

POSER FILE ORGANIZER

Manual Version 3.2

Content

Important Information.....	1
Copyright.....	1
Disclaimer.....	1
Please Be Careful.....	1
Please Make Back-ups.....	1
1. Overview.....	2
2. User Interface.....	2
2.1. Menu Bar.....	2
2.2. File List Tab.....	3
2.3. Task Selection Tab I to III.....	3
2.4. Process Tab.....	3
2.5. Logs Tab.....	4
3. Tasks.....	4
3.1. File References.....	4
3.2. Material.....	7
3.3. Geometry.....	11
3.4. Figures.....	13
3.5. Other Tasks.....	15
3.6. Batch Processing Tasks.....	16
4. Processing Tasks.....	17
4.1. Process Modes.....	17
4.2. Process Options.....	18
4.3. Move and Copy.....	20
5. Options.....	21
5.1. Runtimes.....	21
5.2. Generic Options.....	21
5.3. Task Specific Options.....	23
6. Presets.....	25
7. Log Output.....	26
7.1. Log Types.....	26
7.2. Additional Log Information.....	27
7.3. High Detailed Log.....	27
8. Poser Thumbnail Converter.....	28

9. Tips and Tricks.....28
9.1. Optimizing Your Existing Runtimes.....28
9.2. Installing New Poser Content.....29
9.3. Preparing Your Product for Release.....30

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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 Poser File Organizer and Poser Thumbnail Converter.

Please Be Careful

The Poser File Organizer is a very powerful tool. If you are using it right it will be of great help. But in some cases, you also may do some harm to your Poser files if you don't know what the Poser File Organizer is doing with your files. So please make back-ups to be able to restore the previous state. You also should read this manual carefully. Use the test mode to see what happens without changing your Poser files. Try out features you are not familiar with first with a few files to see whether you get the expected result. Please do *not* start with applying all available features to your complete Poser Runtime at once.

Please Make Back-ups

The Poser File Organizer has a build-in back-up feature. You may turn it off, but you should not for the following reasons:

- There is no public specification of the Poser file format. The Poser File Organizer has been tested with many files (including the complete Poser 6 Runtime, which contains most files of previous Poser versions), but there still may be unusual cases unknown to the author that might cause problems.
- Hardly any software is totally bug free. The Poser File Organizer has been thoroughly tested, but never say never.
- If you are inexperienced using the Poser File Organizer, the results might differ from what you expected.
- Some changes done by the Poser File Organizer are not reversible. You only may restore the previous state, if you still have the old file.

Only delete back-ups, if you are sure that you reached the expected result and Poser still loads the file. In any case, be sure to keep the original Poser files at least as installer.

1. Overview

The Poser File Organizer is a tool to perform typical tasks with Poser files that are not or not easy to do from within Poser. These tasks may be performed on single files or on several files or on all files in a folder at once. Some of the tasks repair common problems with Poser files like differences between different Poser versions or invalid references to external files. Other tasks help you to organize your Poser files in different categories or Runtime libraries (Poser5 and later only) or to save space on your hard disk. You also may use the Poser File Organizer to prepare your work for distribution.

The main window of the Poser File Organizer has six tabs. The first is a list of files to process. On the second and third tab, you can select which tasks to perform. Tab four contains batch tasks that you can define yourself. The fifth tab is used to actually process files and perform tasks on them. The last tab contains logs to report the result of processing files. You may switch between these tabs using the first six buttons of the menu bar.












This manual explains in detail what the Poser File Organizer does and why and when one should do it. Section 2 describes the structure of the main user interface. Section 3 explains the different tasks the Poser File Organizer may do for you. Section 4 shows how to perform these tasks on one or several files. Section 5 describes the options dialog. Section 6 describes how to load and save frequently used task presets. Section 7 gives an overview of the log messages. Section 8 describes additional tools that are included. Section 9 gives some tips and tricks on how to use the Poser File Organizer.

2. User Interface

The user interface consists of the main menu bar and the six tabs.

2.1. Menu Bar

The main menu bar has buttons for the following commands:

-  Show file list tab.
-  Show task selection tab 1: file and material tasks.
-  Show task selection tab 2: geometry, figure, and other tasks.
-  Show task selection tab 3: batch tasks.
-  Show process tab.
-  Show logs tab.
-  Load a preset.
-  Open/close the presets dialog.
-  Open the options dialog.
-  Open the runtimes dialog.
-  Show the info dialog.











2.2. File List Tab

The file list tab consists of a menu bar to manage the file list, the list of files and folders, and the status line with the current file list.

Use the first five menu buttons to add files or folders to the file list or delete list entries. You can also add files and folders by drag'n'drop from the Windows explorer. You can not add the same file twice. With the last five menu buttons, you can load and save file lists. You can also open file lists by drag'n'drop.

You can change the order of the files and folders in the list by moving them with the mouse. Click on a folder symbol to change whether to include subfolders or not. Click on the selection symbol to include or exclude a file or folder when processing the list. A right click opens a menu to sort and select files and folders.

The menu bar of the file list tab has buttons for the following commands:

-  Add files to the file list.
-  Add all files from a folder (including subfolders, depending on options) to the list.
-  Add a folder to the file list.
-  Add all or selected runtimes or libraries.
-  Remove the selected entries from the file list.
-  Clear the file list.
-  Load a file list.
-  Add files and folders from a saved file list.
-  Save the current file list.
-  Save the current file list in a new file.

2.3. Task Selection Tab I to III






The task selection tabs contain the tasks and additional parameters for the tasks. You can select single tasks and groups of tasks. The tasks are described in detail in section 3.

Tab I contains tasks for file references and materials, tab II for geometries, figures, and other tasks. In tab III, you can select your own batch tasks.

2.4. Process Tab

The process tab is divided into five parts. At the top, there are six buttons to select the task groups from the task selection tabs. To the right of each group button is a button with the number of selected and total tasks of this group. This second button opens a menu to select single tasks. Next are options that determine how to process the files. The destination parameters are used when moving or copying files to another Runtime or a resource folder. The summary shows the result of the last processing. At the bottom, there are five buttons for the processing mode. The modes and parameters of the process tab are explained in more detail in section 4.







The menu bar of the process tab has buttons for the following commands:

-  Open the dialog for protected files.
-  Processes files.
-  Processes all files from a folder.
-  Processes all files from a folder including all subfolders.
-  Processes the selected files and folders from the file list.

2.5. Logs Tab

The logs tab reports in detail what the Poser File Organizer is doing. There are two logs, one for the regular processing, and one for warnings and errors. Above of the log is a statistic of the processed files and a status bar with the current file and the progress of loading and saving files. Logging is described in detail in section 7.

The menu bar of the logs tab has buttons for the following commands:

-  Show regular log.
-  Show error log.
-  Opens the log file for the current log with the standard application for text files.
-  Save current log to file.
-  Clear logs and statistics.
-  Reset log file and error log file.

3. Tasks

The tasks in the task selection tabs are divided into six groups: file references, material, geometry, figure, other, and batch processing. You can turn each group on and off with the button on top of the group. The left column contains the selections of the single tasks. To the right are additional parameters for each task. A task will be processed only, if the task and the according task group are selected. If a group is not selected, the input for its tasks is disabled.

This section describes the single tasks and their parameters. Some tasks depend on additional options that can be changed in the options dialog.

