

Victoria 4 Weight Mapped



This guide is based on Cage's Readme for weight_pose_applicator6g.py for Victoria 4.2-WM, included in this product.

Introduction:

Welcome to Victoria 4 – Weight-Mapped. The contents of this package are designed to convert your copy of the Victoria 4.2 figure (.cr2) to one that is weight-mapped. It will also convert the rigging of Victoria 4 to one that is far more accurate than the default. This re-rigging and weight-mapping has improved bending and scaling of this figure: Victoria 4 will move and bend and flex as you have never seen her do before.

Requirements:

This script requires Poser 9, Poser Pro 2012, or greater and a copy of Daz's Victoria 4.2 figure installed.

Caveats:

If you are using Poser's external .pmd morphs, this process will likely not work as intended. For this process to complete successfully, you will need to turn off the 'Use External binary Morph Targets' option.

To turn off external morphs, go to Edit → General Preferences, and click on the Misc. tab. Uncheck Use external Binary morph targets under Save Files.

Licenses and terms of use:

Included with these files are licenses and terms of use of the script and associated files, as well as supporting files such as shaders, textures and poses. Please read these.

Instructions

There are 3 basic steps.

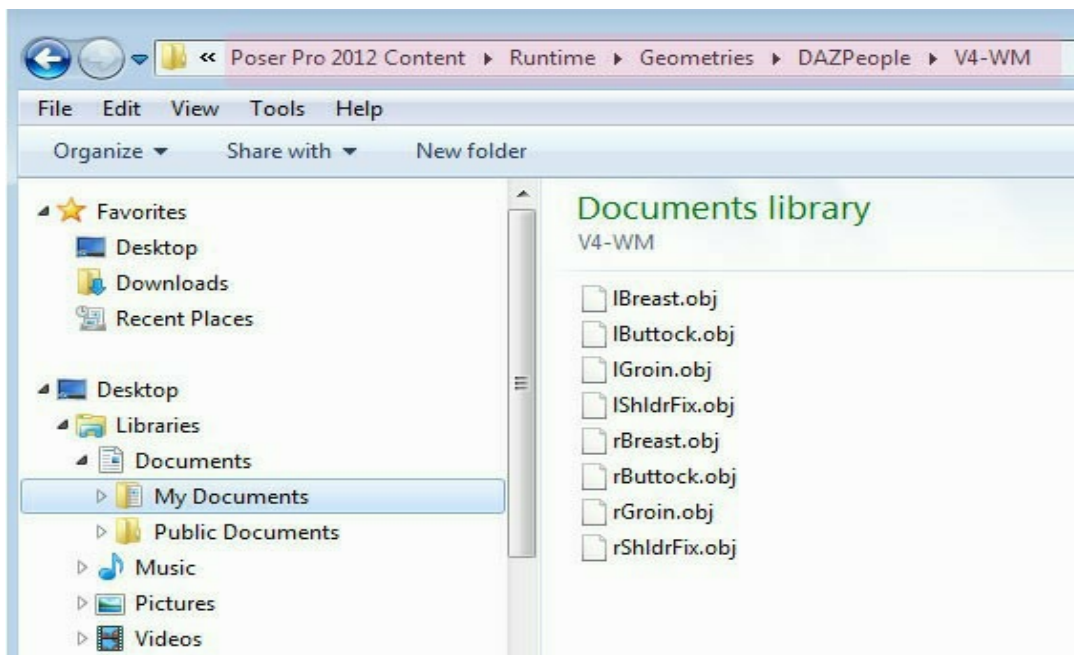
1. **Unzip the file.**
2. **Install the included .obj file helper bone geometries** into the :Runtime:Geometries:DAZPeople: folder
3. **Run the script.**

Let's go over those steps.

1. **Unzip** the contents of this download to somewhere you can find it easily. It will extract to a folder called "V4WM".

2. Install the included .obj and .py files

Copying the runtime folder - included in the zip - into your runtime will do this for you. It will also copy your weight_pose_applicator6g script into your Scripts folder so you can access it via the Poser menu → Scripts.

