### Introduction

#### Welcome and thank you for purchasing Content Package Assist.

DIM (DAZ Install Manager<sup>™</sup>) has typically only been used to install products from Daz 3D. It has been traditionally believed that products distributed in ZIP format by other sources (e.g. RDNA, ShareCG, etc.) could not be installed with DIM. This belief isn't exactly true; DIM has long had support for packages from other sources. What has been missing is the information about how to implement it. This application creates the Packages from those products to install with DIM.

The original Zip is left untouched. Note that only ordinary zips are supported, i.e. zips which contain Props, Textures, Mats, etc. If it contains actions to be performed by the zip, e.g. initialising of files (DAZ ExP Technology is a good example), then you can't use this application.

When you run the application, a <u>ContentPA</u> root directory will be created in your Documents folder, with 2 sub folders: **Build** and **Package**. These locations can be changed in the applications settings.

Do note that this application doesn't change the loaded zip itself, it creates a DIM Package based on your selections.

Also note that this application only process zip archive files. It can't read other formats, e.g. rar archives.

To see how it works, there is a clickable screenshot of the program. Please click on any section you want to know more about.

💗 Content Package Assist v1.0.0.14: DIM Package 001	_ = X								
Image: New Batch Make       Add Zip       Start       Reset       Search       Open DAZ IM         File       File<	Ings View Stay On Top Options Help								
DIM Package 001 💌	×								
Details									
Source Prefix: UPTO 7 CHAR/#	💟 Generate Manifest.dsx								
Package SKU - ID: Upto 8 Numbers - 1 🛟	🐨 Generate Supplemental.dsx								
Product Name: Name the user will see									
Compatibility Tags:									
Package GUID: Enter the Package GUID or dick to generate									
Package Name: Name used for the Package Archive	Vise Sanitized Product Name								





#### New

📦 Content Package Assist v1.0.0.14: DIM Package 001		- = x
Image: New Batch Maker     Make Add Zip File     Start Reset Details     Search Open DAZ IM       File	Image: Settings     View     Stay     Image: Stay     Image: Stay     Image: Stay       Options     Options     Help     Help	
DIM Package 001 🗵		×
Details Files		
Source Prefix: UPTO 7 CHAR/#	🔽 Generate Manifest.dsx	
Package SKU - ID: Upto 8 Numbers - 1 🛟	Generate Supplemental.dsx	
Product Name: Name the user will see		
Compatibility Tags:	(Q	e
Package GUID: Enter the Package GUID or dick to generate		e
Package Name: Name used for the Package Archive	Use Sanitized Product Name	
Load From Supplement Load GUID from Manifest		
		:

When **Content Package Assist** starts you will be ready to create a new DIM Package. Clicking the New button from the menu will open a new tab for a new DIM Package. The number of tabs you can have open is only limited to your machines memory and/or hard drive space. Closing a tab without clicking a <u>Make</u> button will lose all changes made for that particular DIM Package. See <u>Create a Package</u>. This is also where you edit the contents of a Package. See <u>Edit a DIM Package</u>.

**Source Prefix:** A sequence of capital letters in the English alphabet and/or numbers, used to identify the source of the file. The "**IM**", "**DZ**", "**DAZ**" and "**DAZ3D**" prefixes are reserved for use by DAZ 3D. Prefixes must start with at least one letter and can optionally be followed by up to six letters and/or numbers, for a total of seven characters; e.g. A-Z, 0-9; lowercase letters and special characters are not supported.

**Package SKU - ID:** A zero padded eight (8) digit integer value used to uniquely identify the product. Product SKUs/IDs must be unique.

Product Name: The name of the product. No special characters are allowed.

**Compatibility Tags**: Click the Gear icon to select from a list. The purpose is to signify which application the product is compatible with.

Product Tags	x
<ul> <li>Bryce (Bryce)</li> <li>Carrara (&lt;7) (CarraraLegacy)</li> <li>Carrara 7 (Carrara7)</li> <li>Carrara 7.2 (Carrara7_2)</li> <li>Carrara 8 (Carrara8)</li> <li>Carrara 8.5 (Carrara8_5)</li> <li>DAZ Studio (&lt;3) (DAZStudioLegacy)</li> <li>DAZ Studio 3 (DAZStudio3)</li> <li>DAZ Studio 4 (DAZStudio4)</li> <li>DAZ Studio 4.5+ (DAZStudio4_5)</li> <li>DSON Importer for Poser (DSON_Poser)</li> <li>General (General)</li> <li>Hexagon (Hexagon)</li> <li>Install Manager (InstallManager)</li> </ul>	<ul> <li>LightWave (LightWave)</li> <li>Mac 32-bit (Mac32)</li> <li>Mac 64-bit (Mac64)</li> <li>Photoshop (Photoshop)</li> <li>Plugin (Plugin)</li> <li>Poser (&lt;9) (PoserLegacy)</li> <li>Poser 9+ (Poser9)</li> <li>Private Build (PrivateBuild)</li> <li>Public Build (PublicBuild)</li> <li>Software (Software)</li> <li>Vue (Vue)</li> <li>Windows 32-bit (Win32)</li> <li>Windows 64-bit (Win64)</li> </ul>
Select All Deselect All	Save