3.1. File References

Poser files often rely on information defined in other files like geometry and image files. They refer to these files by their file path, which may be an absolute path or a path relative to the Poser Runtime folder(s).

Resolve GetStringRes(...)

Some files are not referred to by a file name, but as an internally defined identifier accessed by GetStringRes(...).

This task replaces file references using GetStringRes(...) by the file names.

Note: The Poser File Organizer will always resolve the internal identifiers to the English file name, so don't use this option for those language versions of Poser, where file names were translated. It replaces the files by the original string resource which may lack the path to the file. Combine this task with find missing files to get the correct path.

Correct file path

This task corrects several irregularities in the file path. It removes duplicated path separators. It sets all path separators to \ for absolute paths and to : for relative paths if they are different. It adds a : in front of a relative path if it is missing. Finally, it removes spaces in front of the path, at the end of the path, and between path separators.

Correct empty files / NO_MAP

Reference to no file are either NO_MAP (in P4 materials and in shader trees for Poser 7 SR3 and later) or "".

This task corrects misspellings of NO_MAP like No_Map and uncommon ways to denote no file, e.g. NO_MAP or ":NO_MAP" instead of "". As option, you can enter a list of strings that should be considered as no file. The list items are separated by commas and are considered to be not case sensitive.

Find missing files

Referring to external files has several advantages. The same files may be referred to from different Poser files, and the files are easy to change if they are in standard file formats like obj or jpg. But if the references are wrong, Poser searches for a long time the complete Runtime, and things get even worse, if the files are not found. (Things aren't that bad for Poser 6 any more.) And even if the file was found, the referring file is not changed, so Poser will search again and again. In principle, Poser has a good solution for this problem by using paths relative to its Runtime folder, but Poser doesn't care too much about this and often saves files with absolute paths.

The Poser File Organizer looks for files that are not referred to in a way that Poser finds these files without a time consuming search. These files are searched for in all Runtime folders of Poser. If the Poser file containing the file reference is not in a Poser Runtime, but has a folder named Runtime in its path, this Runtime folder is also searched. If you select the option for fast search, only those subfolders of Runtime will be searched where files of the given type should be. (I.e. obj-files will be searched in *Geometries*, image files in *Reflection Maps* and *Textures*, and so on. Fast search is not a good option for Poser 6 because it stores some geometries in the libraries folder.)

The first search may take a while, if you have a large Poser Runtime. The field above of the log window will display "Searching in Runtime folders ..." during the search. In addition, a progress window is shown with the searched file, the currently searched folder, and the already found files. The user can stop the search to use the actual search result, or can cancel the search to consider the reference as not found.

If the file was found, the file reference will be corrected. If there are several files with the same name and with the same or an alternate extension (e.g. jpg instead of tif), you will be prompted to select one of these files or the best fitting file (if any) is selected, depending on the options. If the file is not found, you may search for the file yourself or the reference is left unchanged, again depending on the options.

The dialog to select a file for an invalid reference displays the invalid reference at the top. Below is an input field for the new file name. With the *O* button, you can select a file, and with the *>* button, you can open a preview for image files. You can also select a file from the list of found files. For most file types, you also may leave the input empty to remove the file reference. If you press *OK*, the selected file reference is used. If you press *Cancel*, the invalid reference is not changed. If you press *Abort*, the processing is stopped. Finally, you can reuse the file replacement, the path of the file, or both for future searches to prevent time consuming searches of all runtimes.

In the options, you can select to remember file and/or path also for found files that were replaced without user interaction. Additionally, you can restrict the remembered files and paths to a single processed Poser file.

By correcting all file references, Poser will no longer have to search for missing or wrong referred files. You can specify for which types of files the references should be corrected. You can limit this task to geometry files, binary morph files, texture files, other Poser files, Python scripts, movie files, and/or sound files. Instead of searching all Runtimes, you can select to restrict the search to the same Runtime as the Poser file or to stop the search after the first Runtime in which a file was found. Also, you can prevent to search in case you only want to know which file references are valid and which are not.

Change bump references

Older versions of Poser use a special file format with the extension bum or bump for bump maps. ProPack and later may use any image files as bump maps, but also may use the bump-files. Since the bump files are uncompressed, Poser products usually contain only the image files for bump maps and not the bump-files.

The Poser File Organizer changes the extension of references to bump files to bum/bump or to an image file depending on your selection:

- *Always to bump*: The extension will be changed to bum, even if the file does not exist. It will be changed to bump only if the file exists.
- *To bump, if exists*: The extension will be changed to bum or bump, but only if the bump-file with this extensions exists.
- *To image, if exists*: The extension will be changed to that of an existing image with the same name as the bump-file. If there are several images, you have to select one. (Of course, the image file may have the same name without being the same bump map.)

If you combine this task with "Find missing files", it will first try to change the extension. If this was not possible and the actual reference is wrong, it will search for the file. Only if the file was

found, it tries again to change the extension. (This is different than it was in the previous version of Poser File Organizer.)

Correct quotation marks

Using quotation marks around file names makes sense because file names may contain spaces and spaces are used in Poser files to separate values in one line. Nonetheless, it depends on the kind of reference whether a file name should be enclosed in quotation marks or not. Sometimes, the quotation marks are even incomplete because one is missing.

This task corrects any uncommon or invalid use of quotation marks. Optionally, you can add quotes around all files where the path contains spaces. This is not required by Poser, but by some other applications that can read Poser files.

All to preferred style

In the options, you may choose your preferred style for file references. The file path may be absolute or relative, and the ":Runtime:Reflection Maps" and ":Runtime:textures" part of relative paths to image files may be skipped. This should not affect whether Poser find these files, but if you publish Poser items, you may need to conform to a particular style.

The Poser File Organizer sets all file references to the preferred style as given in the options. In addition, it will add a ':' in front of all relative paths if it is missing. It also will shorten all file references inside of shader trees to the file name, if the full path is referred to somewhere else. Sometimes, file references have no file name, but only colons or spaces. These references will be set to empty strings. If the extension only differs for compression (e.g. cr2 instead or crz), this is corrected. Finally, double separators in file names are removed.

3.2. Material

The material of a Poser entity defines the appearance of its surface.

Correct existing materials

The geometries of a Poser object define material regions for which the Poser file contains the material definitions. Sometimes, there is a mismatch between these materials. Some Poser files contain definitions for materials that are not included in its geometry file or some material definition is missing. Material names with spaces may cause problems.

With this task, you can correct any mismatches in the materials of a Poser file and its geometry. If you select *unused*, this task will remove any materials from the Poser file that don't exist in the geometry. Since Poser will create a material "Preview" even if it is not in the geometry, you can choose in the options to keep this material in any case. If you select *missing*, a material is created for those materials of the geometry that are missing in the Poser file. If you select *replace spaces*, any spaces in material names will be replaced by an underscore. This replacement is also done in the geometry files.

To create missing materials, a dialog box will open to select how to create the materials. The left list contains the missing materials, the middle list unused materials, and the right list used materials. In the middle list, you can also select to create a (gray) default material or no material. To assign an existing material to one of the missing materials, select the missing material in the left list, and then the material to use when creating the material from the middle or right list. Do this for each material from the left list. Press OK to create the materials as you defined them. Press None to create no missing materials. Press Cancel to create no missing materials and to delete no unused materials.

Note: This task will delete unused preset materials, but not create missing preset materials.

