

# **XL - EXTENDED LIBRARY**

Manual Version 1.3

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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 XL - eXtended Library.

## 1. Overview

XL is an extended library to load and save Poser content. It is easy and quick to navigate and provides improved ways of loading content like favorite folders, search, automatic conforming, magnetizing, and morphing when loading figures, loading several content files at once, and selecting the target object when applying poses or materials. However, saving content is somewhat limited in XL because of restrictions in the Poser Python language. If you need additional save features, you may have to use the built-in Poser library.

*Note:* Undo / redo is not available for any scene changes that are done by XL. This is a general limitation of Poser Python scripts.

### Starting and Closing XL

You start XL like any other Python script. (See RunPython.pdf about how to start a Python script from Poser or how to start it together with Poser.) If you call the script again while XL is running, XL is either restored (when minimized) or closed. You can also close the XL window like any other window. In Poser 9, XL will dock into PPP if it is running.

You can keep XL running while you are working in Poser, even if you open a new scene. Simply minimize the window while you don't need the library.

However, if you close Poser, you should close XL first. Otherwise, the current state like window position and size or last selected folders are lost, because Poser doesn't inform XL about closing. Changes in options or favorites are always stored when you do them, they won't get lost.

Because the built-in library of Poser wastes a lot of resources even if the library palette is not visible, you may use my free frame set to (temporarily) disable the Poser library:

[http://d3d.sessler.de/index.php?content=posेरutil&product=flex\\_on\\_off](http://d3d.sessler.de/index.php?content=posेरutil&product=flex_on_off)

## 2. Using Poser Content with XL

The XL window consists of a folder tree displaying one library type for a single runtime and of a list with the content of the folder selected in this tree. Above the tree and the list are tool bars to configure XL, to navigate the libraries, and to load and save Poser content. The tool bar buttons show a tool tip in case you are not (yet) familiar with the symbol. In addition, the tree and the list have context menus.

The top left tool bar has the following buttons:

- *Add as Favorite Folder*: Adds the currently selected folder as a new favorite folder.
- *Manage Favorites*: Opens a dialog to manage the favorite folders.
- *Search in Runtimes*: Opens a dialog to start a search in one or several runtime folders.
- *Select in Scene*: Opens a menu to set the currently selected figure, object, or material.
- *Options*: Opens a dialog with options.

**Note:** If nothing happens when you click on a button or select a menu command, most likely the according action is currently unavailable, e.g. when you try to load a pose while no figure is selected in the scene.

### 2.1. Navigating the Library

You navigate the library folders in the tree on the left side. With the green folder symbol, you select a *runtime*, and with the blue folder symbol a *library* type like *figure* or *pose*. The green/blue symbol allows to select both at once. The tree is updated accordingly. You navigate the folder tree by expanding/collapsing sub-folders with the plus/minus symbols. Select a folder to show its content in the file list on the right side.

**Note:** You cannot add or remove runtime folders with XL. You have to use the built-in Poser library for this. If you do, you need to restart XL to update the runtime list.

**Note:** It is possible to navigate the tree and the list with the arrow keys and to find an entry by typing the first character. However, the latter is restricted to the regular letters A to Z and to the numbers 0 to 9. All other characters are found by the space key. (This is because of a problem with keyboard shortcuts in Poser that are still active when a wxPython script is active.)

The yellow folder symbol with the checkmark refreshes the selected folder by updating the sub-folders and the file list. This may be required if there are changes in the file system outside of XL. The yellow folder symbol with the plus adds a new sub-folder to the selected folder.

As an alternative, you can also navigate the folder tree up and down with the folder symbols in the content list, if you choose in the options to include folders in the list. The topmost level is then the selection of a Runtime folder. In addition, you can quickly switch between different content types with the buttons above the content list.

## Favorites

The red folder symbol lists the *favorites* that you created. A favorite is a folder for a library type in a particular runtime. When you select a favorite, the runtime and the library type are changed and the favorite folder is selected and its content is displayed in the file list.

To add the current folder as a new favorite, use the red folder symbol with the plus. You can enter a name, and the new favorite is appended to the end of the favorites.

To modify your existing favorites, click on the red folder symbol with the checkmark. This opens the favorites manager that lists all favorites. You can change the name of a favorite by clicking on it twice in the list. You can also change the order by dragging a favorite with the mouse. Finally, you can delete selected favorites.


## Cross-Links

Cross-Links are similar to favorites, but limited to a particular folder. This is useful if you want to be able to switch quickly from a clothing item to poses or material collections with textures for this particular clothing item. Clicking on the cross-link button (red folder with an X) opens a menu to switch to a folder by a cross-link or to configure the cross-links for the current folder.