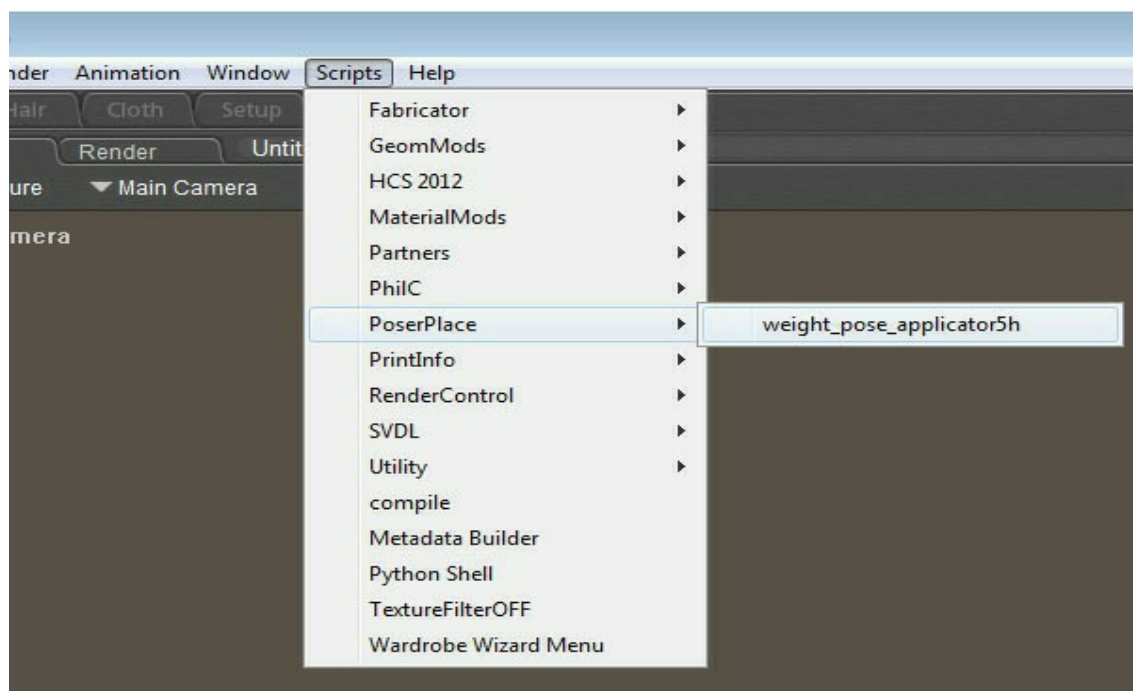


The other files can be placed anywhere, as long as the Victoria 4.2_settings.txt is in the same folder as the two .pz2 files. You can leave the pose files and the settings file in the folder into which they've been unzipped, if desired: **just place them somewhere you can easily find them.**

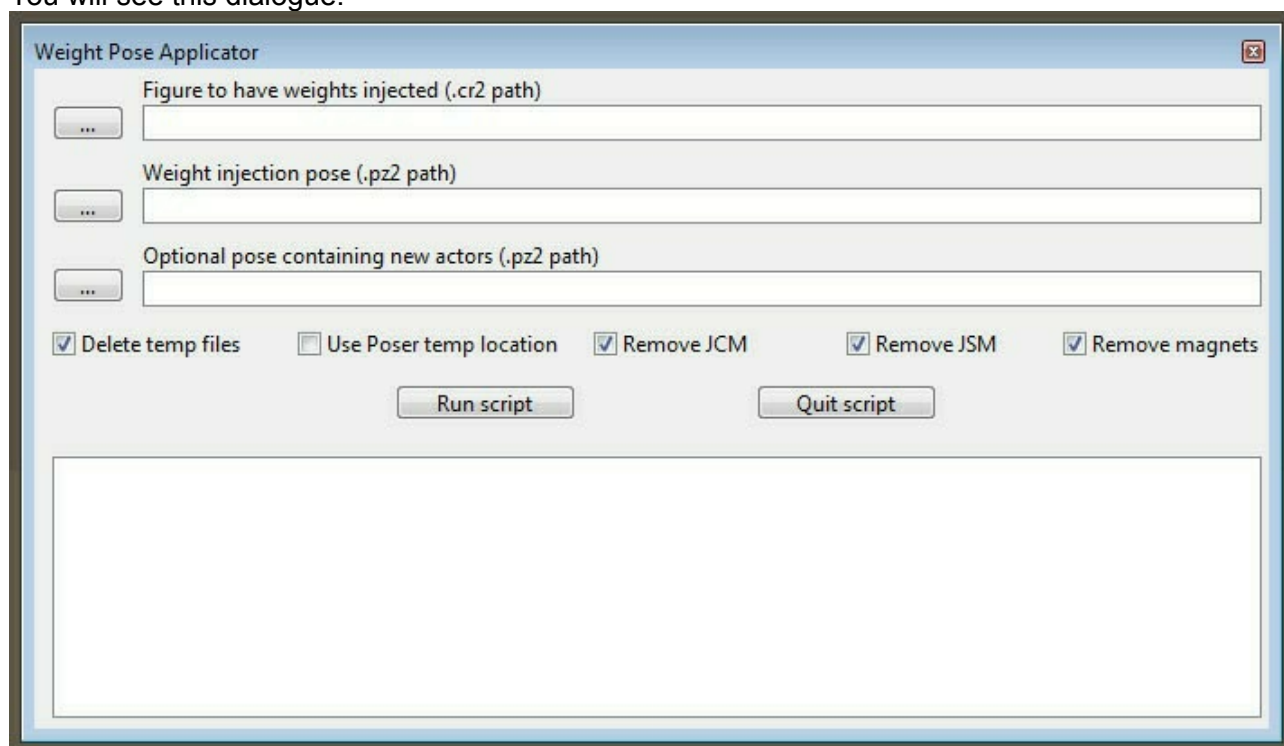
Start Poser.