Note: Material names with spaces only work for embedded geometries in Poser. If you extract embedded geometries, you should also replace spaces in material names.

Note: Sometimes, the geometry files contains materials with spaces, but the Poser files have the according materials truncated at the first space. If you replace spaces in that case, material poses and collections will no longer work.

Shader tree

Poser 5 and later have a different material system as the previous versions. Files of these versions contain the old material definition and in addition a shader tree with the new material definition. If you load a material without shader tree in Poser 5 or later, the shader tree will be generated. If this material has a bump map, it will be assigned to the gradient bump node. This gradient bump node is only for the old bump-files, but Poser 5 and later also assign other bump images to this node, which is simply wrong and doesn't render well. Also, Poser 7 creates image nodes with the filter mode Quality, but None is more reasonable in most cases. Another reason to create the shader tree in the Poser file is that material poses without shader tree will not remove an existing image node, if the pose contains "NO_MAT" for that kind of image.

The Poser File Organizer creates and/or deletes the shader trees in your Poser files depending on your choice:

- *Delete:* This will delete all shader trees. If you are using a version older than Poser 5, you don't need any shader trees.
- *Delete, if not rendered:* Magnets, waves, and wind forces are not rendered, but they have materials. If you change these materials, Poser 5 and later create a shader tree but it's useless. So you can delete these shader trees only.
- *Create:* This will create shader trees for materials of characters, their actors, props, and material collections.
- *Create; Delete if not rendered:* This combines the two named features.
- *Create, if with bump:* Since one reason to create shader trees is to fix the problem with bump images, you can create shader trees only for materials that have a bump map.
- *Create, if with bump; Delete if not rendered:* This combines the two named features.

- *Create, if with file*: Since another reason to create shader trees is to set the filtering mode, you can create shader trees only for materials that use image files.
- *Create, if with file; Delete if not rendered*: This combines the two named features.

There are six options for the creation of shader trees:

- Some material poses only change a few material parameters, but a material pose with a shader tree always changes the complete material. Because of this, a shader tree will only be created for complete materials. But sometimes parameters are missing, so you can define a tolerance of how many parameters may be missing for a material to be still considered as complete.
- The usual mapping of reflection maps is the sphere map. But you also can choose to use the UV-Mapping instead.
- The bump of Poser 5 and later is much stronger than the old gradient bump. You may choose how much less the bump strength should be when assigning a bump image to the bump node. A value of 5% gives very similar results compared to Poser ProPack renders with the same bump image, but you may use other values if you like.
- You can select the shader tree format for a particular Poser version. Shader trees for Poser 6 and 7 have three additional parameters (shadow catch only, toon id, and normals forward), for Poser Pro and Poser 8 yet another (gradient type).
- Starting with Poser 7, you can also select the image filtering mode for image nodes (None, Fast, or Quality; for Poser 9 also Crisp).
- Starting with Poser 7 SR3, Poser uses NO_MAP instead of "" to denote references to no file in shader trees.

Image filtering

In Poser 7, image nodes in a shader tree have a filter mode that is applied to images when they are rendered. There are four modes: none, fast, quality, and crisp. (Crisp requires Poser 9.)

This task sets the image filtering mode of image nodes in shader trees. If *add, if missing* is selected, the filtering is also set for image nodes without filtering parameter, otherwise only existing filtering modes are changes.

Reposition shader tree

Usually, the shader tree is positioned at the left top corner in the material room. Otherwise, the user may have to scroll to find the tree and its nodes.

This task repositions the shader tree to the left top corner if it is located somewhere else. There are two ways to do this. If *exact* is checked, all shader trees are positioned to the position given by the x and y coordinate. Otherwise, shader trees are repositioned only if their left top is outside the area between 0 and the x/y-coordinates.

Preset materials

Older Poser versions have a preset material that can be applied to restore the initial material. Newer Poser versions don't have this preset material, but the old Poser files still have them.

The Poser File Organizer can either delete all preset materials or create those that are missing.

Correct material map offset

Poser materials may contain image files. If they do, a correct entry consists of two lines, one with the kind of texture and the image file, followed by a line with a kind of offset. (The second line are two numbers but I don't know what they are for so I just called them offset.) If there is no image for a kind of texture, the first line is still there with "NO_MAP" instead of an image file, but the second line is missing. Sometimes the second line is missing even if there is an image file and Poser will ignore the image. There also may be the second line if there is no image, but this seems to be no problem.

The Poser File Organizer corrects the second line if it is not as it should be. It also fixes multiple offset lines.

Correct 0 falloff transparency

It's not uncommon to not use the *transparency edge* value in a material, if the *transparency falloff* is set to 0. However, there may be subtle differences in the render if the *transparency edge* value is different from the *transparency* value in that case.

This task sets the *transparency edge* value and input node to the same value and node as the *transparency* if the *transparency falloff* is 0.

Remove unused shader nodes

A shader tree consists of the material parameters and of nodes that are connected to these parameters or to parameters of other nodes. A shader tree may contain nodes that are not connected to the material parameters and have no effect on the material.

This task removes any nodes from shader trees that have no direct or indirect connection to the material parameters.

Note: Some materials included in Poser 5 and 6 use an older format for shader trees. This format is not supported. You will get a warning that the shader tree is invalid instead.

Material pose / collection

Poser 6 introduced material collections that contain the settings for all materials of a figure or prop. For earlier versions of Poser, material poses were used to assign materials to a figure or prop, but they were never officially supported by Poser. Nonetheless, they still work in Poser6.

You can convert material poses to material collections or vice versa. This will not only change the internal format of the Poser file, but also change the extension and move the file to the correct library. The version number is changed to 6 for material collections and to 4 for material poses. To use a different version number, use the version task to overwrite this change.

When converting a material pose to a material collection, only those poses are converted that contain only complete material definitions for a single Poser object. Unlike material poses, material collections do not support multiple objects, partial material settings, or additional pose information.

When converting a material collection to a material pose, you have to specify to which type of Poser object the material pose is applied: a figure, a hair prop, another prop, the current actor, or another actor. For other prop and other actor, you need to name the prop/actor.

Unimesh material

The DAZ Unimesh figures like Victoria 3 and Michael 3 use all the same or a very similar UV-mapping. You can use all materials for one figure with other figures as well. But Aiko and Hiro use different material regions for the legs than the other Unimesh figures. The region SkinLeg is divided into SkinThigh, SkinKnee, and SkinShin.

This task converts the material settings between the classic and the anime style material regions or to include material regions for both styles. When converting to the anime style, the leg material is used for thigh, knee, and shin. When converting to the classic style, the thigh material is used for the leg while knee and shin are removed.

Note: This will change any Poser file that contains the according material regions. Usually, you will only apply it to material poses and material collections.

3.3. Geometry

The geometry of a Poser entity defines its spatial appearance.

Extract embedded geometry

Poser objects sometimes define their geometry inside of the Poser file instead of using an external obj-file. These objects are mainly props and hair props, but may also be actors of figures. If you are using such an object in your scene, the scene file will also include the embedded geometry instead of a reference to an obj-file. This will increase the file size of your scene.

The Poser File Organizer extracts the embedded geometry and writes it to an obj-file. It changes the geometry definition inside of the Poser file to this new obj-file. Usually, it also inserts a storage offset for the geometry definition. Since this offset seems to have no effect to the object, you may turn it off or define another than the standard offset in the options.

