

Preset Cleaner

Manual Version 1.0

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Important Information

Copyright

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Disclaimer

There is no warranty beyond the legal minimal warranty. In no case, the author shall be liable for any damage on hardware or software caused by using *Preset Cleaner*.

1. Overview

Preset Cleaner is a tool for DAZ Studio to clean presets in DSON format for poses, shapes, and materials from unwanted parameters. It can be used as an editor for single files and as a batch tool to clean several files at once based on a sample preset.

2. User Interface

The Preset Cleaner windows consists of a tool bar at the top, the parameter list in the center, and a status bar at the bottom.

The tool bar has the following buttons:

- Open: opens a preset
- Save: saves the loaded preset
- Save as: save the loaded preset with a new name
- Remove Lines: removes the selected lines from the parameter list
- Keep Parameters / Remove Parameters: toggles between batch modes
- Ignore Materials / Include Materials: toggles whether to process materials
- Clean Files: lets you select one or several files to process
- Clean Folder: lets you select a folder to process (without subfolders)
- Clean Folders: lets you select a folder to process (including subfolders)
- Info: shows application information
- Exit: closes the application

Drag'n'drop will either open a single file or batch process several files, depending on the number of files you drop.

The parameter list shows the parameters (animations) for the opened preset. It has four columns:

- Type:
 - Bone: a parameter associated with a bone
 - Ctrl: a control parameter
 - Mat: a material parameter
- Object: the name of the bone or material
- Parameter: the name of the parameter
- Value: the name of the value (always *value* except for material parameters)

You can sort the list by clicking on one of its rows.

The status bar shows the name of the loaded preset on the left and the number of parameters in the preset on the right side.

3. Batch Processing

With batch processing, you can clean up any number of presets at once based on the loaded preset. In *Keep Parameters* mode, the loaded preset works as a sample what to keep in the cleaned presets. Only those parameters are kept that also exist in the loaded preset, all other parameters are removed. In *Remove Parameters* mode, the parameters of the loaded preset are removed from the cleaned presets. Usually, you will create an otherwise not used preset just for this task.

Of course, most presets depend on the parameters of a particular figure. So, to clean presets for a figure, the sample preset should be from the same figure. Because material parameters not only depend on the figure, but also on the material scheme, this scheme must also be the same. There is also an option to exclude materials from processing, in case you want to clean up pose or shape parameters without affecting material parameters.

4. Examples

All examples assume that you have saved several pose or shape preset for the same figure in DAZ Studio with all parameters. (In most examples, you can either save the preset you edited directly, or include it in batch processing to apply the changes.)

Creating Poses

A pose preset usually includes only the rotation parameters of the bones.

1. Load one of the presets in Preset Cleaner.
2. Remove all parameters except for rotation. (Sort by *Parameter* for quick selection.)
3. Save the preset.
4. Use the batch mode with *Keep Parameters* to process the other presets.

Note: For Genesis 3, also remove the rotation of bones for facial expressions.

Creating Expressions

An expression is a preset that contains only parameters for the head that affect the facial expression. To convert several presets into expressions, do the following steps:

1. Load one of the presets in Preset Cleaner.
2. Remove all parameters that don't affect expression.
3. Save the preset.
4. Use the batch mode with *Keep Parameters* to process the other presets.

Note: For Genesis 3, expressions are not controlled by morphs, but by special facial bones.

Removing Body Translation

In a pose, it may be preferable to not include the body translation.

1. Load one of the presets in Preset Cleaner.
2. Remove all parameters except for body translation.
3. Do **not** save, or save as a new preset file.
4. Use the batch mode with *Remove Parameters* to process all presets.

Splitting Poses

It can be useful to split poses into different parts to combine them, e.g. for upper and lower body.

1. Create a copy of all presets in a new folder.
2. Load one of the presets in Preset Cleaner.
3. Remove all bones except those for the lower body.
4. Save the preset.
5. Use the batch mode with *Keep Parameters* to process the other presets.
6. Repeat step 2 to 5 on the presets in the folder of step 1, but with upper body bones in step 3.