**Package GUID:** Click the Gear icon to generate one. It is used to uniquely and globally identify the product within the ecosystem.

**Package Name:** The sanitized name of the DIM Package (A sanitized and perhaps shortened version of the product name, including the part identifier, if any, where no special characters or spaces are present.)

**Generate Manifest\Supplement.dsx:** Each archive should contain these files for installation through DIM.

Use Sanitized Product Name: Automatically use a sanitized version of the product name.

See DAZ's Documentation Center for more details on the above.

#### For Advanced Users:

**Load From Supplement:** This allows you to load a Supplement.dsx or DIM Package dsx file to fill in the details information for the DIM Package you are creating.

**Load GUID From Manifest:** If the intent is to modify an existing product\package, then you would need to use the Manifest.dsx in that package. If you have loaded a package which contains a Manifest.dsx, then you can load it from the Build folder. Otherwise extract the package to a folder of your choice and use this option to load the Manifest.dsx and obtain the GUID.

Note that if you load a package, the generated GUID won't be the same one in the Manifest.dsx (if there is one). You'll need to load that Manifest.dsx to obtain the correct GUID.

**Note:** If loading a custom Package, i.e. non IM, if any of the fields are not valid a red "X" next to it will be displayed. A thumbs-up indicates a valid entry.

#### Important:

If the package is named such that it collides with the Source Prefix and Product SKU/ID of another package, DIM will delete all but one for a given Source Prefix and Product SKU/ID.

#### **Create A Package:**

To create a DIM Package is very easy.

- 1. Drag and Drop a zip onto the Details tab or the designated grey box on the Files tab (see **Important** below). You can also use the Add Zip File button.
- 2. Check that the edit fields are how you would like them. A Thumps Up! will indicate a valid entry while a red "X" will indicate the field needs attention.
- 3. Click Make and select an option:
  - Make in Package Folder The created DIM Packages will be saved in this folder.
  - Make in DAZ IM Download Folder The folder where DIM downloads the content to from DAZ. This
    needs to be specified in <u>Settings</u>.

**Important:** The loaded zip <u>cannot</u> have My Library as the Level 1 directory. The usual DAZ Studio / Poser folders must be the root, e.g. Runtime, Props, etc. If it is Content, then the application will use that as the Level 1 directory.

This is correct:

				×
Details Files				
Build001	Name	Size	Item type	Date modified
Content Runtime Shader Presets	kuntime Shader Presets		File folder File folder	12/07/2013 11:58:34 12/07/2013 11:58:34
	Drop a	archives here to extrac	ct into this IM Zip	

#### The following are not correct:

Build001	Name	Size	Item type	Date modified
<ul> <li>Content</li> <li>My Library</li> <li>Runtime</li> <li>Shader Presets</li> </ul>	Runtime Shader Presets		File folder File folder	12/07/2013 11:58:34 12/07/2013 11:58:34
	D	rop archives here to extrac	t into this IM Zip	

DIM Package 001 🗙				
Details Files				
Build001	Name	Size	Item type	Date modified
Content     My Library     P     Runtime     Shader Presets	My Library		File folder	12/07/2013 11:59:36
		Drop archives here to extrac	ct into this IM Zip	



#### Edit A DIM Package:

This is one of the most powerful features of Content Package Assist.

Why would one want to do this? You may want to restructure the folder hierachy, load a DAZ IM Package to remove or add your own MetaData, combine multiple zips, etc.

- 1. Switch to the Files tab.
- 2. Drag and Drop a zip onto the bottom right window where it states *Drop archives here to extract into this Package*.

One caveat for dragging and dropping directories/files... for all intents and purposes the file tab is a simplified duplicate of Windows Explorer. If you drag a directory/file that resides on the same drive as the build directory press and hold the CTRL key during your file drag n' drop. If not Windows will move the directory(ies)/file(s) and not copy it/them. **You've been warned**. You can also use right-clicks with Copy/Paste to accomplish the same thing.