The path for writing the extracted obj-file will be as follows depending on the input parameter:

- The obj-file is stored below the "geometries" path of the Runtime, the processed file is in. If the processed file is not below a Runtime folder, its current folder is used.
- You may specify any valid relative path. It may contain the following variables that are replaced according to the Poser file you extract the geometry from:
 - *<lib>*: the library type
 - *<cat>*: the library category
 - *<file>*: the name of the Poser file

- If the path contains a file name ending with ".obj" or ".objz", this name will be the file name. Otherwise, the name of the prop (without any enumeration) will be used.
- If the file already exists in one of your Runtime folders, the file name will be made unique by appending an enumeration.

Let me give you an example. If "...\Runtime\libraries\props\jewelry\earrings.pp2" is your Poser file and it contains two props and you use "<cat>-<lib>\<file>.obj" as parameter, you will get the following obj-files:

```
"...\Runtime\geometries\jewelry-props\earrings.obj"
"...\Runtime\geometries\jewelry-props\earrings_0.obj"
```

If you leave the path parameter empty, you will be asked for a file name for each geometry that is extracted.

Check "compressed" to compress the new geometry file. This option is ignored, if the file name already contains an extension. In that case, the compression depends on the extension.

Dynamic hair props contain a geometry for the lines that define the hair. You can specify in the options whether this geometry should be extracted or not.

Round values

The geometry of Poser objects and morphs is defined by numeric values. In obj-files and morphs included in Poser files, these values are stored in text format. Often, the format of these values has a higher precision than needed for 3D graphics or includes useless zeros and spaces for formatting reasons. Sometimes, the real precision is already 6 or 8, but the values end with 999 or 001 due to the formatting algorithm. This results in larger files that waste space on the hard disk and time when loading the files. By rounding values, you can reduce file size up to 20%.

The Poser File Organizer rounds the numeric values of geometry and Poser files. You can select whether to round geometries (embedded or in obj-files), morphs (only embedded, not binary morphs), or other values in Poser files. While geometry and morphs may save a lot of space, rounding other values will have not much effect. You can choose a rounding precision between 6 and 10 digits after the period. With *remove 0*, only trailing zeros are removed but the precision is not changed.

If you are not sure which precision to use and how it will affect your geometries, you can try yourself in Poser. Select "Poser native units" as display unit in the general preferences. Then, load a prop and translate it by 0.000005 in some direction. You will have to zoom very close to see a difference, and this is the maximum change that a rounding precision of 5 would cause. The smallest selectable precision of 6 has ten times less effect and should cause no visible changes in the geometry. With a higher precision, the change in the geometry will be smaller, but the reduction of file size will also be smaller. I recommend the default value of 8.

Empty morph injections

Morph injections are morph targets that are not included in a Poser character, but are injected into a morph channel using a morph injection pose. The parameter dials for this morph will become visible only after you injected the morph. But when you save such a character in a scene or into your library and then reload it, all dials of the morph channels will be visible even if there is no morph injected. (This is no longer a problem in Poser 6.)

The Poser File Organizer hides or deletes these empty morph injections. If you hide them, you still may inject morphs, but you will get the empty dials again each time you save the character or scene. If you delete them, the dials will not show up again, but you also can't inject morphs any more. In any case, no already injected morphs will be affected.

Note: Only use this option on characters and scenes that contain morph injection channels. There are some cases where something else is misinterpreted as an empty morph injection channel, because this kind of morph injections is not an original part of Poser files.

3.4. Figures

Figures are poseable Poser objects.

Set figure name

Usually, Poser objects have a descriptive name. But many figures are just called "Figure 1".

The Poser File Organizer will set the name of all figures to the one you entered. If you leave the input field empty, the name of the file will be used. If you select the 'only if it is "Figure"' option, the figure name will be changed only if it starts with "Figure". If a file contains more than one figure, the figure name will include an enumeration to make the names unique.

In the options, you can select whether to include exclamation signs in figure names or not. Some Poser versions display figure names with exclamation signs wrong in some menus.

Reset figure

This task resets several parameters in a figure to their zero value or to their initial value. (The initial value is the one that is set in Poser using Edit | Restore | Figure).

You can reset the following parameters:

- *Root actor position:* the x/y/z-translate parameters of the root actor (usually BODY)
- *First actor position:* the x/y/z-translate parameters of the first actor (usually hip)
- *Root actor rotation:* the x/y/z-rotate parameters of the root actor (usually BODY)
- *First actor rotation:* the x/y/z-rotate parameters of the first actor (usually hip)
- *Other actors rotation:* the x/y/z-rotate parameters of the other actors
- *Root actor scaling:* the x/y/z-scale parameters of the root actor (usually BODY)
- *Other actors scaling:* the x/y/z-scale parameters of the other actors

The position, rotation, and scaling of the root actor affects the whole figure. The position and rotation of the first actor also affects the whole figure because all other actors depend on this one.

Note: This task will affect figures in figure or scene files, but not poses for figures.

Change IK

Inverse Kinematics (IK) are used to control a chain of body parts at once, usually the legs by the feet and the arms by the hands. If IK is turned on, the end of the IK chain will not move if you move other parts of the chain. Poser always turns on the IK for the legs even if it is turned off in the character file. IK may cause problems if it is included in conforming figures and turned on.

The Poser File Organizer turns all IKs in a file on or off or completely removes all IK. In addition, it disables the Poser behavior of turning the leg IK always on or restores this behavior. You also can do only one of these tasks, and also none if you really want to.

There is no official way to prevent Poser from turning the leg IK on. The Poser File Organizer simply renames the leg IK and Poser does not recognize them anymore as leg IK. This will only affect the internal name of the IK, not the one shown in the Poser IK menu. To restore the original Poser behavior, the IK is renamed again to its old name.

Add eye control dials

The eyes of humans and many other beings are not independent of each other. They usually look in the same direction and have the same shape.

The Poser File Organizer adds dials to the head of a figure to control the direction and the morphs of both eyes together. You can add controls for side-side and up-down movement and for all morphs that exist in both eyes. Dials are only added if they are not already there. In the options, you can select whether to create a dial group "Eye Control" with all created dials. Dial groups are only supported by Poser 5 and up. If you check *remove*, you can remove the dials that Poser File Organizer created again. This will not remove any other eye control dials.

Note: The head actor must be named "head" and the eye actors must be named "leftEye" and "rightEye" or "lEye" and "rEye". This is the case for most human and other figures with two eyes.

Note: Y-rotation is used for side-side and X-rotation for up-down. This will work for most human figures.

Change cross talk

Cross talk means that the parameters of one figure are controlled by another figure. This is useful if it works (in particular for clothing figures), but may cause a lot of problems if the wrong figure takes control. Unfortunately, there is no way in Poser itself to change cross talk and cross talk differs with Poser versions. For controllable cross-talk, the parameters can be still controlled from the figure itself.

This task sets the control over parameters either to the figure itself, to a different figure, to no particular figure, or to controllable cross-talk. If it changes the control to the figure itself, it creates the according value parameters if they are missing.

Note: Controllable cross-talk may cause problems in older Poser versions.

Note: For DAZ Studio, you have to use *no figure* to activate cross-talk.

Select *morph only* and/or value *parameter only* to change the cross talk for morph targets or value parameters only. By checking one of *pose only* or *exclude pose*, cross talk is changed only or not changed for parameters that are controlled by a rotation value.

