

www.most-digital-creations.com

HOW TO INSTALL AND GET STARTED WITH OUR CONTENT FOR POSER AND DAZ STUDIO

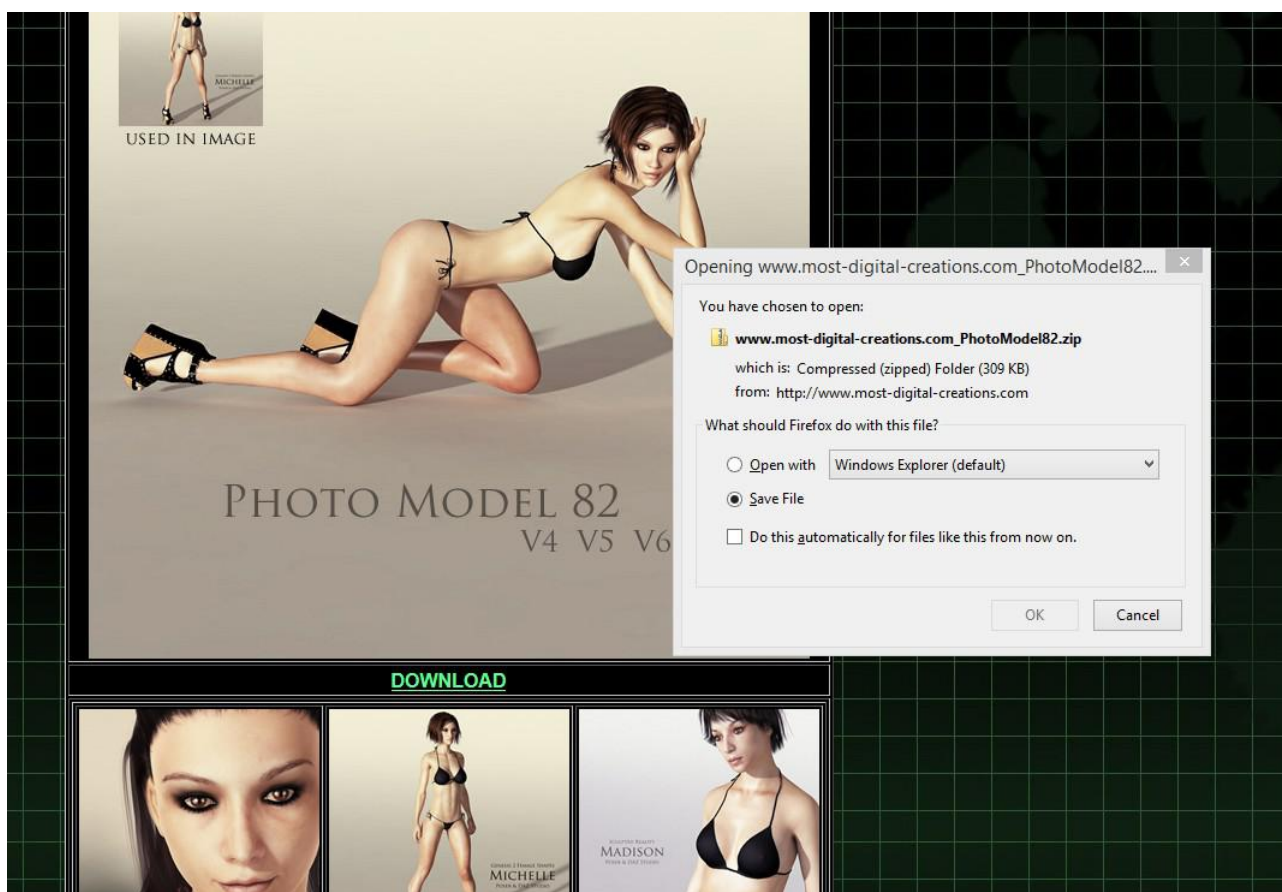
ALL OF OUR CONTENT IS COMPATIBLE WITH BOTH WINDOWS AND MAC

In this tutorial we look at installing our content into Poser and DAZ Studio, finding our content in Poser and DAZ Studio and installing our content for use with the DSON Importer in Poser.

The tutorial can be applied to installing both our freebies and product files purchased in the shop.

Let's get started with the tutorial by downloading the free Photo Model 82 file from our site:

http://www.most-digital-creations.com/photo_model_82.htm



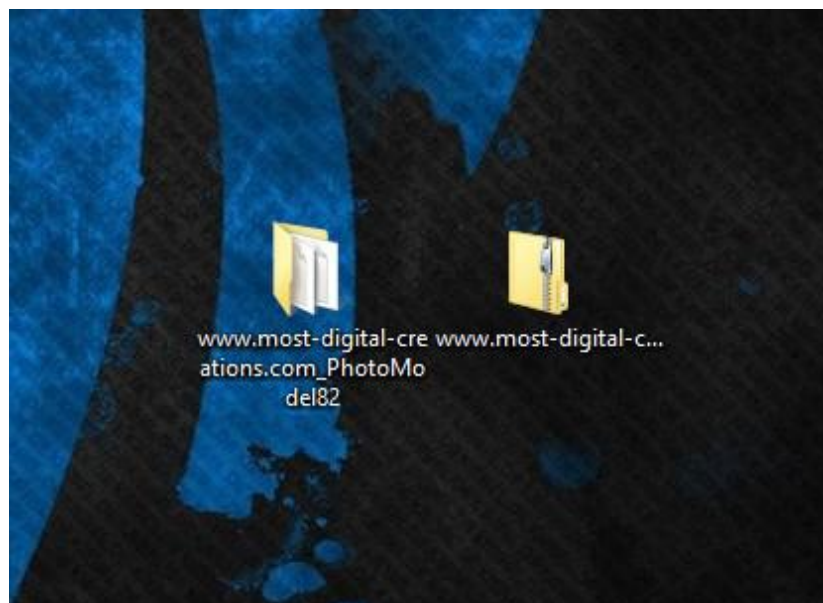
When you download some of our content, whether it's a freebie or one of our products, you'll receive a ZIP file on your computer. Please make sure that you choose the “Save File” option and not the “Open” option when downloading. You can usually find the ZIP file in your Downloads folder or wherever you chose to download it to. The ZIP file contains the content in a compressed form so that space is saved and you can download the content more quickly.

www.most-digital-creations.com_PandorasBox44	10/09/2014 14:07	Compressed (zipp...	85 KB
www.most-digital-creations.com_PandorasBox44(1)	10/10/2014 14:07	Compressed (zipp...	85 KB
www.most-digital-creations.com_PandorasBox44	08/10/2014 11:31	Compressed (zipp...	85 KB
www.most-digital-creations.com_PandorasBox45(1)	23/10/2014 08:01	Compressed (zipp...	106 KB
www.most-digital-creations.com_PandorasBox45(2)	23/10/2014 08:01	Compressed (zipp...	106 KB
www.most-digital-creations.com_PandorasBox45(3)	24/10/2014 09:28	Compressed (zipp...	106 KB
www.most-digital-creations.com_PandorasBox45	22/10/2014 10:05	Compressed (zipp...	106 KB
www.most-digital-creations.com_PhotoModel82	01/11/2014 13:33	Compressed (zipp...	309 KB
www.most-digital-creations.com_XXXL(1)	19/09/2014 14:09	Compressed (zipp...	32 KB

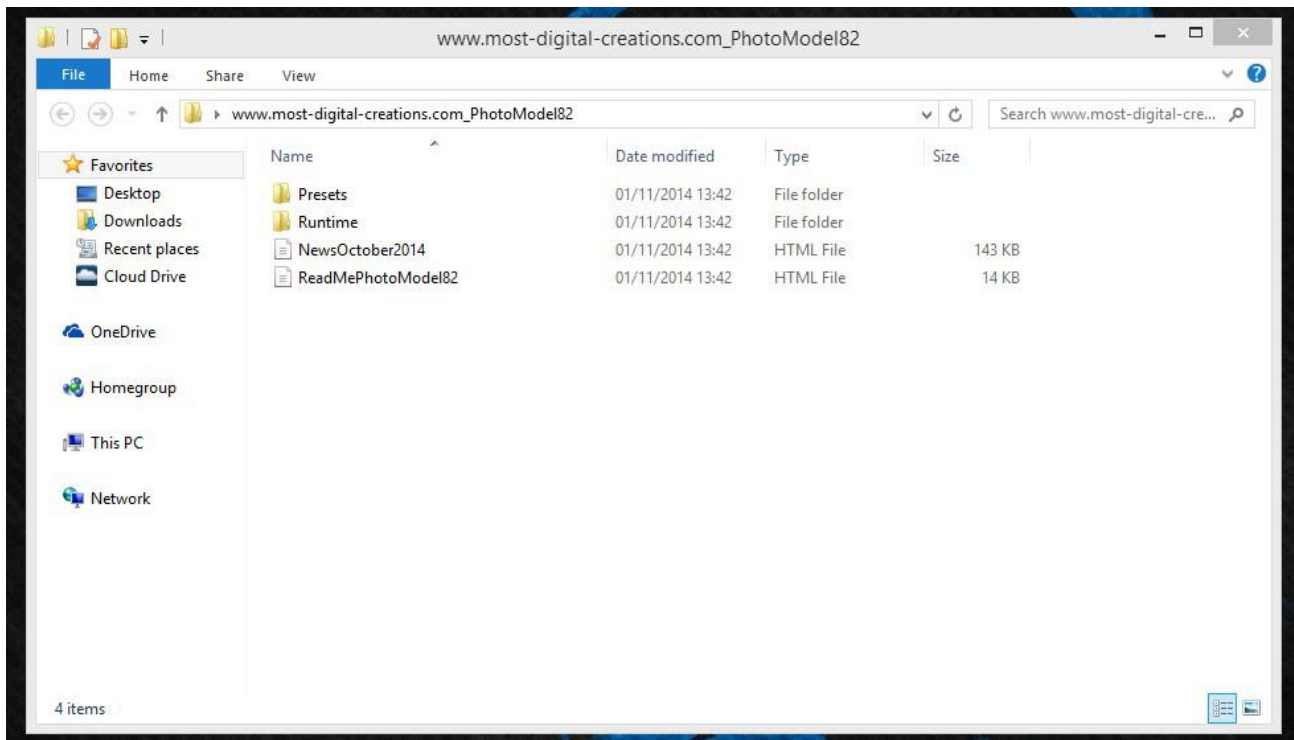
I find the best way to start is to either cut or copy the ZIP file from this original location and simply paste it onto your desktop.



