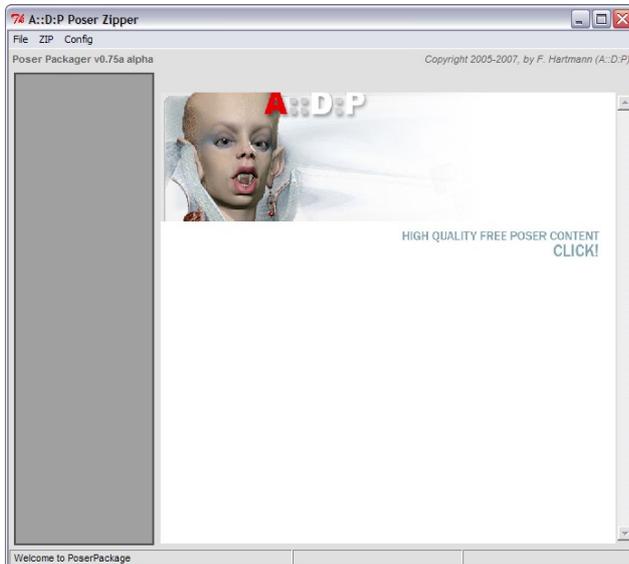Version 0.75a

After strarting the program, you will see the screen shown left.

If you click on the graphic of the main page, your Internet browser will be started calling the authors large collection of free Poser items on ShareCG (http://www.ShareCG.com/fp/adp).

Feel free to download some packages to use them with your new program.

Loading a package is quite easy: Just select Open Zipfile from the main menu and you're half way done.

The first thing you should do is providing two pathnames to the program. The path that should be used for temporary files, and the pathname where your Poser is located on your system.

To do this, select „Config" from the main menu, then „Poserpath..." and „Temp-path...". In both cases a path-search dialog is displayed.

After the both pathes are selected (they are saved permanently) select the „File" menu to open a ZIP file to work with.
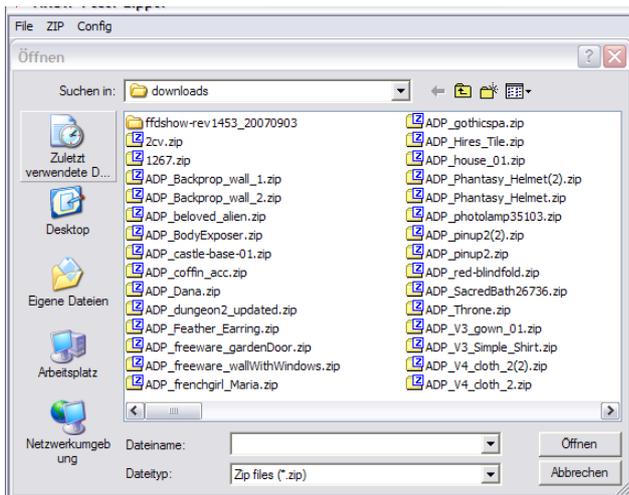
MAKE SURE TEMPPATH AND POSERPATH ARE SET
The program may don't work correctly if not

Find the ZIP file you want to open.

You may select ZIP files not packed for Poser. But these files are handled differently.

Lets start with a Poser ZIP to become familar with this program.

Assumed you downloaded a few of the files from ShareCG, you may see a similar File-Open Dialog as shown left (sorry, this is a german dialog).

In this example we use ADP_Dana.zip, a free package with a lot nice and usefull content for your DAZ-V3.
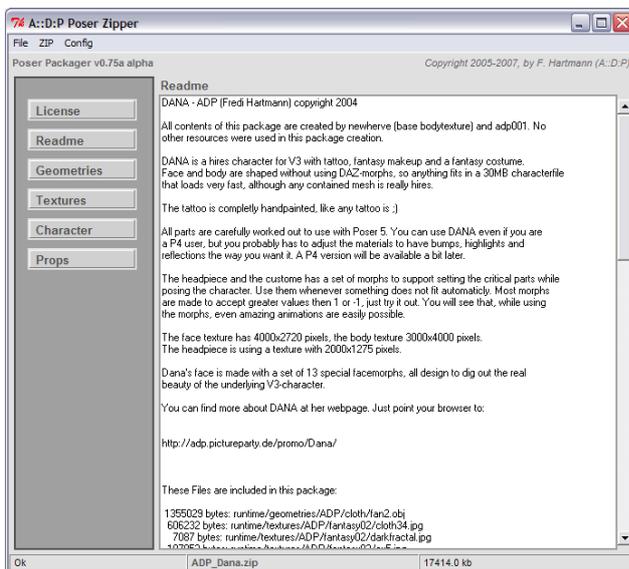
The next screen after selecting a Poser package clearly shows the difference to a standard Zipper. On the right side there is the content of a readme file displayed (if one is present in the ZIP package). On the left side you'll find some buttons to select the parts contained in the ZIP. The Package „Dana" contains Geometrie files, Textures, a character and props. And a License, of course. You alway should read the license file if if one is delivered with a ZIP to know what you're allowed to do with the packages content.
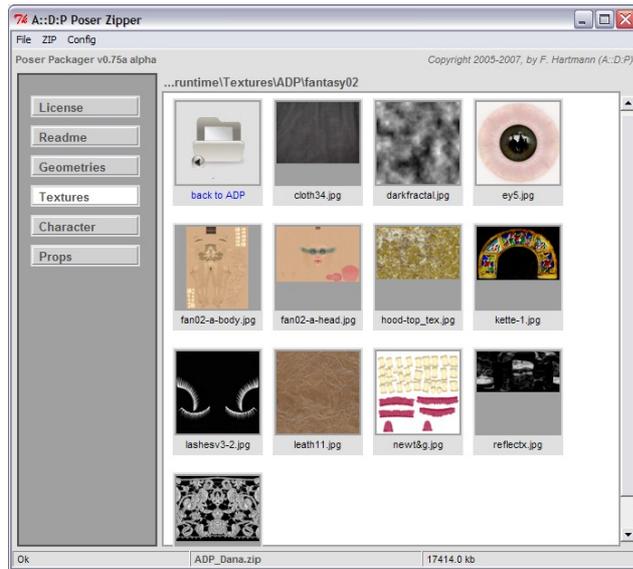
For now we click on „Textures" to explore what images we find inside the Package.