Remove unused weight maps

Weight maps define the influence of joints to the geometry.

This task removes all weight maps from actors that have no geometry.

3.5. Other Tasks

Set Poser version

Poser files contain a version number, which is the number of the Poser version that created the file. If you try to load a Poser file with a higher number than your Poser version, Poser will show a warning and then try to load the file. Usually, there will be no problems, because Poser simply ignores those parts that it doesn't recognize.

The Poser File Organizer sets the Poser version to the number you enter. The drop-down list contains the most common file versions: 4, 4.0, 4.01 (all Poser 4), 4.2 (Poser 4 ProPack), 5 (Poser 5), 6 (Poser 6), 7 (Poser 7), 7.2 (Poser 7 SR3 and Poser Pro), 8 (Poser 8 and Pro 2010), and 9 (Poser 9 and Pro 2012).

You may choose, when to change the version number:

- *if different*: This will set the version number to the one you entered, if it is not yet the same. (e.g. 4.0 will be set to 4)
- *if not equal*: This will set the version number, if the current number has not the same value. (e.g. 4.0 will *not* be set to 4)
- *if greater*: This will set the version number, if the current number is greater than the one you entered. (e.g. 5 will be set to 4)
- *if less*: This will set the version number, if the current number is less than the one you entered. (e.g. 3 will be set to 4)
- *fix "Version" only*: In some material poses, "version" is misspelled "Version" or "number" is "Number". Poser then does not recognize the version number and ignores it. This misspelling will be fixed in any case. If you choose this option, the version number will not be changed.

If *add missing* is checked, the version number is inserted if it is missing.

Set display mode

Usually, figures and props use the same display mode as the scene. But objects with a transparency map often use a different display mode, because they are displayed completely semitransparent in Poser versions before 6. Poser 6 applies transparency maps in the preview window and there is no more need to use a different display mode for these objects.

You can change the display mode of figures, actors, props, and/or (dynamic) hair props to any available display mode of Poser. The mode "like parent" will use the display mode of the parent object or of the scene if the object has no parent object.

Rebuild magnetizing

Because of technical limitations in the way poses are applied to a figure, the magnetize poses only work for a single instance of a figure with magnets in a scene. (In some cases, also for two instances, if Poser renames the magnets for the second instance, which happens arbitrarily.) In general, magnetizing is rather error prone.

This task rebuilds all magnetizing for conformed figures. It removes references to the wrong figure and creates missing references.

Remove unused channel dials

Since Poser 5, the channels of an actor can be grouped and ordered. But Poser files sometimes contain dials of channels that are not visible or don't exist or groups that are empty.

This task removes these dials and groups. You may select whether to remove unused dials, empty groups, or both. In addition, you may keep hidden dials, in case they are made visible later.

Remove double quotes

Quotation marks are mainly used around file names. Correct quotations start and end with a single quotation mark.

This task removes any invalid duplicated quotation marks.

Remove double spaces

Poser files often contain several spaces between values, but a single would do as well.

This task removes any double spaces, except inside of quotations and file names.

3.6. Batch Processing Tasks

You can define own processing tasks using the Poser File Batch Job Editor (see PFBatch.pdf for details). The batch tasks tab lists all batch job files that are in the folder Batch located in the same directory as PoserOrg.exe. You can select which batch jobs to process and by which order. Click on the selection mark in front of the file name to select or unselect a batch job for processing. Drag lines in the list to change the order in the list, which is also the processing order.

The *All* button selects all batch jobs, the *None* button deselects all. *Update* reloads the list and the batch jobs from the Batch folder. *Editor* opens the batch job editor with the first selected file (if any).

Note: You have to update the batch job list after editing a batch job, even if you don't change the file name.

4. Processing Tasks

After selecting and configuring the tasks, switch to the process tab to perform the tasks on some files. At the top, there are six buttons that reflect the selection of the task groups. Right to each button is another button to display or change the selection of single tasks. Below are additional options for processing. The destination parameters are only used if you move or copy files. Otherwise, the input is disabled. At the bottom, there are five buttons to select the operation. You may test or apply the selected tasks, you may move or copy the files to another Runtime folder, or you may delete files together with dependent files.

To select the files for processing, use the according menu buttons. You can process selected files, all files in a folder, all files in a folder including all subfolders, or the selected files and folders from the file list. You can also drag and drop files and/or folders from the Windows Explorer. For each folder, all Poser files in this folder will be processed. Subfolders are only included if this is explicitly stated or if you drop a folder and the option to include subfolders is selected. You may process your complete Poser Runtime folder at once, but be careful with doing so.

Before files are processed, all needed parameters are tested for consistency. If a parameter is invalid, you will be prompted for a valid input. If you cancel this input, the files won't be processed. When the processing starts, the log output area will be displayed. If you are processing several files at once, you may stop processing by clicking on the window and then confirming that you want to stop. If the writing of a file fails, you will be asked whether to continue processing of files or not.

After processing, a detailed summary of the changes are shown in the log. If you set a notification sound in the options, the sound will played.

Note: If you have configured the Poser File Organizer to create back-ups, be sure you have enough disk space available before you start processing.

4.1. Process Modes

There are five modes to process the chosen files according to the selected tasks: test, apply, move, copy, and delete.

The test mode only simulates the changes. It creates the complete log output, but it does not write any changes to the file. You can use this mode to detect problems with your Poser files without fixing them or to get an idea of what the Poser File Organizer would do with a specific selection of tasks without the risk to change your files in an unintended way. The apply mode applies the changes to the Poser files.

With the move and copy modes, you can move or copy a Poser file to another Runtime library. The selected tasks will be applied and the processed files together with referred files will be moved or copied to the new Runtime library. On copy, the original file will not be changed and hence no back-up will be created.

Delete first performs the selected tasks for file references to fix invalid references, but changes are not saved. All other tasks and processing options are ignored even if they are selected. Then, the files to delete are determined according to the settings of *include file references*. Finally, a dialog window lists all files to delete and references where no file was found. Press *OK* to deleted the selected files or *Cancel* to quit without deleting.

Note: Deleted files are moved into the Windows recycle bin. They can be restored as long as they are not removed from the recycle bin.

Protected Files

For the move, copy, and delete modes, you can define *protected files*, i.e. files that are never moved, copied, or deleted. This is in particular useful for files that belong to Poser, and are referred to from some file types, e.g. the geometries of lights, deformers, and cameras.

Click on the first button (with the lock symbol) in the tool bar to open the dialog to define protected files. When using this for the first time, click on the *Add Default* button to include the typical Poser files to the list. With *Add*, you add a new pattern to the list. *Remove* removes the selected patterns.

The patterns in the list may include an absolute or partial path. Also, it's possible to use wildcards. A question mark ? will match any single character. An asterisk * will match any number of characters, including none. However, only one asterisk is allowed in the file name.

4.2. Process Options

File compression

If you are using Poser 4 ProPack or later, you may save some disc space by compressing your Poser files.

The Poser File Organizer compresses or decompresses your Poser files and referred geometry files and changes the file extension and file references accordingly. You can select to compress or decompress the files and whether to change Poser files only, referred geometry files only, or both kinds of files.

