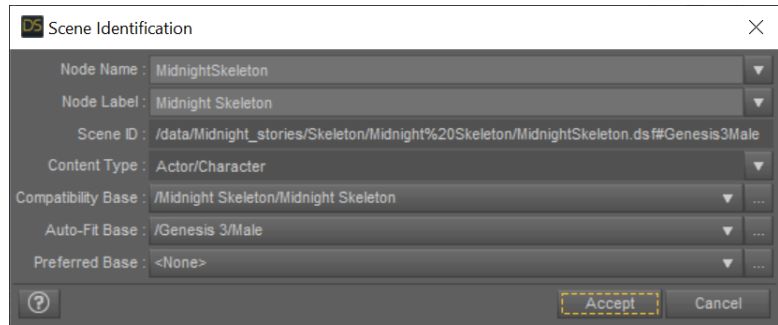


Figure 4 - Scene Identification dialog for Midnight Skeleton

Making Bone Minions Smart Content Aware

It can make Bone Minion easier to use if you set Bone Minion up to act as if it is source figure compatible (e.g., compatible with Victoria 4) so that these poses show up in Smart Content when the Bone Minion is selected. However, as Bone Minions are NOT truly compatible with their source figures, this has not been set up for you automatically. To do so, you would need to manually set this up. For example, to set up a Genesis 3 Female Bone Minion to show Genesis 3 Female poses in Smart Content:

1. Load the Bone Minion on a Figure (e.g., load a Genesis 3 Female Minion on a Genesis Figure)
2. Select the Bone Minion
3. Edit the Scene Identification

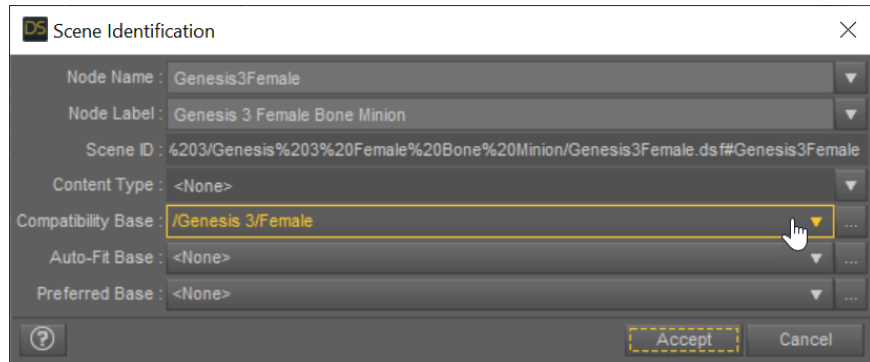


Figure 5 - Edit Scene Identification to set the Compatibility Base

4. Change Compatibility Base to the source figure type (e.g., Genesis 3 Female)
5. From the File menu, select Save As->Support Asset->Figure/Prop Asset... For safety's sake, you should save the Bone Minion to another name for file folder. For the options,
 - a. Uncheck all asset definitions
 - b. Check Smart Parenting
 - c. Set Category to Default/Poses/Other (optional)
 - d. Confirm the Compatibility Base

6. You are done! Select the Bone Minion and see the correct poses show up in Smart Content. Note that you should only apply poses or props for the poses to the Bone Minion.

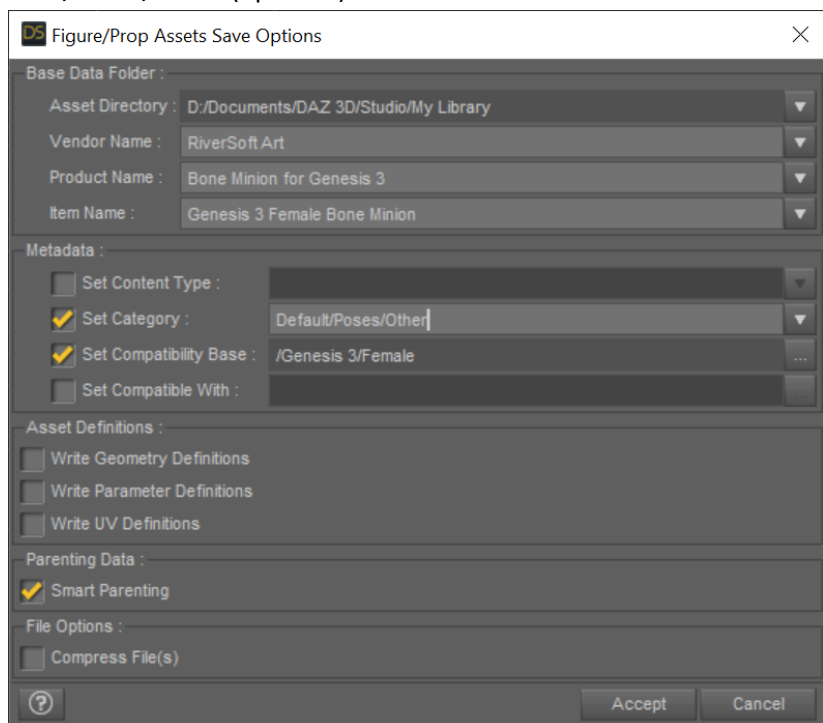


Figure 6 - Save the Bone Minion as a Figure/Prop Asset

