

HOW TO INSTALL GENESIS 8 FEMALE MORPH PACKS

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AND A BASIC INTRODUCTION
TO INSTALLING DAZ CONTENT



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I've got DAZ Studio installed on my computer and I've now obtained some morphs or clothing items or whatnot for my figures and I need to install them. How do I do that?

This is not an unusual problem. Trust me, I faced it myself at one point and I'll be the first to admit that DAZ does not understand "ease of use" when it comes to the User Interface (UI) for their program. DAZ Studio is extremely versatile and powerful but it will blow your mind when you first open it. Too many options and a total lack of a user manual are the first things I complained about myself. The worst thing was trying to figure out how to install something.

The problem with this stems from DAZ thinking you're too dumb to manage your own install. In truth their library installation is so darn confusing, they opted some time ago to make auto-installers to put their content in the proper place. The problem there is that as a user, I don't always want them putting it where they want...sometimes I want to put it in a place that I choose so I can remember I even have the item. DAZ also wouldn't allow outside creators (3rd Party Vendors) to utilize their installer program and so folks like me are left having to walk users through rather intricate installations manually...and so that's why I decided to create this PDF tutorial to help my own customers as well as other DAZ Studio users (especially new users) figure out the program's library system and structure.

For the purpose of simplicity, I'm going to walk you through an installation of one of my own morph packages for GENESIS 8 FEMALE.

DAZ Studio saves most everything in a file format known as "DUF" or (.duf) files. These are DAZ specific file formats and do not work in any other programs. These DUF files must be placed into very specific files in the primary directory (library) or your new items may not be found or work properly.

Now most programs install to something like this:

C:/Program Files/Generically Named Program

"C" = Your computer's primary hard drive where Windows or your OS are installed to.

PROGRAM FILES = the file on your hard drive where most programs are installed to.

If you have already installed DAZ Studio, you'll find it's mostly located here:

C:/Program Files/DAZ 3D/DAZStudio4

However, this isn't where DAZ has its directory/library located. Why? Don't ask me, ask DAZ. I've never gotten a direct answer on it myself. If you have opted for the default installation process (in other words you installed it without doing anything but clicking OKAY and letting it do its thing) then the main directory/library will have most likely installed here:

C:/Users/Your specific user name/MyDocuments/DAZ 3D/Studio/My Library

Why? Again, I have no clue, but this is where the program installs its default library. Directory and library are interchangeable terms but I'll use LIBRARY from here forward.

As an example, let's find GENESIS 8 FEMALE. The figure is comprised of a DATA file which is her actual nuts and bolts so to speak and also a PEOPLE file (which is nothing but the loading options used for adding her to a scene) and last but not least, a TEXTURE file which contains all images used for her appearance or texture.

So where is she? The main file you will need to focus on is:

C:/Users/Your specific user name/MyDocuments/DAZ 3D/Studio/My Library/data/DAZ 3D/Genesis 8/Female

And now you know why they invented installers to do this for you, right? Why are they buried so deeply? I have no clue. So because of all this file and sub-filing, it's easy to drop a file you've obtained into the wrong place during installation. A good 99% of technical support problems I get myself are directly a result of improper installation. A lot of people like to simply

drag and drop and let Windows “MERGE” the files. This works sometimes. Other times, it does not. I don’t advise it. I suggest when you install something, you open your MY LIBRARY location and then open each specific install file and copy your product files manually. It’s annoying...it’s time consuming but it will prevent installation problems – which by result actually may save you time.

Alright, so when you purchase my SONS SYSTEM for GENESIS 8, you get a zip file (which is a name for a compressed file used for downloading through the internet – they come with two types of general file extensions –types- which are usually designated like this: filename.zip or filename.rar – zip and rar are both compressed file types used by most creators). My zipped download file must be opened or decompressed. You will need a decompression program for this. I use 7zip myself but Windows can usually decompress most files for you. 7zip is a free program. I do not advocate or endorse them.