Now you can manipulate the files. You can use either the left of right window, although you can only create new folders in the right window by using the Windows context menu (right click).

If you are creating a DIM Package, **DO NOT** move any files or folders to the Buildxxx directory. Everything must remain inside Content. The zip <u>cannot</u> have My Library as the Level 1 directory. The usual DAZ Studio / Poser folders must be the root, e.g. Runtime, Props, etc. If it is Content, then the application will use that as the Level 1 directory. See <u>Create a Package</u>.

Switch to the Details tab and check that the details are correct, see Create a Package.

## **Batch Maker**

Con	ent Packa	ige Assis	t v1.0.0.14:	Batch Make	er										-	= x
New	Batch Maker	Make	Add Zip File	Remove Zips	oclear	ි <sup>ම</sup> ීම Search	Open DAZ IM	Settings	Options	Stay On Top	E Help	About	Email			
	Package (	01	🔊 Batch I	Maker	×											×
Zip Fi	es			DIM Packa	ige Detai	ils										
				Source Prefix:       UPTO 7 CHAR/#         Package SKU - ID:       Upto 8 Numbers         -       1								sx				
				Product N	lame: ility Taos	Name the	user will se	e								
			:	Compatibility Tags:          Package GUID:       Enter the Package GUID or dick to generate							0					
				Package I	Name:	Name use	ed for the Pa	ickage Archi	/e			Jse Sanitize	d Product Nar	ne		
+ )	< <u>4</u>	Ē	Combine	<i>.</i>												

Similar to New, Batch Maker allows you to create multiple DIM Packages in one operation. You can also combine multiple zips into a single DIM Package, e.g. a main product and various addons.

To use:

To create multiple DIM Packages is simply a matter of dragging and dropping zips onto the form or by clicking the Add Zip File... button.. As you select each zip on the list, the corresponding details will be displayed on the IM Package Details window. Check that the edit fields for each zip are how you would like it. Click Make and select an option:

Make in Package Folder - The created Packages will be saved in this folder.

Make in DAZ IM Download Folder - The created Packages will be saved in this folder where the DIM application downloads the content from DAZ. This needs to be specified in <u>Settings</u>.

**Important:** The loaded zip <u>cannot</u> have My Library as the Level 1 directory. The usual DAZ Studio / Poser folders must be the root, e.g. Runtime, Props, etc. If it is Content, then the application will use that as the Level 1 directory. See Create a Zip.

There are 2 extra buttons for Batch Maker: Remove Zips and Clear.

Remove Zips - This removes any selected zips from the list.

Clear - Removes all zips from the list.

To <u>Combine</u> multiple zips into a single Package check the Combine checkbox. The DIM Package Details will be taken from the selected zip in the list. When you select a Make option you will end up with one DIM Package containing all the data from every zip in the file list.

When creating a combined Package, all detail fields are editable and SHOULD be edited since the combining of zips or DIM Packages would result in a new unique Package.

## Make



To start the creation process itself. There are two options:

Make in Package Folder - The created Packages will be saved in this folder.

Make in DAZ IM Download Folder - The folder where DIM downloads the content to from DAZ. This needs to be specified in <u>Settings</u>.

## Add Zip File

Opens the Browse for File dialog to select and add a zip to Content Package Assist.

## Start Over



Clicking "Yes" will clear the contents and details for this DIM Package. Use this option to start from scratch without closing the DIM Package tab.

### **Reset Details**

Confirm	x
?	This will reset the details information to blank. Are you sure you wish to do this?           Yes

Unlike Start Over, this clears all the details when you select "Yes".