Note: This task does not just (de)compress the Poser file, it reads the file and writes a new (un)compressed file. You can use the included tool Poser Compressor to just (de)compress a file, including geometry files and invalid or corrupted Poser files.

Note: Even if the extension was changed, Poser will find these files if they are referred from other Poser files without any problems. Of course, you can adjust these references with the Poser File Organizer using the task for finding missing files anyway.

Thumbnails

While older Poser versions use thumbnails in the RSR format, newer versions convert these thumbnails to PNG. Most products for Poser include the RSR thumbnail or both thumbnails, but you will need only the thumbnail that your Poser version uses.

You can select whether you want to have RSR, PNG, or both thumbnails. If one type of thumbnail is missing, it is created, if one type is no longer needed, it is deleted.

Note: You can also convert thumbnails directly with the included tool Poser Thumbnail Converter.

Include file references

If you move or copy files, you can select whether to include referred files and which files to include. You can include geometry files, binary morph files, texture files, Poser scripts, Python scripts, movie files, and/or sound files. In addition, you can exclude files that are not in the same Runtime as the file that refers to them.

Note: If you include references to Poser files, only the files themselves and their thumbnails are moved or copied. The files are not processed and the references of these files are not moved or copied.

Note: Move Python scripts always to the main library.

Move figures to Figures library

For some reason, Poser 6 has some conforming clothing in the props library and some conforming hair in the hair library.

If you want to change this, Poser File Organizer will do this for you. If a prop or hair prop file contains a figure, it will be moved to the Figures library and the extension is changed.

Move to library by extension

Poser files belong to a particular library type depending on their file extension. E.g. PZ2 and P2Z are usually in *Pose*, CR2 and CRZ in *Character*, and PP2 and PPZ in *Props*.

Use this task to move files to the correct library folder depending on the file extension.

Put files into resource folders

Resource files are external files referenced from Poser files like geometries and textures. These files are usually stored in the folders geometries, textures, and Reflection Maps. However, files may be stored anywhere else as long as the reference is correct.

This task moves or copies referred files to a different folder.

There are seven different modes:

- *move*: moves files to the resource folder
- *move, if wrong folder*: moves files to the resource folder, if they are not in the correct folder (see below; however, binary morph files of injections and Python scripts are not moved if they are in libraries; textures may also be in Reflection Maps)

- *move to same runtime*: moves files to the Runtime of the Poser file, if they are in a different Runtime (the resources folder is ignored)
- *move if wrong or not same*: combines *move*, *if wrong folder* and *move to same runtime*
- *copy*: copies files to the resource folder
- *copy to same runtime*: copies files to the Runtime of the Poser file, if they are in a different Runtime (the resources folder is ignored)
- *copy without references*: copies files to the resource folder, but doesn't change the file references in the Poser file

The resource folder can be either an absolute path (starting with a drive letter) or a relative path that is attached to the path of the default folder for a particular kind of resource files. Without a folder, a relative path based on the path of the Poser file is used. References to the files are adjusted if the folder is changed.

If you use a relative path as resource folder, files are put below the following folder:

- *geometries*: geometry files and binary morphs
- *libraries*: Poser files
- *textures*: texture, movie, and sound files
- *python\poserScripts* (in the main Runtime): Python scripts

Note: If the same resource file has references from different Poser files, you should process these Poser files at once. Poser File Organizer remembers the changes and applies them to the same reference in other files that are processed together.

Write always

Usually, the Poser File Organizer only writes a file it has processed, if there were any changes. With this option, the file will be written even if there were no changes. In the test mode, this option has no effect. To write the file in any case makes sense, if you want to apply the options for file formatting to all of your files.

4.3. Move and Copy

The Poser File Organizer moves or copies your Poser files together with their referred files to another Runtime library and/or category. You can select which kinds of referred files should be included (see above). The preview image(s) and the meta-data (XMP) will be moved or copied, too. This holds as well for DAZ Studio files with the same file name and the extension DS, DSA, DSB, or DSE. For referred obj-files, files with the same name and the extension mtl, rsr, or phi will be also moved or copied. (The rsr-file of an obj-file may not be moved, if Poser is running and it had loaded the obj-file before. In that case, you have to close Poser and move the file manually.) Files will not be moved or copied, if they (or a file with the same name) already exist in the target folder.

This feature is useful to organize the content of your Poser Runtimes, even if you have only one Runtime used by Poser. You can install new content in a temporary Runtime folder first and then use the Poser File Organizer to move it to your Poser Runtime. This allows you to select the

category for placing the new files, to fix file references and other common problems, and you see which non-Poser files you never would have used because there is no Poser file referring to them. With the copy mode, you can copy Poser files to a new Runtime folder together with all referred files, e.g. if you want to prepare them for distribution. And if you are using Poser 5 or later, you can move your Poser files from one Poser Runtime to another.

If you use the move or the copy mode, you have to specify a target Runtime folder. This must be an absolute path ending with "Runtime". To select a Runtime folder, you may select any folder using the "o" button or choose an existing Poser Runtime using the ">" button. In addition, you may change the category folder for the Poser file by checking *Category* and giving a name for it. This must be a relative path that will be appended to the library type. (Only Poser 5 and later support categories with sub-categories, i.e. paths consisting of several folders.) With the "o" button, you may select an existing category folder for the chosen Runtime.

Note: If you move or copy Poser files, the geometries will only be rounded and their compression changed, if they are copied or moved as well. Embedded geometries will be extracted to the destination Runtime for the Poser file.

5. Options

5.1. Runtimes

The Runtime list contains the runtime folders to be used when resolving the path of references to external files like geometries or textures. There are two ways to locate Runtimes, either by naming an explicit folder, or by referring to a LibraryPrefs.xml file that contains all Runtime folders used by a particular Poser version. In the list, you can mark which Runtimes to use. This may be useful when using several Poser versions.

With the *Add* button, you open a menu to add a particular folder, to add a LibraryPrefs.xml file, or to import the folders from a LibraryPrefs.xml file. This can be done by locating the file or folder or by auto-locating it for a particular Poser version that is installed on your computer. To add LibraryPref.xml has the advantage, that changes in the Runtime list of Poser are recognized automatically. To add explicit folders has the advantage, that you can enable/disable them directly. The *Remove* button removes all selected entries from the list.

Note: For Poser versions older than Poser 8, the main Runtime is listed in the LibraryPrefs.xml with a relative path. Therefore, you have to add the main Runtime additionally as a folder in that case.

5.2. Generic Options

The following options affect all tasks.

Notification sound

When the Poser File Organizer needs user input during processing, it can play a sound to notify you. You can specify the sound to play here. Leave the field blank to play no sound. Use the "o" button to select a sound file. You can play the sound file with "<".

File format, Line end, Compression

Remove spaces at line end: If this option is checked, spaces at the end of lines will be removed. (Spaces and tabs at the beginning of lines will be removed in any case, because the Poser File Organizer writes files using its own indentation with tabs.)

Remove empty lines: If this option is checked, empty lines will be removed from the Poser files.

Remove comment lines: If this option is checked, comment lines starting with # or / will be removed from the Poser files.

Note: Due to the internal representation of Poser files in the Poser File Organizer, empty lines and comment lines may cause problems, if they are not removed. This is the case, if they separate lines that belong together. Thus, you should not turn these options off.

Line end: Poser files are text files and different operating systems use different characters to mark line ends in text files. Select your preferred style here, Poser accepts any style.

