

# MAP MANAGER

## 1. Product description and scripts overview

This product is a set of scripts allowing you to enhance your workflow and comfort when working with the image maps of a prop or a figure. It includes eight scripts for various map management purposes.

### 1.a. V3DMM 01 Use In Case Of Layered Images

This is a script which will explain to you how to use the product if the figures you work with have LIE (layered) images. The main purpose of this script is to make you able to choose in which content folder you will bake these layered images.

### 1.b. V3DMM 02 Store Selection Texture Map State

This script treats only the nodes which are selected when you run it.

This script can be used for two purposes. First to bake the layered images, then to create a text file (.txt) which can be loaded by the V3DMM 03 Restore Selection Texture Map State script in order to choose to restore the image maps you want as well as the unmapped properties you want on a given selection.

### 1.c V3DMM 03 Restore Selection Texture Map State

This script treats only the object which are selected when you run it.

This script is here so that you can restore at any time any "mappable" or "initially unmapped" property you want, based on the text file saved by the V3DMM 02 Store Selection Texture Map State script. An interface let you choose exactly which properties you want to restore the maps on.

### 1.d. V3DMM 04 Any Surface Map Manager

This scripts allows you to select one or several surfaces and to copy the image maps from any mapped property to any other mappable property of the same or any other surface, or to remove maps. Batch tools are included to treat several surfaces simultaneously.

### 1.e. V3DMM 05 Human Figure Self Map Manager

This script treats only the nodes which are selected when you run it. It is made to work with human figures of generation 4 (M4, V4, etc), Genesis, Genesis 2, Genesis 3, Genesis 8 figures, or any figures with the same surfaces names as the ones of the figures mentioned. It also works for the official Daz Studio Genitalia for these figures. If you need, you can select as many figures as you want. It will process all the skin surfaces simultaneously (with or without nails, or nails only or lips only) either to remove maps, or to transfer maps from one property to another property in a few clicks. For instance : copy all the Base Color Maps to the Translucency Color Property, for all selected figures.

### 1.f. V3DMM 06 Human Figure Map Transfer

This is made to work only with human figures of generation 4 (M4, V4, etc), Genesis, Genesis 2, Genesis 3, Genesis 8 figures as well as for the official Daz Studio Genitalia for these figures. The selection of the elements to be treated is made via the script interface. It will process all the skin surfaces simultaneously (with or without nails, or nails only or lips only) either to remove maps, or to transfer maps from one property of one figure to the same or another property of another figure in a few clicks.

For instance : copy all the Bump Maps of Genesis 3 Female Base to the Top Coat Bump property of Victoria 8.