Next you need to right click the ZIP file and select Extract All... and then Extract the files to your desktop. You should end up with a regular folder on your desktop with the same name as the ZIP file. If you're not using Windows, please extract the ZIP file to your desktop using the usual method for your particular system.



Now let's double click to open the folder that we extracted and take a look inside.



In this folder you'll find the folders that contain the content, along with a ReadMe file with instructions and our news page. Once you're experienced with installing the content in Poser and DAZ Studio the ReadMe instructions will be enough, but for now we'll continue looking at the installation in more depth with this example.

NOTE: Our products that you buy in the shop include a ReadMe file with much more in depth instructions and information on using the content.

The folder that you extract will almost always include a Runtime folder and sometimes there'll be other folders along with it. In this example you can see there's a Presets folder too.

At this point you don't need to be concerned with the contents of the folders, just the top level structure shown here. The content structure has been carefully organised for you inside the folders, so there's no need to open them or change anything in any way.

What we basically want to do now is get this content from the desktop and get it into the Poser and/or DAZ Studio content libraries.

INSTALLING OUR CONTENT FOR USE IN DAZ STUDIO (POSER USERS PLEASE SEE BELOW)

We'll start by looking at how you install the content into the DAZ Studio library, so first of all you need to find that library on your computer. Please leave the content folder that you extracted to the desktop open at this point, ready for copying the folders later.

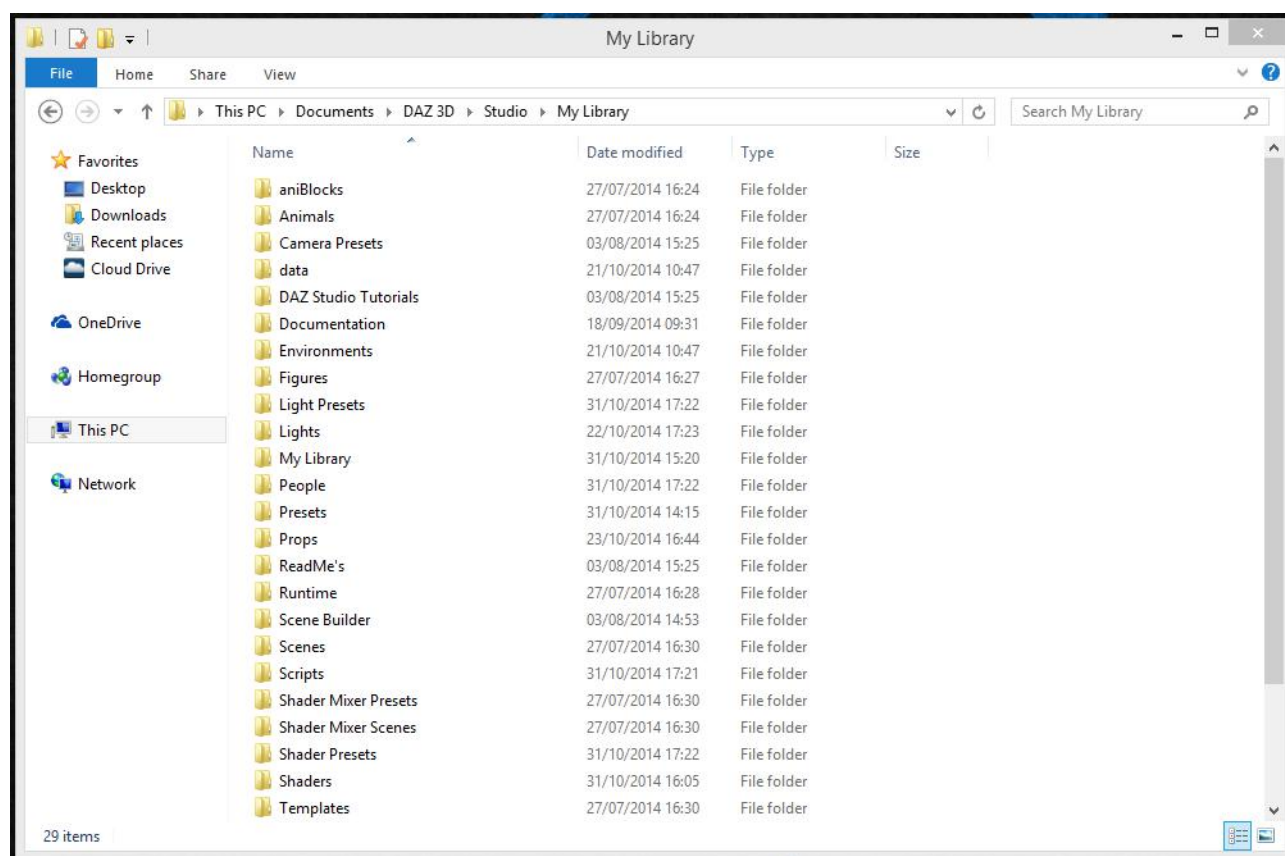
Unless you specified a specific location for the library when you installed DAZ Studio then you'll usually be able to find it in Documents\DAZ 3D\Studio\My Library.