3. **Run the weight_pose_applicator script**. It will be in your Menu → Scripts under PoserPlace:

Please note: Graphics show a previous version, just substitute 6g for 5h.



You will see this dialogue:

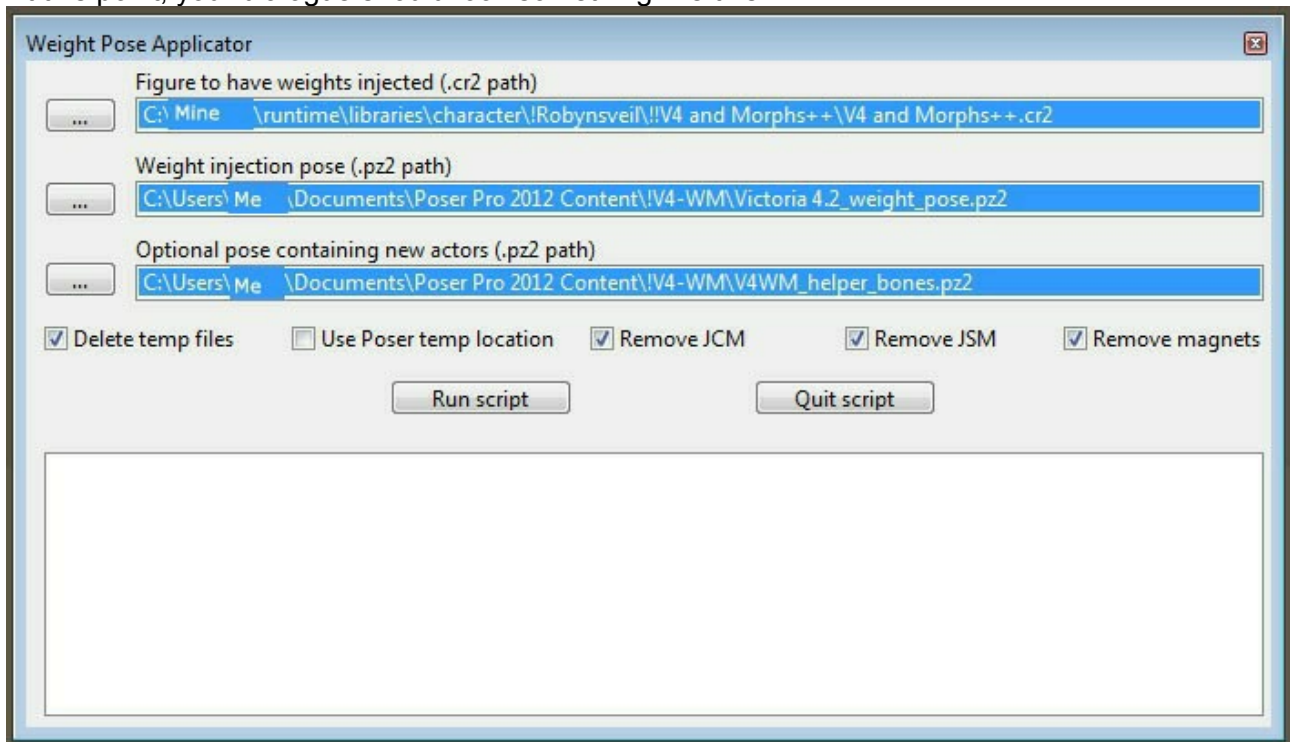


- For "Figure to have weights injected", browse for your Victoria 4.2 cr2 or crz file. Victoria 4.2 should be the first figure in the cr2, if it is a multi-figure file. *It is suggested to use a non-dial-spun copy of V4.2 – in other words, not a pre-made character – to run this script against.*

