

Content Folder

Statistics

Manual Version 1.01

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Important Information

Copyright

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Acknowledgment

Content Folder Statistics is based on wxWidgets.

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 *Content Folder Statistics*.

1. Overview

Content Folder Statistics is a little tool that scans all or selected content folders of Poser and DAZ Studio and presents the number of files as well as their total and average size for each content type and content folder together with the sum.

2. Usage

Using *Content Folder Statistics* is simple:

1. Click on the *Folders* button to select the content folders to scan.
2. Click on the *Options* button to set how to present the result.
3. Click on the *Analyze* button to start.

While the application is scanning the folders, the *Analyze* button is replaced by a *Stop* button to cancel the search and the other buttons are disabled. The status bar shows the folder that is scanned and the total time when search is finished.

The result is shown in a table where the lines stand for each content type and the columns for each content folder. The last line and the last column show the sum. Each field in the table shows the number of files, the total size, and in brackets the average size.

With the *Export* button, you can save the result in a text file. The *Info* button shows the file version dialog, and the *Exit* button closes the application.

3. Content Types

The statistics are split by the content type as shown in the following table:

Content Type	File Extensions	Condition
Poser Scene	pz3 pzz	
Poser Figure	cr2 crz	
Poser Hair	hr2 hrz	
Poser Prop	pp2 ppz	
Poser Camera	cm2 cmz	
Poser Light	lt2 ltz	
Poser Material	mt5 mtz	
Poser Material Collection	mc6 mcz	
Poser Pose	pz2 p2z	
Poser Hand	hd2 hdz	
Poser Face	fc2 fcz	

Poser Collections	lnk (Windows only)	in Runtime/Library/Collections
Poser Binary Morphs	pmd	
Poser Meta Data	xmp	
Poser Web Links	pzs	in Runtime/WebLinks
Poser Face Room	*	in Runtime/heads
Poser DSON Data	*	in Runtime/DSON
DSON User File	duf	
DSON Support File	dsf	
DSF Data	dsf	in data
DSF Morph	dsf	in data/ ... /Morphs
DSF UV	dsf	in data/ ... /UV Sets
DSF Projection Template	dsf	in data/ ... /Projection Templates
DSF Tools	dsf	in data/ ... /Tools
DSF Clone Template	dsj	
DS Auto Converted	*	in data/auto_adapted
DS 3.0 Data	*	in data/3_0
DAZ Meta Data	dsx	
DAZ Scene	daz	
DS Object Geometry	dso	
DS Vertex Map	dsv	
DS Layered Image	dsi	
AniBlocks	gfa	
PNG Thumbnail	png	if together with content file
RSR Thumbnail	rsr	if together with content file
Geometry	obj obz	
Geometry Material	mtl	
Geometry Resource	rsr	if together with geometry file
Image	jpg jpeg png bmp dib tif tiff tga psd pct pic pict	
Texture	jpg jpeg png bmp dib tif tiff tga psd pct pic pict	in Runtime/Textures in Runtime/Reflection Maps
HDR Image	hdr, exr	
Bump Map	bum	
Movie	avi mpg mpeg mp4 wmv mov	
Audio	wav mp3	
Python Script	py pyc	

DS Script	ds dsa dsb dse	
HD Morph	dhdm	
Text	txt htm html pdf rtf doc	
Other	*	

Please note that the content folders of Poser and DAZ Studio may also contain folders for application data. These folders are not included in the statistics. For Poser, this are the application folders in the main Runtime and the Python libraries. For DS, this is the uninstallers folder.

4. Folders

The *Folders* dialog shows all content folders for all installed versions of DAZ Studio (starting with version 3) and Poser (starting with version 7). The left column shows the path for the content folder, and the right column lists the applications that are using this folder.

You select a folder by clicking on it. To select several folders, press the control key.

5. Options

In the *statistics* section of the options, you select, which information to show in the table. You may include the number of files, the total file size, and the average file size. If you select none of these, the number of files is selected automatically.

For some special folders, you may merge all files into one own content type instead of using the extension. This are Poser Face Room data (Runtime/heads), Poser DSON data (Poser/DSON), DS auto adapted data (data/auto_adapted), and DS 3_0 data (data/3_0).

Version History

Version 1.0, 13.12.2013

Initial version

Version 1.01, 22.02.2015

Changes:

- added HD morphs as file type