If you usually use the DAZ Install Manager to install your content then the library will usually be in Users\Public\Documents\My DAZ 3D Library. Or in Users\Shared for MAC users.

If you are using DAZ Studio 4.9 or newer and you usually use DAZ Connect to install your content then the library will usually be in Documents\DAZ 3D\Studio\My Daz Connect Library.

IMPORTANT: From now on I will simply refer to My Library to make things simpler, but this can be taken to mean either My Library, My DAZ 3D Library or My Daz Connect Library.

When you open it, it should look something like this, depending on how much content you have installed:



NOTE: If you are using DAZ Studio 4.9 or newer and you usually use DAZ Connect to install your content, then the My Daz Connect Library will look different. More than likely there will only be a data folder here. It makes no difference though, simply follow the instructions below to copy both the Runtime folder and the Presets folder (or whatever folders the content that you downloaded includes) and paste them into your My Daz Connect Library folder.

UPDATE: If you paste the folders into your My DAZ Connect Library it is possible that they will not show up in DAZ Studio. If this is the case the best thing to do is to paste them into Documents\DAZ 3D\Studio\My Library. If you do not have that folder on your computer then go into Documents\DAZ 3D\Studio and create a new folder called My Library.

If you take a look at the names of the folders inside the content library, you should be able to see that there are folders with the same names as the folders we have inside the content folder on the desktop. In this case, the Runtime and Presets folders (or whatever folders the content that you downloaded includes).

Now, all you need to do is go back to the content folder on the desktop, copy both the Runtime folder and the Presets folder (or whatever folders the content that you downloaded includes) and paste them into your My Library folder as shown above. If you're asked if you want to replace files already in the folder then choose yes and they'll be automatically overwritten (MAC users see below). What you're doing is basically adding the contents of the folders to the same folders in the DAZ Studio library.

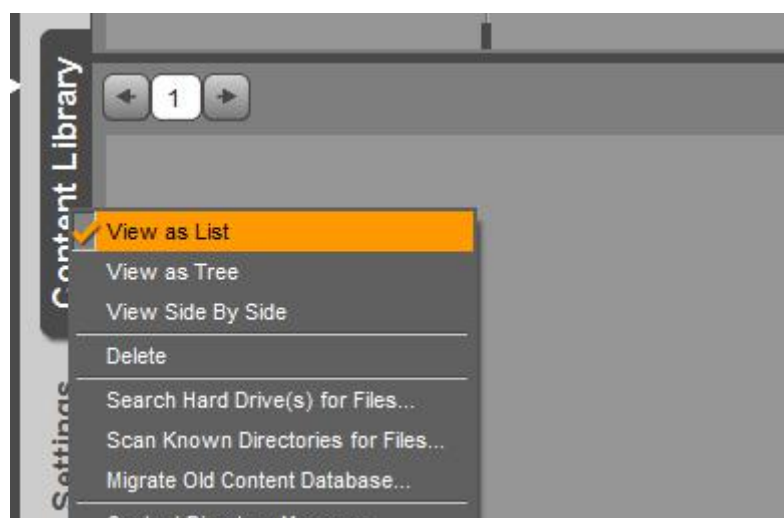
NOTE I: MAC users will need to find a way to merge the folders without overwriting one folder with another. I recommend searching for “mac how to merge folders” using a search engine.

NOTE II: Please make sure that you always paste your folders inside the My Library folder. Don't open the Runtime folder, for example, and paste your Runtime folder inside it or the content will not be installed correctly. It's a mistake many people make when they first start off, so please be careful.

NOTE III: Depending on the content, you may have various different folders that you need to copy and paste into the My Library folder e.g. a data folder, People, Shader Presets etc. etc.

Now that the content is installed correctly, let's have a look at how you can find our content inside the DAZ Studio program.

The first thing to do after you open the DAZ Studio program is to right click the Content Library tab and check the View as List option.



Now you'll be able to see the file structure of the DAZ Studio library inside the DAZ Studio program.

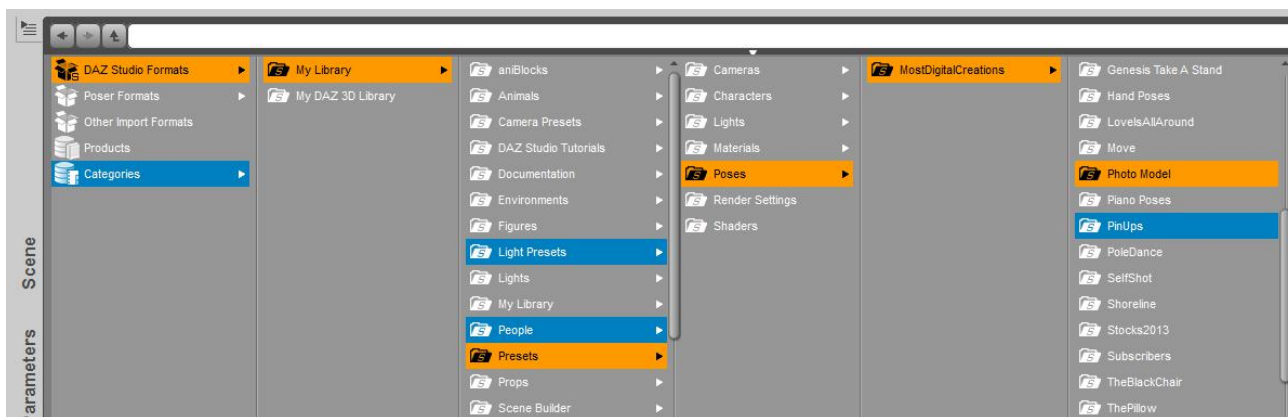
The ReadMe file included with the content that we mentioned earlier will always give you information about where you can find the content within this file structure. In this case it tells us

