

Content Preview **for DAZ Studio**

Manual Version 1.0

Content

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Important Information

Copyright

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1. Overview

Content Preview is a quick preview plugin for DAZ Studio 4.5 and higher to show the content of DAZ Studio content and scene files without loading them in DAZ Studio. The preview shows information like the file name, id, and type, the contributing author, and the kind of objects and other scene elements or modifications contained in the file.

1.1. Installation

The plugin comes in four different versions, for Windows and Mac, and for the 32 and 64 bit versions of DAZ Studio. The *plugin file* for each version is located in the folders Win32, Win64, Mac32, and Mac64 respectively after unzipping the product archive. To install the plugin, you move (or copy) the plugin file from one of these folders to the *plugin folder* of DAZ Studio for the according OS and version you are using. If you have installed more than one version of DAZ Studio (e.g. 32 and 64 bit, or official release and public beta version), you have to put the correct plugin file into the plugin folder for each version.

The plugin folder is named plugin and is located in the folder where the main executable file of DAZ Studio is located. This DAZ Studio installation folder can be set individually when installing DAZ Studio by DIM or EXE installer. By default, the following folders are used:

- Win32 (on Win32 system): C:\Program Files\DAZ 3D\DAZStudio4
- Win32 (on Win64 system): C:\Program Files (x86)\DAZ 3D\DAZStudio4
- Win64: C:\Program Files\DAZ 3D\DAZStudio4
- Mac32: /Applications/DAZ 3D/DAZStudio4
- Mac64: /Applications/DAZ 3D/DAZStudio4 64-bit

Note: The Program Files folders on Windows and the Applications folder on Mac show a localized name in Windows Explorer and Mac Finder. E.g. in German OS version, this is Programme (for both operating systems).

Note: You may need administrator privileges to access the Program Files folders on Windows.

To verify that the plugin was installed successfully, restart DAZ Studio and open the *Help > About Installed Plugins* dialog. The list of plugins will include the entry *Content Preview*.

After you installed the plugin, it will be listed under *Windows > Panes (Tabs)* in the DS main menu. Select *Preview* here to open the tab. If it is missing there, press F3 to open the *Customize DAZ Studio* dialog, locate *Preview* in the *Actions* under *Panes*, and add it to the menu you like.

1.2. Quickstart

Simply open the *Preview* tab and drag'n'drop some files from the content library into that tab.

2. Usage

The *Content Preview* tab is completely empty initially. You open content and scene files for preview by drag'n'drop from the content library inside DAZ Studio or from an external file manager like Windows Explorer or Mac Finder. You can open several files at once.

Note: Content Preview only shows the content of files in the DSON format (extensions duf or dsf).

For other file types that can be loaded by DS like Poser files, DS scripts, or older DS content files, it only shows the path and content type. Also, for the old DSON file version 0.5.0.0, some information may be missing.

For each file, a tab is opened with the preview information. If the file could not be read, this is the only information given in the preview. You close a tab by clicking on the x button on the right side.

3. Content Preview

The preview tab is a simple list/tree with two columns. The left side shows the (type of) content, the right side (additional) information. The information is grouped by categories, where sub-items can be shown/hidden by clicking on the arrow in front of each group. Most information and groups are optional, they are only shown if the file contains the according information.

File

The file section contains the following information:

- Version: the DSON file version
- File: the full file path
- ID: the URL of the file
- Type: the content type
- Revision: the version number of the content
- Date: the last modification date

Contributor

In the contributor section, the author(s) and contact information (email, website) are shown.

Objects

For each of the following object types, the preview shows its own section: Figure, Poser Figure, Object, Deformer, Light, Camera. The number on the right side is the total number of objects of that type. Inside the section, the object names are listed on the left and the URL (if any) on the right.

Some object types like IKs or bones are not listed.

Geometry

This section shows the content of the geometry library. The ID of the geometry is on the left, and the display name on the right side.

Material

This section shows the content of the material library with the ID of the material on the left side.

Image

This section shows the content of the image library. The name of the image is on the left, and the full path on the right side.

UV Set

This section shows the content of the uv set library. The ID of the uv set is on the left, and the display name on the right side.

Modifier

For characters or morphs, the modifier section lists the type of modifiers. The total number of modifiers is given on the right side.

Value

For pose or shaping presets, this section shows the type of values set by the preset. The total number as well as the frame or frame range is shown on the right side.

Render

The render section contains the following information:

- **Renderer:** the render engine
- **Type:** the render type
- **Style:** the render style
- **Output:** current frame, image series, or movie
- **Start Frame:** first frame to render
- **End Frame:** last frame to render
- **Size:** the image size