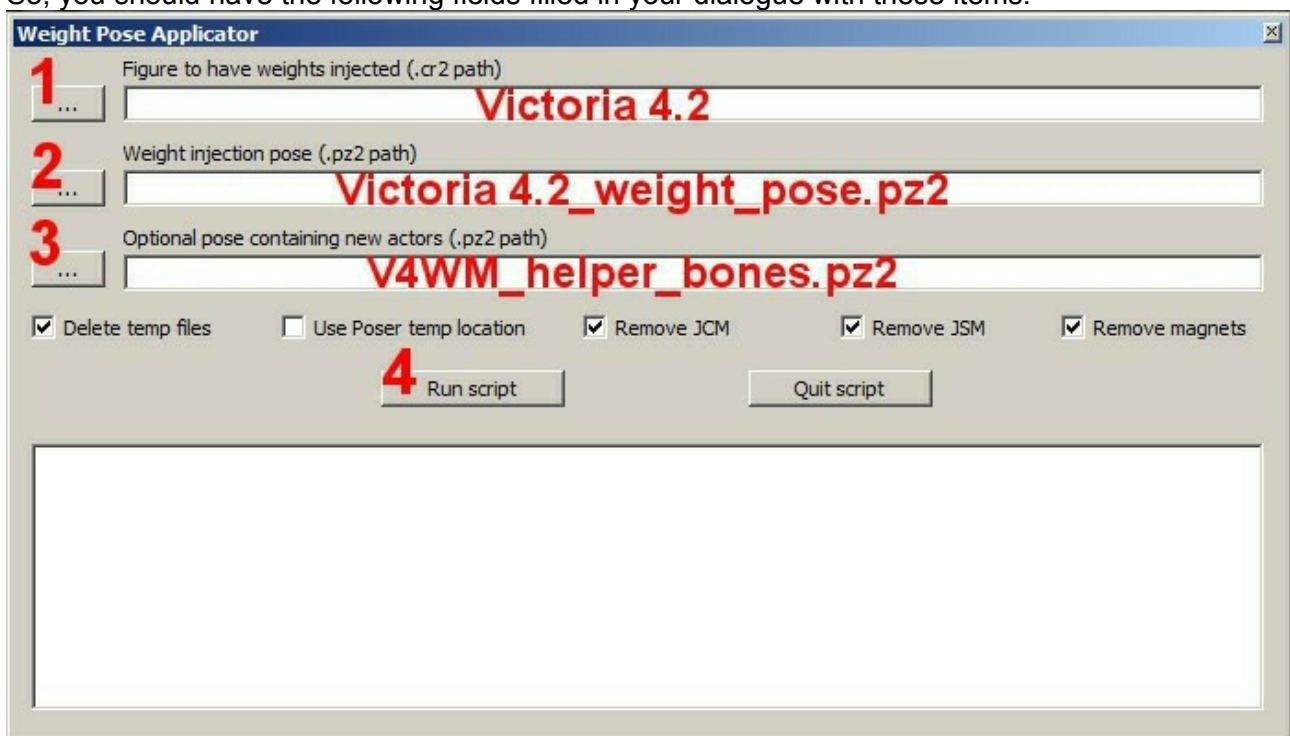
- For "Weight injection pose" browse for the Victoria 4.2_weight_pose.pz2 included in this zip.

- For "Optional pose containing new actors" browse for the V4WM_helper_bones.pz2 included in this zip.

At this point, your dialogue should look something like this:



So, you should have the following fields filled in your dialogue with these items:



- The script will create and load a weight-mapped figure, but **will not have saved** a cr2 to your library unless you have un-checked the "Delete temp files" option.
- By default, the temp files (cr2 and png) created by the script will be written to the folder containing the cr2 selected as "Figure to have weights injected". If this location is write-protected and the

script won't be able to save or modify the files in that location, you will need to check the "Use Poser temp location" checkbox. With this option, files will be written to the temporary folder used by your installation of Poser.

- By default, the script will remove morphs with names containing either "JCM" or "JSM". If you wish to retain these morphs, uncheck the "Remove JCM" and / or "Remove JSM" boxes. For Victoria 4.2, you should leave these options checked.

- By default, the script will remove magnets from the figure. If you wish to retain all magnets, uncheck the "Remove magnets" checkbox.

- The Victoria 4.2_settings.txt contains script instructions which specify what morphs and / or magnets to retain, among other things. If the settings text is modified or not placed with the pz2 files in this installation, the resulting weight-mapped figure may not function as intended.

Click "Run script". The process may take a few moments.

- While the script is running, the listbox at the bottom of the GUI will inform you of what processing steps are being taken. This information will include the location where the temp files are being written. When the script has finished processing, the new figure will have appeared in your Poser scene and the script notification display will announce: "Done!"

Click "Quit script" to close the script once it has finished processing.

Enjoy your re-rigged/weight-mapped Victoria 4.2!