that the content can be found in Presets, Poses, MostDigitalCreations, Photo Model and Poser Formats, My Library, Poses, Mostdigitalcreations, PhotoModel.

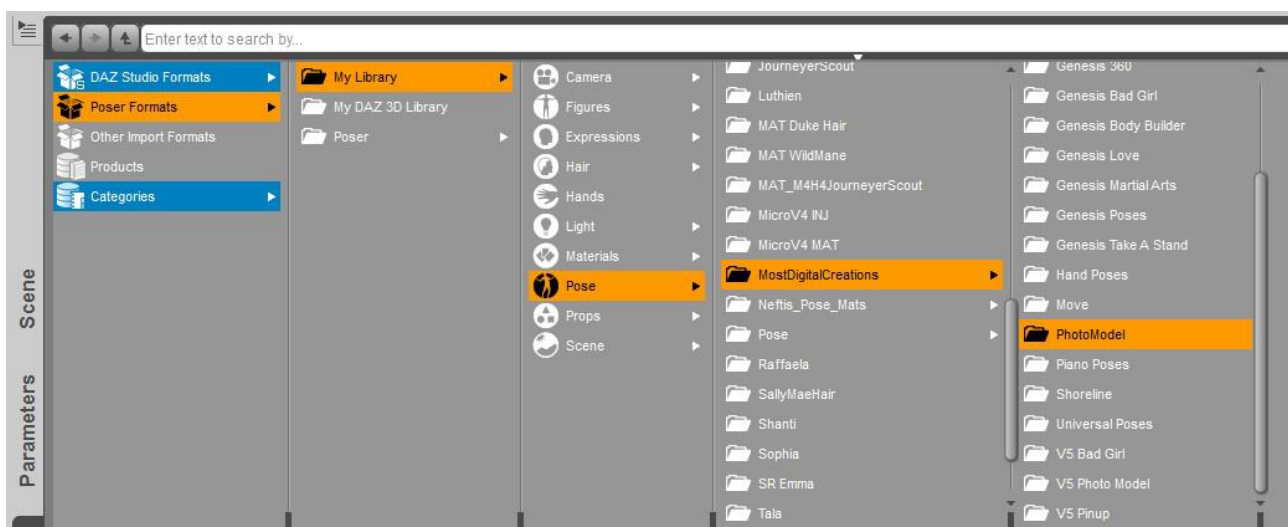
DAZ: You can find the V5 and V6 poses in Presets, Poses, MostDigitalCreations, Photo Model.

You can find the V4 pose in Poser Formats, My Library, Poses, Mostdigitalcreations, PhotoModel.

Here's what those locations look like inside the DAZ Studio program:



and:



If you usually use the DAZ Install Manager to install your content then you will need to look in My DAZ 3D Library, but the location of the files will otherwise be the same.

If you are using DAZ Studio 4.9 or newer and you usually use DAZ Connect to install your content then you will need to look in My Daz Connect Library, but the location of the files will otherwise be the same. **UPDATE: Please see the new information in red above on using the My Daz Connect Library folder.**

NOTE: Should the library that you installed to not be visible in the second pane, simply do a right click and then select Add a Base Directory and select and add the folder i.e. Documents\DAZ 3D\Studio\My Library OR Users\Public\Documents\My DAZ 3D Library (or Users\Shared for MAC users) OR Documents\DAZ 3D\Studio\My Daz Connect Library.

Now you're ready to start using our content inside DAZ Studio!

INSTALLING OUR CONTENT FOR USE IN POSER

Now we'll have a look at installing the content into the Poser library. The Poser library is always contained inside a Runtime folder except for the data used with the DSON Importer.