Compression: Poser uses the GZIP file format for compressed files. You may use the default compression level or select a level from 1 - fastest (de)compression - to 9 - smallest file size.

General

Create back-ups: If this option is checked, the Poser File Organizer will keep the old Poser file as a back-up instead of overwriting it. The back-up file is the old file with ".bak" appended. If a back-up already exists, "bak0" to "bak9" and "bakA" to "bakZ" will be used. Only if all of these already exist, the back-up with "bak" will be overwritten. There are many reasons to keep a backup (see above), but it's up to you.

Include sub-folders: If this option is checked, subfolders will be included if you drop one or several folders for processing. Otherwise, only the Poser files in the selected folder(s) will be processed, but not those in the subfolders.

Delete empty folders: If this option is checked, all folders will be deleted, if they become empty after moving files from them. This includes folders that become empty when a subfolder was deleted. The folders of the Poser Runtime itself (e.g. geometries, textures, characters) are not deleted even if they become empty.

Note: This may also delete folders that already were empty. An empty folder may not be deleted, if other programs access the folder.

Ignore files with wrong braces: If this option is checked, files that have missing braces at the end or have additional lines after the last closing brace are not processed.

Back to run tab if no error: If this option is checked, the run tab is displayed after processing instead of the log tab, but only if there were no errors or warnings during processing.

Foreground for notification: If this options is checked, the window of Poser File Organizer is put into foreground whenever it requires user interaction during processing.

Logging

Reset logs: If this option is checked, the log outputs will be cleared before a new processing starts.

Write to error log file: If this option is checked, the error log output will be written to the file PoserOrg.err.

Write to log file: If this option is checked, the log output will be written to the file PoserOrg.log.

Note: Remember to delete the log-files sometimes or they might become very large. If you are processing many Poser files at once, you should log to files because the log output window has a limited capacity.

Log additional information: If this option is checked, additional information will be logged that may be of interest, but that doesn't reflect any changes.

High detailed log: If this option is checked, some changes are logged in more detail. The log output might become very large.

Drag'n'drop

You can drag'n'drop files and folders to the file list tab to add them to the file list and to the process task to process them. For the other tabs, you can select here whether to *ignore* dropped files, to *add* them *to file list*, or to *process tasks* for them.

5.3. Task Specific Options

The following options affect only one task.

File references

The file references options are used, when the Poser File Organizer creates or changes file references. They are also used by the "all to preferred style" task.

Use absolute file path: If this option is checked, file references will not be converted to relative paths.

Known Runtime for relative path: If this option is checked, a path is only converted to a relative path if the Runtime is one of the known Poser Runtimes.

Include path for shader nodes: If this option is checked, the path is included in file references inside of the shader tree, even if it is not required. Otherwise, only the file name is used, if there is another reference to this file that includes the path.

Skip ":Runtime:textures": If this option is checked, relative file references to textures will not include ":Runtime:textures".

Skip ":Runtime:Reflection Maps": If this option is checked, relative file references to textures will not include ":Runtime:Reflection Maps".

Find missing files

Accept files in same folder: If this option is checked, references consisting of only a file name are not corrected, if the referred file is in the same folder as the referring file. Use this for Poser 6 only, earlier Poser versions won't find the file.

Fast search (exclude library): If this option is checked, files are only searched in those subfolders of Runtime where they are stored usually. Geometry files will be searched in ":Runtime:geometries", texture images will be searched in ":Runtime:textures" and ":Runtime:Reflection Maps", and so on. The search will be faster but some files might not be found. Otherwise, preview images from the libraries folder might be erroneously taken as texture images.

Always confirm, if found: If this option is checked, the file selection dialog to replace a reference is always opened even if only a single file was found during search.

Select best, if multiple found: If this option is checked, the Poser File Organizer selects the best file, if more than one file is found. This will be the file with the same extension and the most similar partial path. If this option is not checked or if there are several files equally well, the user will be asked to select a file.

Manual search, if not found: If this option is checked, the user will be asked to enter the file location for files that were not found. Otherwise the wrong file reference will not be changed and you get a warning only.

Remember found file: If this option is checked, automatically fixed file references are remembered and reused, if the same file invalid reference occurs again.

Remember found path: If this option is checked, the path for automatically fixed file references is remembered and searched first for the following missing files.

Remember for current file only: If this option is checked, files and/or paths of fixed file references are remembered only for a single Poser file and not used for other files.

Correct existing materials

Never remove Preview: If this option is checked, the Preview material is not removed, even if it is not in the geometry.

Create shader tree

Max. missing entries: This is the number of material parameters that might be missing for a complete material. If more parameters are missing, no shader tree will be created. (An exception are old material definitions from Poser 1 to 3. They have fewer parameters and are only considered complete if none of these is missing.)

Poser version: The Poser version determines how shader trees are created. Poser 5 are the standard trees. Shader trees for Poser 6 and up have three additional parameters (shadow catch only, toon id, and normals forward), Poser Pro and Poser 8 yet another (gradient type).

Image filtering: For Poser 7 and up, this selects the image filtering mode for image nodes (None, Fast, Quality, or Crisp).

Bump strength: The Poser 5 bump is stronger than the old gradient bump. The bump strength should be reduced when a bump image (and not a bum-file) is used. A value of 5% gives similar results when using the same bump image in Poser ProPack and Poser 5.

Sphere map for reflection: If this option is checked, a sphere mapping is used for reflection maps. This is what Poser does. Otherwise UV-mapping is used.

Use "file NO_MAP": If this option is checked, shader trees use file NO_MAP instead of file "" in shader nodes. This notation was introduced with Poser 7 SR3.

Figure

No ! in figure names: If the figure name is set to the file name, this will remove any occurrences of exclamation signs. (Some Poser versions display figure names wrong in menus otherwise.)

Create group for dials: If this option is checked, a group "Eye Control" is added with the dials created for eye controls.

Extract embedded geometry

Include storage offset: If this option is checked, a storage offset line is included for the extracted geometry. This line and the used values seem to have no effect and may be missing, but original Poser files always have a storage offset of "0 0.3487 0" for props.

Don't extract dynamic hair: If this option is checked, the geometry of dynamic hair that defines the guide lines is not extracted.

6. Presets

You may combine many tasks, task parameters, and options. Usually, you will have several different combinations you use often. You may save such a combination as a preset and load it if you want to use it again.

To load a preset, press the *load preset* menu button and select the preset to load. The first entry in the presets menu is always *reset* to reset all selections, parameters, and options to the default state. The other entries are the presets you defined yourself.

Press the *presets* menu button to open the presets dialog. Here, you can load and save presets and organize your existing presets. The list shows the existing presets. In the line above the list, you enter the name to load, save, or rename a preset. If you use a name from the list when saving a preset, the existing preset is overwritten. With *Tasks*, *Options*, and *Runtimes*, you select what to

include in the preset. *Separator* adds a menu separator. *Rename* and *delete* are applied to the preset selected in the list. You can change the order of the presets in the list by dragging the lines.

7. Log Output

The log output tells you what the Poser File Organizer is doing. It is always written to the log output window and optionally to the log files. The log window has a limit of 65000 signs, the log file has no limit but your free hard disk space. If you process many files at once, you should use the log file or some log information might get lost. You may clear the log output and log files or write the content of a log window to a file with the according menu buttons.