At least, this menu has the entry *remember folder* to add the folder of the list of folders that are remembered to create new cross-links. Up to 10 folders can be remembered this way. To create a new cross-link, select one of the remembered folders under *link to*, *link from*, or *cross link*. *Link to* creates a new link in the current folder to the remembered folder. *Link from* creates a new link in the remembered folder to the current folder. *Cross link* creates links in both directions.

If a folder has cross-links, they are shown on top of the menu. Selecting a cross-link switches to the according folder. In addition, there is *manage cross-links*, which opens a dialog that lists the cross-links for the current folder. There, you can change the name and the order and you can delete cross-links just like in the favorites manager.

## Metadata

In Poser 8 with SR3 and later Poser versions, Poser content files may have associated metadata files (with the extension xmp). Such a file contains additional information about a content file like the author, copyrights, or usage instructions. Clicking on the metadata button (yellow  for information) opens a new window that lists the metadata for the selected files, but only if there exists some meta data. You can activate in the options to mark files with metadata in the list by a different text color.

## 2.2. Loading Content

The buttons with blue symbols in the right tool-bar are used to load Poser content. They load or apply all files selected in the list by the same order as in the list. You can also double click on a file to load it without additional features (for hands, this loads the right hand).

**Note:** Before loading content, be sure the correct figure or prop is selected in the scene. You can change the selection directly in the scene while XL is running or with the *Select in Scene* button.

**Note:** Of course, it's not always useful to load or apply several files at once. E.g. a second pose usually just overwrites the previous pose, but there are also partial poses that may be combined. For single materials, it makes hardly any sense to load more than one at once.

Depending on the library type, there are advanced ways to load the content.

For figures, hair, and props, the following options exist:

- *Conform*: Conforms the loaded figure(s) to the currently selected figure in the scene. Also, the prior figure stays selected, while otherwise the loaded figure becomes selected.
- *Conform (Deformers)*: Additionally, applies the deformers like magnets of the selected figure to the loaded figure. This is also called magnetizing and is required e.g. for Vicky 4, the G2 figures, and the P8 figures Ryan and Alyson.
- *Conform (Morphs)*: Additionally, copies the morph settings from the selected figure to the loaded figures. This requires, that the loaded figure has the same morphs (or at least those that are not zero) and that they have the same name. (Copying morph values is not required for conforming figures that use cross-talk.)
- *Conform (Morphs+Deformers)*: Does both, applying deformers and copying morph values.

For files with multiple figures, all figures that were added to the scene are conformed. For files without figures, the content is just loaded. Unfortunately, you have to know yourself, whether a hair or a prop file contains a figure or not. The context menu also has *Conform to ...* versions these commands that open a menu to select a figure in the scene as conform target. This menu is also shown when you press the *shift* button while clicking on the buttons.

**Note:** To add deformers or to copy morph settings after loading the figures, there's a free Python scripts available here (wxPython version included in Poser 9):

[http://d3d.sesseler.de/index.php?software=poserpthon&product=copy\\_values](http://d3d.sesseler.de/index.php?software=poserpthon&product=copy_values)

For hair props and smart props, the *Parent to ...* command shows a menu to select a figure that will be used as parent. The same is done when pressing *shift* and using the *Load* button.

There are two buttons to load light sets. The first loads the lights and thereby replaces all lights already existing in the scene. The second buttons adds the lights to the scene without changing the existing lights.

For poses, hands, expressions, and material collections, you can either apply them directly to the currently selected figure, or open a menu with the blue arrow down symbol to select a figure in the scene to which the pose should be applied. For materials collections, the menu also contains props. In the hand library, there are separate menu buttons to apply the pose either to the left or to the right hand.

Single materials are applied to the material that was last selected in the material room, even if you selected a different object meanwhile. Usually, you will do so only in the material room where you see the current material. Otherwise, use the blue arrow down button for a list of all materials of the selected figure or prop, so you can select the material to which you want to apply the content file. The button with the blue arrow and the three dots opens a dialog where you can select multiple materials for the content file to be applied to.

**Note:** When loading material poses or collections with transparency masks, the object may become completely transparent. In that case, go to the material and set the transparency off and on again.

While introduced in Poser 9, the scenes library in XL may be used in Poser 8 as well. Besides loading and saving a scene, you can also import a scene into the current scene, either with or without lights.

**Note:** Due to limitations in the Poser Python interface, the following features are *not* available when loading content with XL (use the built-in library instead):

- Scene import ignores animations.
- Scene import will not work for scenes with an associated PMD file.
- Loading a figure in Setup Room will load the figure, not the skeleton.

## 2.3. Saving Content

You save content from Poser to the current library folder using the button with the green plus. For hands, there are separate buttons for the left and the right hand. If the according content is available in the scene, a dialog opens where you can enter the name for the new file. For poses, you can also select to include morph settings and animation settings or not. For material collections, you can select which materials to include.