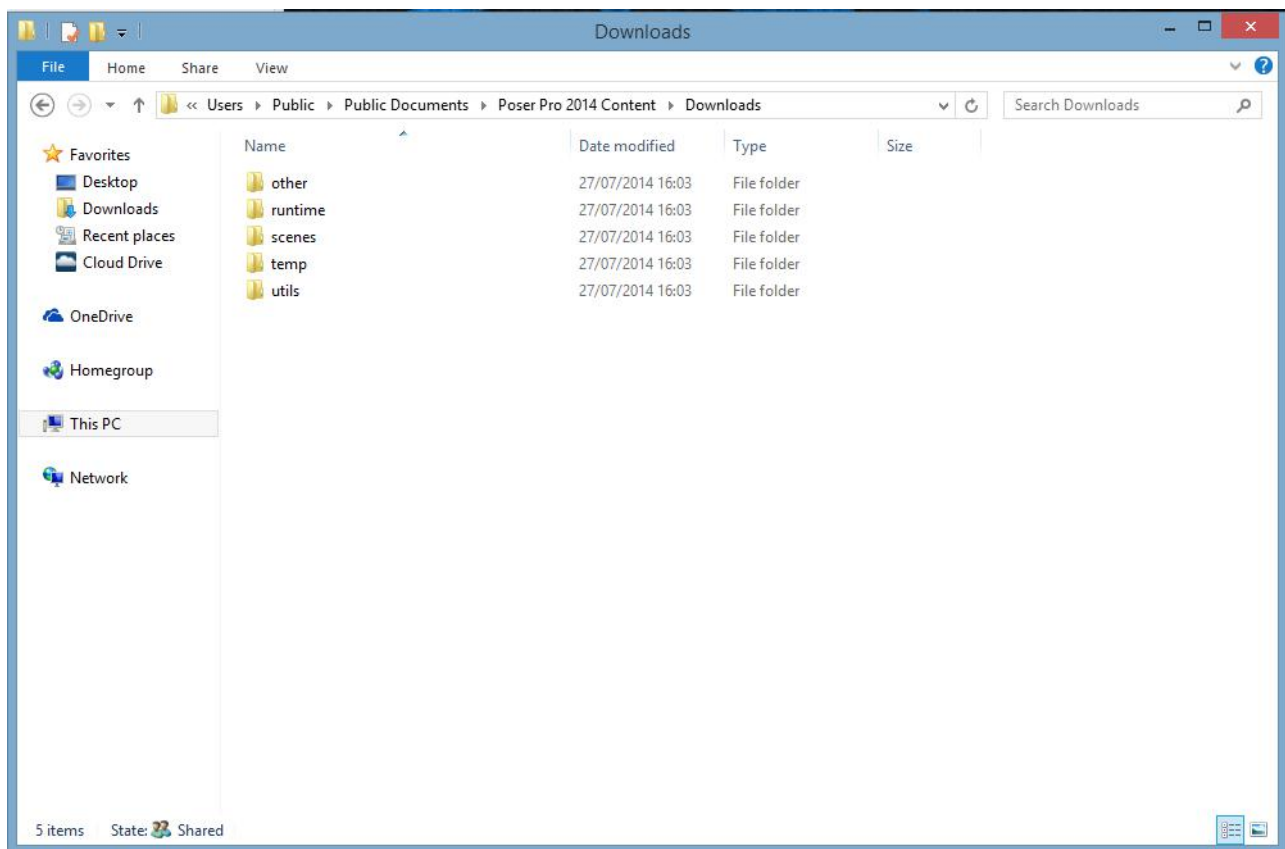
IMPORTANT: If the file that you downloaded contains a data folder for use with the DSON Importer, then please make sure that you also follow the instructions at the end of this tutorial on how to install content for use with the DSON Importer. It is important that you install the data folder to the correct location on your computer. In a case like this you must also make sure that you follow the instructions for manual installation. If you allow Poser to automatically install the content, then the data folder may be installed incorrectly.

In the first example we'll be looking at installing content manually to the Runtime folder and then after that how Poser can automatically add content from a downloaded zip file.

First of all we'll find the Poser library for downloaded content in its default location Users\Public\Public Documents\<(name of Poser version) Content\Downloads. Or in Users\Shared for MAC users.

If you usually use the DAZ Install Manager to install your content then the library will usually be in Users\Public\Documents\My DAZ 3D Library. Or in Users\Shared for MAC users.

If you usually use DAZ Connect to install your content then the library will usually be in Documents\DAZ 3D\Studio\My Daz Connect Library.



Now, all you need to do is go back to the content folder on the desktop, copy the Runtime folder and paste it into the folder where the Poser Runtime folder is located, in this case Downloads. If you're asked if you want to replace files already in the folder then choose yes and they'll be automatically overwritten (MAC users see below). What you're doing is basically adding the