Note: Most often you will find one ore more folders were the images are contained. With „Dana" we find the folder „fantasy02". Just double-click on this folder to open it.

All textures are displayed as icons. These icons are generated on the fly and actually are not contained in the ZIP. So, it may last a second to generate them. You may double-click on a texture to see it in full size.

To enter the previous directory, click on the „back to…" icon in the very first row, left.
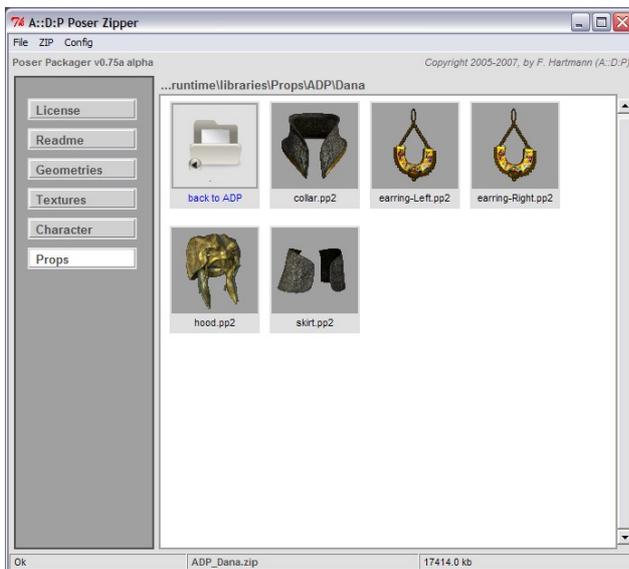

You may click one of the other buttons on the left side at any time.

In this example, the prop-folder is displayed. You see the same icons you will find in your Poser after unpacking this ZIP. This icons are contained in the ZIP package.

Each provided Poser-item can be examined and, of course, changed before it is installed. This may become handy if you have special needs.

For now, just double-click on „collar.pp2".
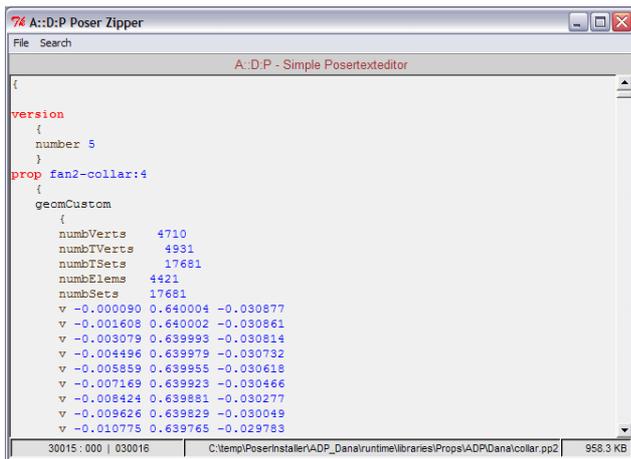
A small texteditor pops up and displays the textual content of the selected Poser file. This editor is fast – but, if you've selected a very large file, it may last a second until you are able to scroll straight to the very last line.

You may change the content if you want. Just don't forget to save the file after you made changes.

Changed files are installed with this changes, but the content of your ZIP-file is unchanged. If you like to have the ZIP permanently changed, you have to save the ZIP with the same or with another name.