**Note:** Due to limitations in the Poser Python interface, the following features are *not* available when saving content with XL (use the built-in library instead):

- Light, camera, hand, and expression can't save single frames, only full animations.
- Poses can only save full animations, no frame ranges.
- Poses can't include the body actor.
- Hair, props, poses, and expressions can only be saved as full sets, no sub-sets.
- Hair props are saved only if they are named *figureHair* internally.

XL provides an extended version to save poses where you can control in detail the actors and parameters to include in the pose. In the left list, you select the actors of the figure to include in the pose. In the list on the right side, you select the parameter types to include. A standard pose includes the rotate, translate, and hand (grasp/spread) parameters. A pose with morphs additionally contains morphs and parameters (commonly used for full body morphs). Of course, you can include any combination of parameters you like. There are also options to exclude unused morphs and parameters (with value zero) and the rotate and translate parameters of the body actor.

## 2.4. Deleting Content

With the red minus button, the selected files (but not folders) are deleted. In addition, the thumbnails (files in the same folder with the same name and the extension png or rsr) and the geometry and binary morph files (files in the same folder with the same name and the extension obj, obz, or pmd) for each content file are deleted.

**Note:** It's recommended to delete content in a generic file manager like Windows Explorer. XL does not use the recycle bin, but deletes the files permanently. For similar reasons, XL does not include features to organize content like renaming or moving. Again, use a file manager instead.

## 2.5. Searching for Content

The search is pretty simple. You can select one or several runtime folders and one library type to search. The search terms can be any number of words separated by spaces. If a file contains one of the search terms, it is listed in the result window. You can do several searches and keep result windows open as long as you need them.

The result window is similar to the file list. It lists the found files by name and thumbnail and you can do the same load operations for one or several selected files. The context menu has some additional entries to sort the files by the file name or by the full path. *Switch to folder* uses the folder where the found file is located as the current folder in the main XL window. If you select a single file, the status bar shows its full path.

## 3. Options

You open the options dialog with the menu button with the green checkmark.

### Layout Options

The *Thumbnail* size is the maximum size used to display the thumbnails for Poser content in the file list. The initial value is 91 x 91 as the standard size of Poser thumbnails, but you can select any size from 16 to 256 pixels. Larger thumbnails are resized, smaller thumbnails have a larger spacing.

The *Button* size is the size of the button images. The default size is 20, allowed values range from 8 to 40. You can use this to make the buttons smaller or larger. The button size is changed the next time you start XL.

With *Horizontal split*, the tree folder is placed on top of the content list instead of on the left side. This requires a restart of XL to take into effect.

### Tree Options

In the folder tree, folders are marked by a plus to show sub-folders. If you turn *Test for sub-folders* off, the plus will be shown also for folders that may have no sub-folders (until you click on the plus or select the folder). This speeds up building the folder tree for larger Runtimes but is less convenient.

If you select *Remember last folder*, the last used folder is restored when switching to a different Runtime or library type. Otherwise, the root folder is selected initially.

With *Synchronize material folders*, the folders for single materials and for material collections are always the same, changing the folder in one library also changes it in the other library. However, this requires *remember last folder* to be activated.

*Use folder name for new favorite* is doing just what it says, instead of showing a dialog to enter a name for a favorite folder, it uses the folder name directly as favorite name.

## List Options

By selecting *Include folders in list*, folders are shown in the content list as well for navigating up and down in the folder structure.

Without *Include extension in list*, the file extension is hidden in the content list.

*Sort files alphabetically* sorts the files in the list alphabetically. On most systems, this is the case anyway, so you need this option only if the files are not sorted otherwise. (Usually, sorting ignores the case, this option lists upper-case before lower-case.)

Check *Mark files with metadata* to mark files by a yellow *i* in the left top corner of the thumbnail if there is metadata available.

## Figure Options

*Turn IK off* turns all inverse kinematics of a figure off after loading it. This is a three-state option, the gray checkmark means to turn IK off only for figures that are loaded as conforming.

*Include scales when conforming* and *Include morphs when conforming* enable or disable the according option in the figure if it is loaded as conforming. The checkmark is three-state, gray means to not change the figure, selected means to turn it on and unselected off. (This option is available for Poser Pro only.)

When automatically adding deformers to conformed clothing, you can hide the deformer dials by checking *Hide deformers*. (This will hide *all* deformer dials in the clothing, not just those added.)

Automatically transferring morph settings to conformed clothing is done by matching names in the figure and in the clothing. If you activate *Copy JCM morphs*, morphs containing the term JCM are copied as well. This may be unwanted because JCM morphs usually work by cross-talk. By selecting *Copy morphs with partial match*, morphs are also copied if they have a prefix or appendix. This is required for some clothes, but may cause wrong matching in some cases.