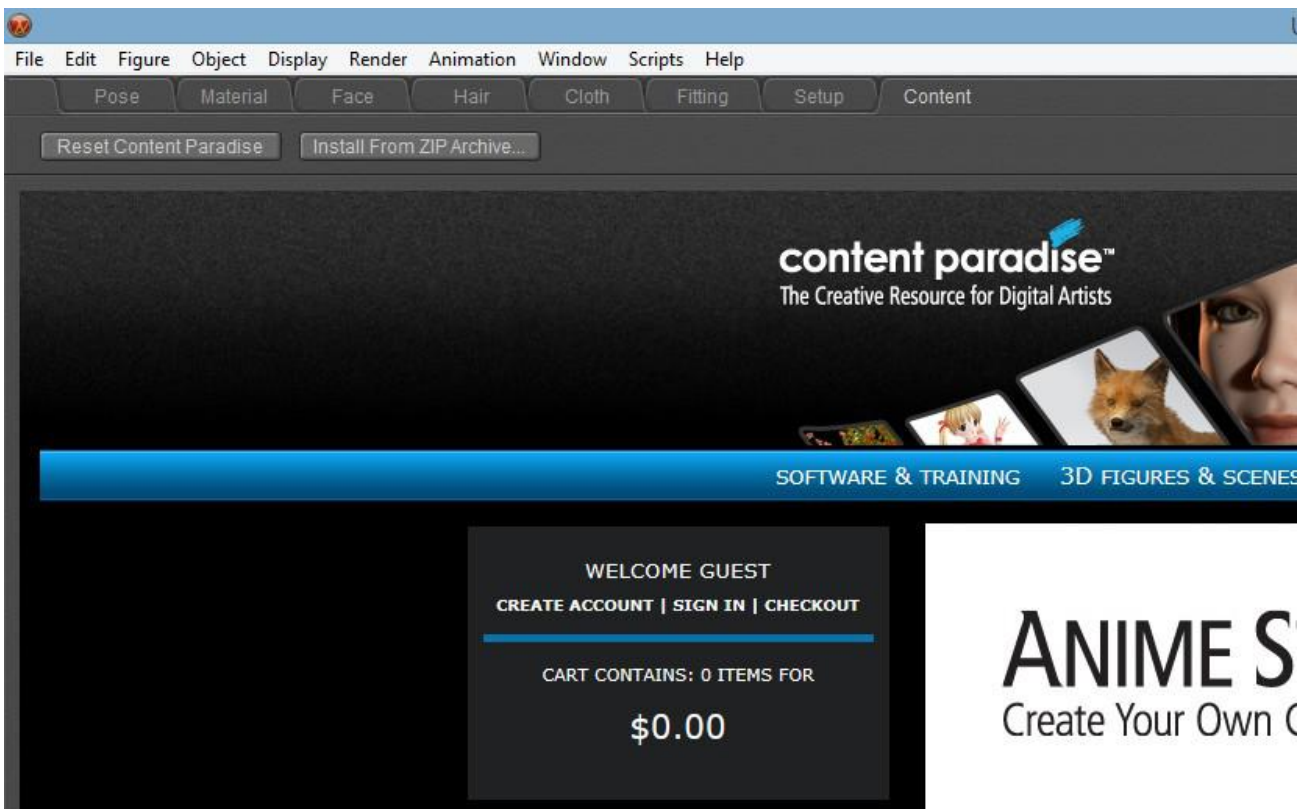
contents of the folders to the same folders in the Poser library.

NOTE I: MAC users will need to find a way to merge the folders without overwriting one folder with another. I recommend searching for “mac how to merge folders” using a search engine.

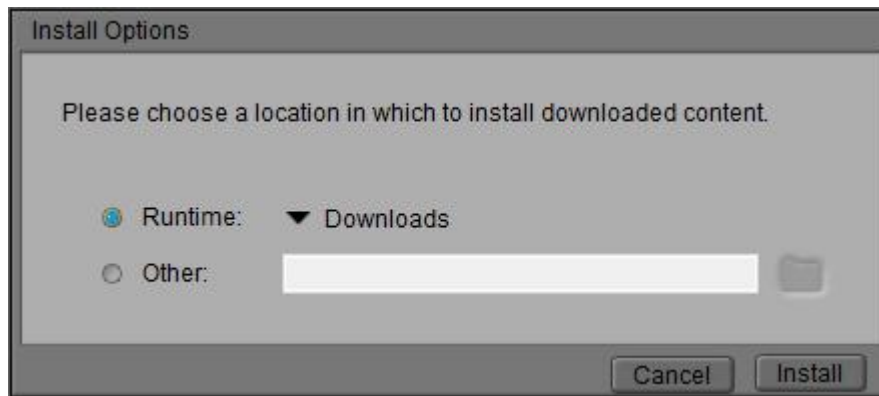
IMPORTANT: Please make sure that you always paste your Runtime folder inside the folder that contains the Runtime folder. Don't open the Runtime folder and paste your Runtime folder inside it or the content will not be installed correctly. It's a mistake many people make when they first start off, so please be careful.

Next we'll look at how Poser can install downloaded content from the downloaded ZIP file automatically. In this example we'll use the Photo Model 81 file available from http://www.most-digital-creations.com/photo_model_81.htm Download the file as before and leave it on your desktop without extracting it.

All you need to do now is open Poser and then open the Content tab (If your version of Poser doesn't have a Content tab, you can also click “File” in the menu at the top and then click “Install From ZIP Archive....” and follow the instructions below).



Click the Install From ZIP Archive.... button at the top of the page and navigate to the ZIP file that you downloaded. In this case the ZIP file should be on your desktop. Leave the options as they are below and click Install.