## Search

🗊 Cont	ent Packa	age Assist	v1.0.0.14: S	earch								- 8	x
New	Batch Maker	<b>Search</b>	Contraction Execute Search File	Clear Search	Open DAZ IM	Settings	View View	Stay On Top	E Help	About	Email		
DIM	Package (	001	🕫 Search.		×								×
Coarda	far: ***	idea al %											7
Search	TOT:	icnael 1											
Where:	<b>V</b>	Custom P	ackage Dire	ctory									
	<b>V</b>	DAZ IM Ir	nstall Directo	ry									
Results	:												
Cust	tom IM Zip												
DAZ	IM Down	oad											
I	M0000016	3-01_Mich	aelsWedgeC	utHairstyle	e.dsx								
I	M0000016	3-01_Mich	aelsWedgeC	CutHairstyle	e.zip								
- I	M0000155	8-01_Mich	ael30Base.d	sx									
I	M0000155	8-01_Mich	ael30Base.z	ip									
I I	M0000156	0-01_Mich	ael30HeadM	orphPack.	dsx								
I	M0000156	0-01_Mich	ael30HeadM	orphPack.	zip								
I	M0000156	1-01_Mich	ael30BodyM	orphPack.	dsx								
I	M0000156	1-01_Mich	ael30BodyM	orphPack.:	zip								
I	M0000269	3-01_Mich	ael3Reduced	Resolution	n.dsx								
I	M0000269	3-01_Mich	ael3Reduced	dResolution	n.zip								
1	M0000787	7-01_Mich	ael4Base.ds	х									
	IM00007877-01_Michael4Base.zip												
	M0000787	7-02_Mich	ael4BaseStu	dioCF.dsx									
	M0000787	7-02_Mich	ael4BaseStu		1011								
	M0000787	7-03_Mich	aei4basePwi	Loader.ds	5X								

Not sure if you have already created a specific DIM Package? Then use the Search option.

How to use:

It searches in the Custom Package Directory and DAZ IM Download directories. Enter a search string, which must start and end with an asterisk. Click Execute Search, or press Enter to start searching. You can also use e.g. ? instead of a character.

The results will indicate in which location the file(s) are located. To clear the results and perform a new Search enter new search criteria in the "Search for:" edit field or click *Clear Search*.

## **Open DAZ IM**

MANAGER 1.1.0.49	C Help C
Ready to Download     Ready to I	nstall 0 Installed
Download Filters Display Hidden	Sort Order : Name : A to Z
Product Name	Status
DAZ 3D Account     DAZ 3D Account     Daz 3D Account     Account     Work Offline     Password     Remember Me     Start     Start Queue     Install After Do	x 1.1.0.49 Install Manager Beta allows you to connect to your DAZ 3D Store account, presents you with a list of your ordered products and allows you to manage the download and/or installation of those products. To manage your installed products, or to continue without connecting to the DAZ 3D Store, simply select the Work Offline option and click the Start button. wnload

(Image DAZ Install Manager © DAZ3D™)

You can start DIM from this program, by Clicking this button. You need to specify the DIM program directory in Settings before using this. If DIM is already open then this will display it and not try to run a new copy.

# Options



## Settings

🏮 Settings		_ ×
System:	(	Save
	Stay On Top	Cancel
Directories:		
Build:	F:\Libraries\Documents\ContentPA\Build	
DAZ IM Download:	E:\_IM Downloads	
Packages:	F:\Libraries\Documents\ContentPA\Package	
DAZ IM Manager:	C:\Program Files (x86)\DAZ 3D\DAZ3DIM +	
Defaults:		
Source Prefix:	UPTO 7 CHAR/#	
	Attempt to Split Product Name on Import	
	Auto Set Source Prefix to Default Prefix	
	🔽 Generate Manifest.dsx	
	Generate Supplemental.dsx	
	Vise Sanitized Product Name for the Package Name	

Before you use **Content Package Assist**, it is recommended that you specify the DAZ IM Download folder as specified in DIM, and the DAZ Install Manager program installation directory. You can also change the default Build and Package directories.

The settings are mostly self-explanatory, I'll explain the first two.

**Attempt to Split Product Name on Import** - If you add a Package or zip and it's e.g. named TestOne, this option will split it to Test One. You can manually remove the spaces in the Product Name field if needed.

Auto Set Source Prefix to Default Prefix - If you enter something in the Source Prefix box, it will be used as the Default.

Whenever you make a change, you'll be asked if you want to update opened tabs.

Confirm	,	¢
?	Would you like to update tabs you have open?	
	<u>Y</u> es <u>N</u> o	





View the Custom IM Packages or DAZ IM Download folder in a new Windows Explorer window.

# Stay On Top

Clicking "Stay On Top" will toggle on/off Content Package Assist staying as the foremost visible window.

## Help



# Help

Content Package Assist User Guide, which you are reading.

## About

Information about Content Package Assist.

## Email

You can send us an Email if you wish to. It will open your default Email client, with the selected option prefilled as the Subject.

## **Disclaimers:**

We take no responsibility if this application blows up your computer, explodes your coffee cup, and/or burns down your house. This application is in no way affiliated with DAZ Install Manager<sup>™</sup>. It is a complimentary application.

DoctorJellybean and LongHairCook.

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