Above of the log output window, the file name is displayed of the file currently processed. Right to the file name is a progress field that reports the progress of reading and writing the file. The fields at the top show the number of changed files, of processed files, and of total files on the left and the number of errors, warnings, changes, and file operations done on the right. If there are any errors or warnings, the according field is colored orange.

After processing, a detailed summary is added to the log. It contains the number of processed files, changed files, errors, warnings, changes, and file operations. In addition, the number of errors, warnings, and changes are shown by their type.

7.1. Log Types

Each entry of the log output starts with a particular sign indicating its type. If a log entry consists of several lines, the latter lines are indented.

The following log types are defined:

- `=== folder name ===`: This marks the beginning of the processing of a folder.
- `--- file name ---`: This marks the beginning of the processing of a file.
- `!!! error message !!!`: This marks an error. If an error occurs, the file is no longer processed and will not be written.
- `??? warning message`: This marks a warning. A warning is a possible problem the Poser File Organizer detected in a Poser file but could not fix.
- `> change`: This marks a change on a Poser file. The Poser File Organizer will report everything it changes when processing a Poser file.
- `= file operation`: This marks a file operation. A file was moved or copied without changing its content, or an empty folder was deleted.
- `- information`: This marks an additional information. Nothing has been changed, but it may be of interest anyway (see below).
- `? input`: This explains the need for a user input. If you are asked to select or find a file, the log will give you more information about why you are asked. This type of log will not be written to the log file.

You should always look for warnings and errors in the log. If a warning or error occurs, the error log will be displayed after processing.

7.2. Additional Log Information

Additional information is logged in the following cases, if you turn the according option on:

- You will be notified if a material is not complete and hence no shader tree was created.
- When looking for missing files, files found without search are reported. Thus, all file references are logged.
- You will be notified if a file extension can't be changed to bump or to image, because no such file exists.
- You will be notified if a figure has no head or eyes and hence no eye control dials are added.
- You will be notified if no eye control dials were added to the head. This should be only the case if the dials already exist.
- The current version number is reported even if it is not changed.
- You will be notified if there is no thumbnail for a file.
- You will be notified if a file is not moved or copied, because it already exists. Usually this is the case, if you move or copy several Poser files that refer to the same external file. But it may also be a different file.
- The writing of the Poser file is logged.

7.3. High Detailed Log

More details are logged in the following cases, if you turn the according option on:

- The number of removed zero morph deltas when rounding morph values.
- The morph injections hidden or deleted.
- The renaming of a material to replace spaces.
- The creation of a missing and the removal of an unused material.
- The creation or removal of a shader tree.
- The change of the shader tree position.
- The creation or removal of a preset material.
- The addition or removal of a material map offset.
- The removal of an unused shader tree node.
- Resetting a figure channel.
- The insertion or removal of an eye control dial to the head.
- The change of a display mode.
- The removal of an unused dial or group.
- Starting a batch job.
- Error details when processing a batch job.

Without high detail logging, the log will only report the number of changes.

8. Poser Thumbnail Converter

If you just want to convert thumbnails, it's faster to use the Poser Thumbnail Converter.

There are five menu buttons. Press *Files* to select one or several files to process. You can also drag'n'drop files or folders to convert them (folders will include subfolders). Using *Folder*, all thumbnail files in that folder will be converted. *Folders* will also include any subfolders. *Info* shows information about the program. *Exit* terminates the application.

There are three modes of processing:

- *Create RSR*: creates missing RSR thumbnails from PNG thumbnails.
- *Create PNG*: creates missing PNG thumbnails from RSR thumbnails.
- *Create missing*: creates whatever thumbnail is missing.

If you select *Delete original file*, the original file will be deleted after conversion was successful.

The lines at the bottom show the input and output file of the ongoing conversion.

Note: There might be RSR files that Poser Thumbnail Converter and Poser File Organizer will not convert. On the one hand, Poser uses RSR files also for other purposes than thumbnails. On the other hand, the images in RSR thumbnails are in PICT format that is very complex. Both programs will only convert RSR files of the kind Poser creates for thumbnails. If they fail to convert a RSR thumbnail, you will have to use Poser for conversion.

9. Tips and Tricks

Here are some hints on how to use the Poser File Organizer.

9.1. Optimizing Your Existing Runtimes

When you are acquainted with all the features of Poser File Organizer, you may want to optimize all your Poser Runtimes. First, consider which tasks you want to perform and which parameters to use. You may want to save these settings as a preset because you might need them again.

Of course, you can now create a file list that contains the library folders of all your Runtimes and start processing. But you might save some work if you consider the following:

- If you have enough disk space, make a complete backup of your Runtimes (geometries, libraries, Reflection Maps, and textures) instead of using the backup feature of Poser File Organizer. This will make it much easier to restore the old state if something goes wrong.
- Don't use the apply mode, but the move mode. First, move your Runtimes to a temporary folder in Windows explorer. (For the main Runtime, create a new folder "Runtime" and only move geometries, libraries, Reflection Maps, and textures to this new folder.) Then, use the Poser File Organizer to move your Poser files back to the original Runtime. Don't forget to include geometries, binary morphs, and textures as file references to move. After you moved

the Poser files, there will be a lot of files remaining. Some of them have to be moved manually, because they are needed by Poser, but not referenced from any file in the library (see list below). The remaining files might be still useful but you probably would never use them because there is no reference from the Poser libraries to them.

The following files are used by Poser, but may not be referenced from a file in the library (this list might differ depending on Poser version and might be incomplete):

- geometries\balance\com.obj
- geometries\camera\camera.obj
- geometries\camera\camtarget.obj
- geometries\deform\base.obj
- geometries\deform\magnet.obj
- geometries\deform\wave2Sided.obj
- geometries\lights\infLite.obj
- geometries\lights\pointLite.obj
- geometries\lights\spotLite.obj
- geometries\props\ClothPlane.obj
- geometries\props\coneForcefield.obj
- geometries\props\ground.obj
- geometries\props\ground20x20Lines.obj
- textures\Ground Default Texture.tif
- textures\toon\toon1.png
- textures\toon\toon2.png
- textures\toon\toon3.png
- textures\toon\toon4.png
- textures\toon\toon5.png

9.2. Installing New Poser Content

To know which files you already have optimized and which not, you should install new Poser content to an empty temporary Runtime. Then, use the Poser File Organizer to move the new files to your Runtimes and apply the tasks you want to use on all of your files. Typical tasks for install are extract embedded geometry, create shader trees, find missing files, file compression, thumbnails, and everything else that repairs or optimizes your files for your Poser version. At best, save this setting as a preset that you use every time you install new Poser content.

You can either move all files at once to one of your Runtimes, or you may want to use a different folder structure and use the category path to move each file where you want to have it. Again, if there are remaining files, they are not referenced. You should keep them somewhere outside of your Runtimes, maybe you can use them some day.

If you create backups during installation, remember to delete the .bak files from your Runtimes from time to time.

9.3. Preparing Your Product for Release

You can also use the Poser File Organizer to prepare a Poser product you created for release. Simply copy the Poser files of your product to a new empty Runtime folder (without subfolders). Include those types of referred files that you created with the product. During copy, apply those tasks that prepare your product for release. Typical tasks are setting the version number, correcting file references, changing all file references to relative path, creating the required type of thumbnail, and decompressing files. Finally, you can use a ZIP application on this Runtime folder to create your product.