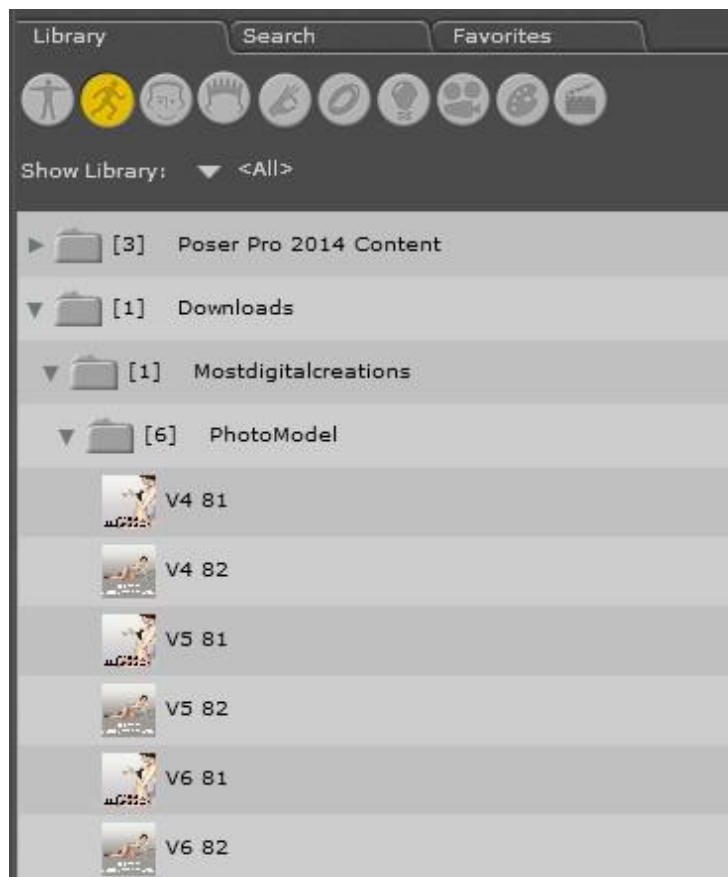
If you're asked if you want to overwrite any files then click Yes and they'll be overwritten automatically.

Now that the content is installed correctly, either manually or automatically, let's have a look at how you can find our content inside the Poser program.

The ReadMe file included with the content that we mentioned earlier will always give you information about where you can find the content in the Poser library. In this case it tells us that the content can be found in the Pose library, in Mostdigitalcreations, in PhotoModel.

Poser: You can find the V4, V5 and V6 poses in the Pose library, in Mostdigitalcreations, in PhotoModel.

Here's what that location looks like inside the Poser program:



Remember we installed the content into the Runtime folder located in the Downloads folder each time, so we look for the content there. In this case we click the Pose library icon, then the small arrow next to Downloads to open that library, then the small arrow next to Mostdigitalcreations to open that and finally the small arrow next to PhotoModel.

Now you're ready to start using our content inside Poser!

INSTALLING OUR CONTENT FOR USE WITH THE DSON IMPORTER FOR POSER

Finally we'll discuss installing and using our content created for use with the DSON Importer for Poser.

When you installed the DSON Importer you more than likely installed the Starter Essentials packages for certain figures at the same time. You will have installed both the Starter Essentials files as well as the Starter Essentials PoserCF files.

What you need to do to install our content that uses the DSON Importer all depends on where you installed the Starter Essentials files on your computer (not the Starter Essentials PoserCF files, as they will have been installed into the Runtime anyway).

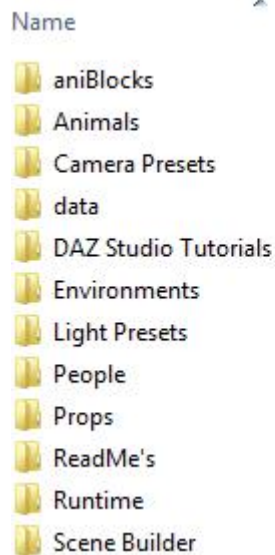
If you installed the Starter Essentials files to the same folder as that which contains your Poser Runtime folder, then the data folder will also be located there and all you need to do is copy the folders from our extracted content ZIP file e.g. Runtime, data etc. and paste them into the folder that contains your Poser Runtime folder (as described above).

If you installed the Starter Essentials files to a different folder, however, then the best way to make sure that our content works properly is to copy the folders from our extracted content ZIP file e.g. Runtime, data etc. and paste them into the folder that contains your Poser Runtime folder (as described above) **AND** paste them into the folder containing the Starter Essentials data folder.

The most important folder is the data folder. You need to make sure that the data folder in our extracted content ZIP file is copied and pasted into the folder that contains your data folder that was created when you installed the Starter Essentials or the content will probably not work correctly.

IMPORTANT: Please make sure that you always paste the data folder inside the folder that contains the data folder. Don't open the data folder and paste your data folder inside it or the content will not be installed correctly. It's a mistake many people make when they first start off, so please be careful.

Below is an image showing how your file structure will probably look after you installed the Starter Essentials on your computer. You can see the Runtime folder and the data folder referred to above.



NOTE: Should you have any problem getting the content to work, it usually means that the data folder is in the wrong place. If this happens then run a search to find the location of any other data folders on your computer that Poser may be reading the data from. Then you should also copy and paste the data folder from the extracted ZIP file into the folders that contain those other data folders (as described above).

Now you're ready to start using our DSON Importer content inside Poser!

If you have any more questions about installing or using our content in Poser and/or DAZ Studio, then please feel free to email me, Adam, anytime at admin@most-digital-creations.com You will receive a reply within 24 hours (usually faster) and I can provide support in both English and German.

More useful information for visitors and customers:

<http://www.most-digital-creations.com/contact.htm>

Contact information.

<http://www.most-digital-creations.com/shopinfo.htm>

Information on shopping securely with us and on our policies.

http://www.most-digital-creations.com/your_support.htm

What we can do with your support.

THANK YOU FOR VISITING US AND FOR YOUR SUPPORT

Cheers

Adam

<http://www.most-digital-creations.com>