Background-info to understand how it works:

After opening the ZIP file, the package is unzipped to a temporary folder. Any further operations are performed on this unzipped folders and files. The temporary folder including all files are erased if another ZIP file is openend. So make sure you've re-saved the ZIP after you changed anything. If you save the ZIP (from the main menu), the ZIP-file is re-packed with the actual content of the temporary folder.
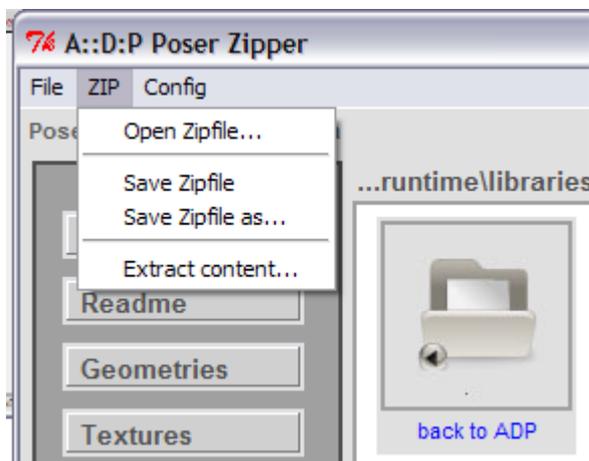
To copy the content to Poser, select „ZIP" from the main menu.
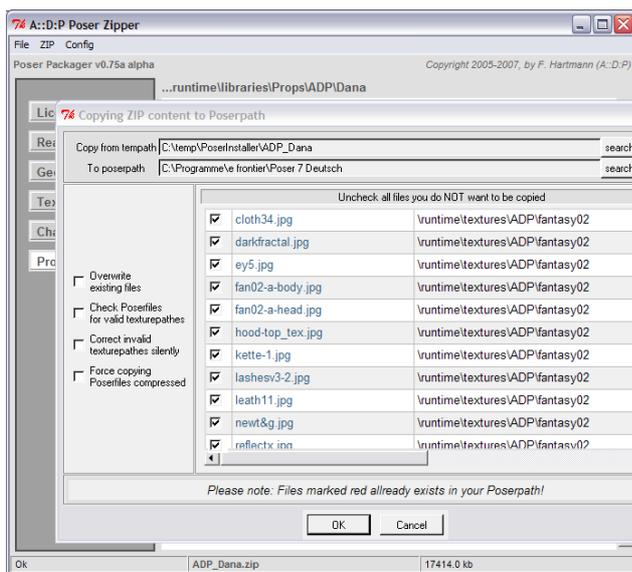
After selecting „Extract content.." this dialog is poped up. The first line shows where the temporary extracted files are located.

The second line shows where the files will go if you start the extraction process. This is usually your Poser main directory (where the Poser executable is located; „Poser.exe" if you are using Windows). You may change this pathes to fit your needs.

On the left side of the dialog there are 3 options. If you check „Overwrite existing files", the program extracts all files without a warning if a file allready exists.

„Check Poserfiles for valid texturepathes" controls each of the extracted files checking texturepathes are given according to Posers rules for texturepathes. A warning is displayed if an error is detected.

„Correct invalid texturepathes silently" may checked also, to avoid warnings.

„Force copying Poserfiles compressed" results in compressed Poserfiles in you Poser directory.

Single files contained in the package may be excluded from copying. To avoid overwriting an existing texture, for example. Just uncheck the filename in question.

Which files are allready exists in you Poser direction is shown by color. If a filename apears in red, it is allready present.

New with Version 0.75b
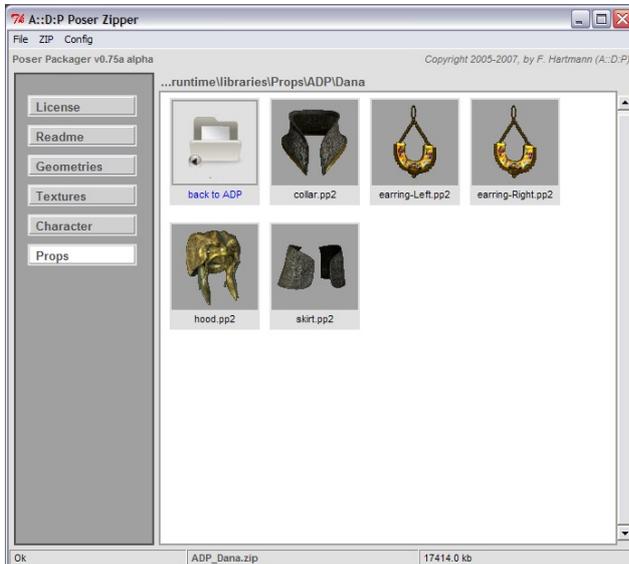
While examining the content of a ZIP file, you may right-click on an icon.

If you do, a small menu pops up to

- Show the content of the file.
- Rename the file.
- Delete the file.
- copy the file.

If the file you clicked on is an image (texture), you are also able to resize it.

Please remember that any changes are only done with the extraceted files in your temp-path. The ZIP-file itself isn't modfied until you select „SAVE ZIP file" from the menu.

But the modified files are copyied to your Poser if you select „Extract content".