Once you have opened the file (decompressed it) you’ll find the downloaded file contains:

CONTENT

This file is generically named as it contains the “content” you’ve downloaded. Beyond that it means very little. I use it because most other vendors use it, including DAZ. Inside the CONTENT file you’ll find a EULA (end user license agreement) which tells you what you can use your product for – and outlines legal and illegal uses. You’ll also find promotional imagery sometimes and generally a README or INSTALLATION text file. Those are pretty obvious. Read it and learn how to install. Ha, ha! Aside from this you’ll discover the file named:

MY LIBRARY

Sound familiar? Yep, that means this is where you start with copying of the files into your own MY LIBRARY file. If you start clicking down into this file you’ll find it eventually leads here:

MY LIBRARY / DATA / DAZ 3D / GENESIS 8 / FEMALE / MORPHS / HEVIESTATE3D

But Evie...I’ve found a matching file in my own MY LIBRARY for all those files except for the HEVIESTATE3D one! That’s okay, because the HEVIESTATE3D file is the real location of the important DATA files. So you will copy HEVIESTATE3D file over into your own MORPHS file. Now you have it in your own library and that content is installed. You’re welcome to open the HEVIESTATE3D file up...if you like but it’s not necessary. Inside you’ll find sub-files containing the infamous .DUF files.

HINT: Sometimes DAZ produces very particular characters for Genesis 8 and other figures, and they may need to be further buried into */GENESIS 8 / FEMALE / MORPHS / DAZ 3D /* - this is where you’ll end up placing DAZ original characters like Darcy 8 and Elithia 8 and so forth. Just be aware some DAZ original content has that extra step down into the Genesis 8 directory.

But Evie, I’ve searched down into this rabbit hole you described and I don’t find my Genesis 8 directory! Well then either you don’t have her installed – OR – she’s located in some other directory location. There is a way to find out what that location is. Follow this procedure to do that:

- Open DAZ Studio.
- Once it is fully loaded with the default blank scene, navigate to PEOPLE > GENESIS 8 FEMALE



- You'll find the GENESIS 8 and 8.1 loading icons.
- Hover your mouse for a few seconds over the blue loading icon for Genesis 8 female.
- A yellow popup box will appear which contains a lot of information about G8F including her FILE PATH.

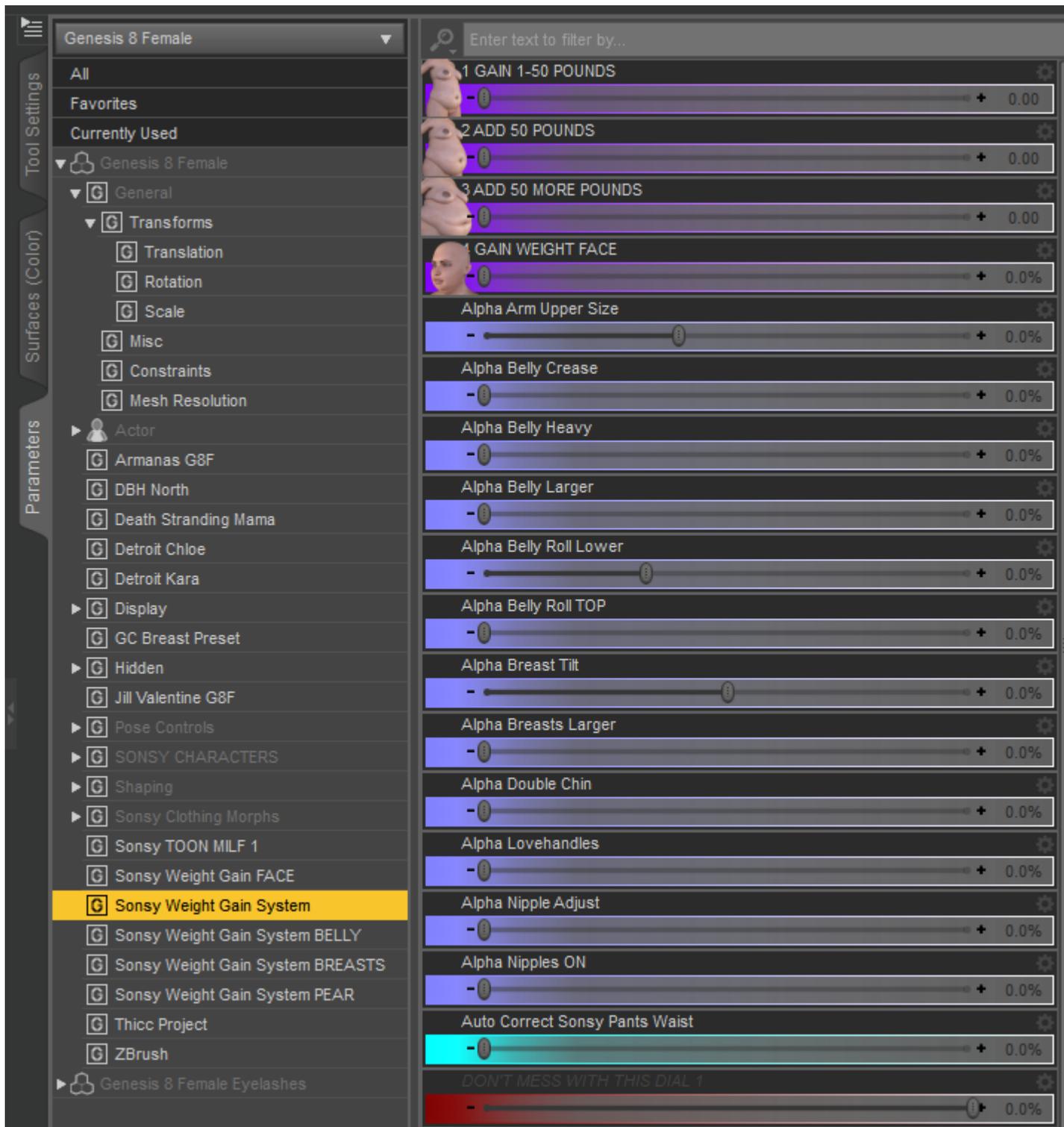
Yes, it's a long file list probably but you'll need to know that FILE PATH – as it leads to the directory where she is installed and thus where you will need to install her morphs and where you'll put my SONSYSYSTEM files. Otherwise, they will not show up in her parameters after installation.

HINT: You must always close and then restart DAZ Studio after installing new content for it to find it. This is especially important for adding morphs to a base figure like Genesis 8.

Sometimes my packages will include a RUNTIME file inside the CONTENT file along with the data file. Follow down that file list the same way and copy the appropriate files into your matching MY LIBRARY files.

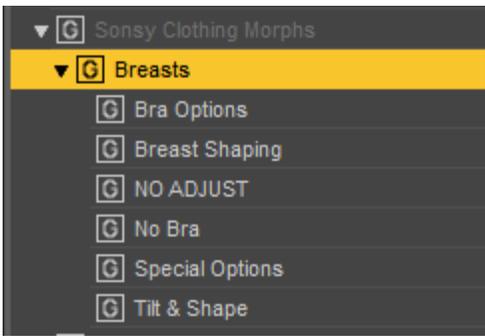
HINT: Most products you install will be props, clothing, hair, or other items such as environments which will not be added to a base figure's own directory. The installation process is pretty much identical. Locate your MY LIBRARY and match your download files to the ones in MY LIBRARY and then copy over the ones in the download that don't match in your own library. However, you may be installing content from a particular creator (like me) that you already have a file for. In the example here, HEVIESTATE3D may already be in your Genesis 8 directory. Don't freak out, just open the HEVIESTATE3D file and look inside. You'll find sub-files. Copy those into your existing HEVIESTATE3D directory. No sweat. The same holds for other vendors. We all mostly install to our own personal directory files like that. So content from the same vendor will usually always install to their existing file directory.

Once you've copied over all those buried files (blame DAZ not me!) you can go open DAZ Studio and load your Genesis 8 Female figure and you'll find my product (SONSY SYSTEM in this example) listed in her parameters. See image below:



Clicking on the SONY SYSTEM listing will now show you the various new morphs you've installed for Genesis 8 Female.

HINT: Some vendors (like myself) often times try to create sub-directories within the parameters to help organize specific sets of morphs. Some of my packages have over a 100 options, so breaking them up into sections is really important. However, when we do this, DAZ Studio displays the title of the main parameter file in dark gray. In the image above you'll note that all the parameters with darker gray titles all have triangle shaped arrows beside them. Why they make them default dark gray, I don't know. But these sections are fully functional. Click on the triangle and the options will open up and display. See image below:



Again, I don't understand the dark gray text. But once you click an arrow, the file will open up in the "tree" style and you can see the categories available inside that file. As vendors we try to do this to help you organize and locate the appropriate items but of course DAZ tries to make it difficult and it's easy to overlook or simply not notice those dark gray text selections. They don't even light up when you click on them.

Hopefully this little tutorial will help you learn to install DAZ content. I hope it helps. If you've bought one of my packages and need assistance, I'm happy to help but unfortunately I can't afford to help you install other people's products.

Take care and happy rendering!

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