#### 1.g. V3DMM 07 Create CSV File

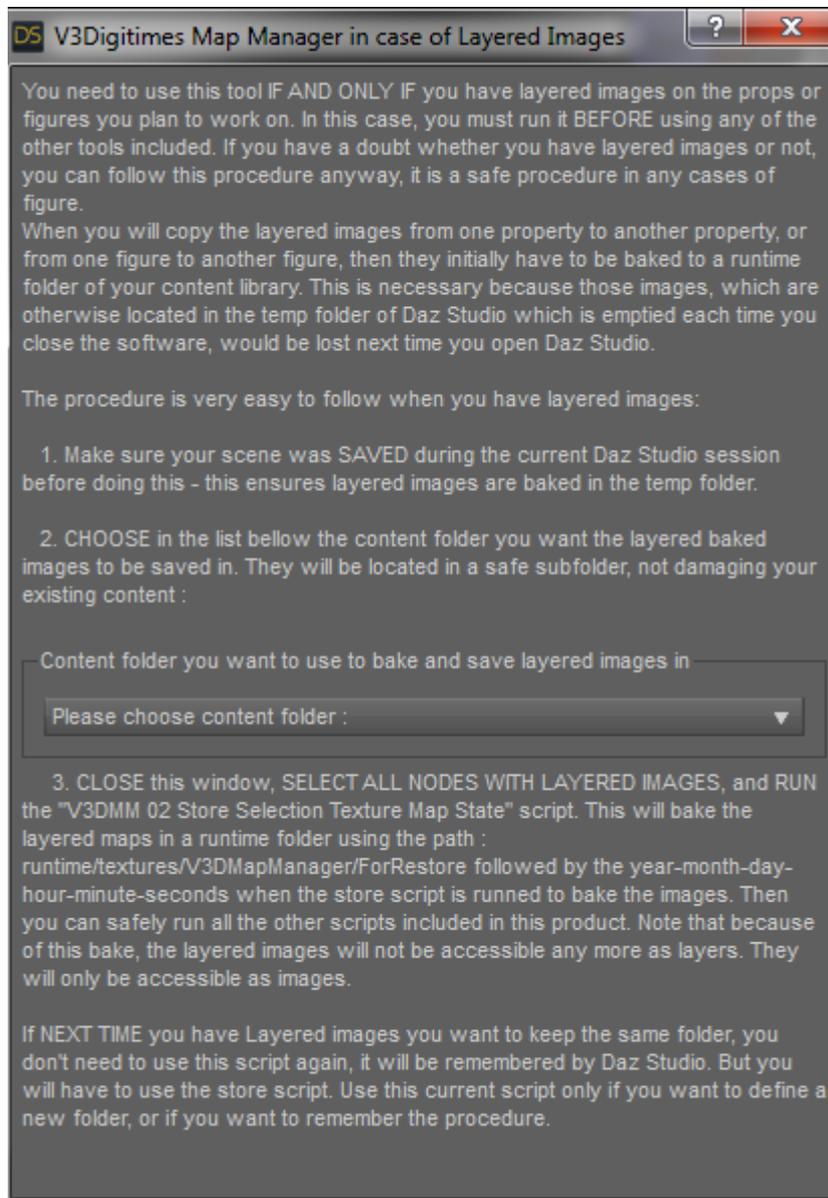
This script treats only the nodes which are selected when you run it. It will generate a CSV (Comma Separated Value) file which you can open in a lot of spreadsheet programs, such as, for instance, Microsoft Excel. The file displays 5 columns : The label (name in the scene tab) of the node, the surface (for instance arms, torso, etc), the property (for instance Cutout Opacity, Base Color, etc), the map used (without the path), the Full path of this map (including map path and map name), and the size of the image (Width and Height columns).

#### 1.h. V3DMM 08 Summary Of Texture Maps

This script treats only the nodes which are selected when you run it. It will generate an interface in Daz Studio in which you will see all the maps used for your selection, as smaller preview images (64 x 64 up to 512 x 512) in a table. On the right of each map, you will see, for your selection, the name, path, size of this image map, as well as on which object(s), surface(s), and property(ies), the map is used.

## 2. Details concerning "V3DMM 01 Use In Case Of Layered Images"

When you launch this script, you will see an interface explaining to you what you have to do if the figures you plan to work on have layered images, such as, for instance, it can be the case for tattoos.



What is important to remember is that it is mainly a [configuration and information script](#).

[Configuration](#) because the only thing you have to act on is the menu list near the middle of the window. This menu list is a list of all your content folders in Daz Studio, and when you select one of them, it will then be remembered by Daz Studio as the mapped content folder in which the layered image will be baked (in a runtime / texture sub folder). It means that, as long as you don't want to change the content folder to bake the layered images to, then you do not need to open this script any more.

Baking layered images is a necessity to ensure that, after copying a map linked to layered images, it will be still accessible after you closed and opened again Daz Studio.

**Information** because it explains the procedure to bake the layered images : once the content folder has been chosen, you can close the script, and then you have to select the elements of the scene which use layered images and finally run the script "V3DMM 02 Store Selection Texture Map State".

If you don't know if - or on which surface(s) - you have layered images, the best thing to do is to select everything in the scene and run "V3DMM 02 Store Selection Texture Map State" anyway. It simply will do nothing on "not layered" images, and will bake the layered ones. When you will run this second script, a window will ask you where you want to save the text file. Save it anywhere you want, you can delete it afterwards if you want, it is not required only for baking purposes.

### 3. Details concerning "V3DMM 02 Store Selection Texture Map State "

This script has two main purposes :

- **First** to bake the layered images of selected elements,
- **then** to save a text file allowing you to reload, totally or partially, the map configuration you had before you played with it using the other scripts (from V3DMM 04 to V3DMM 006) of the product. This text file contains for each mappable property of each surface of each selected node : the name and label of the node, the name of the surface, the name of the property (for instance Base Color), and the full path to access the map.

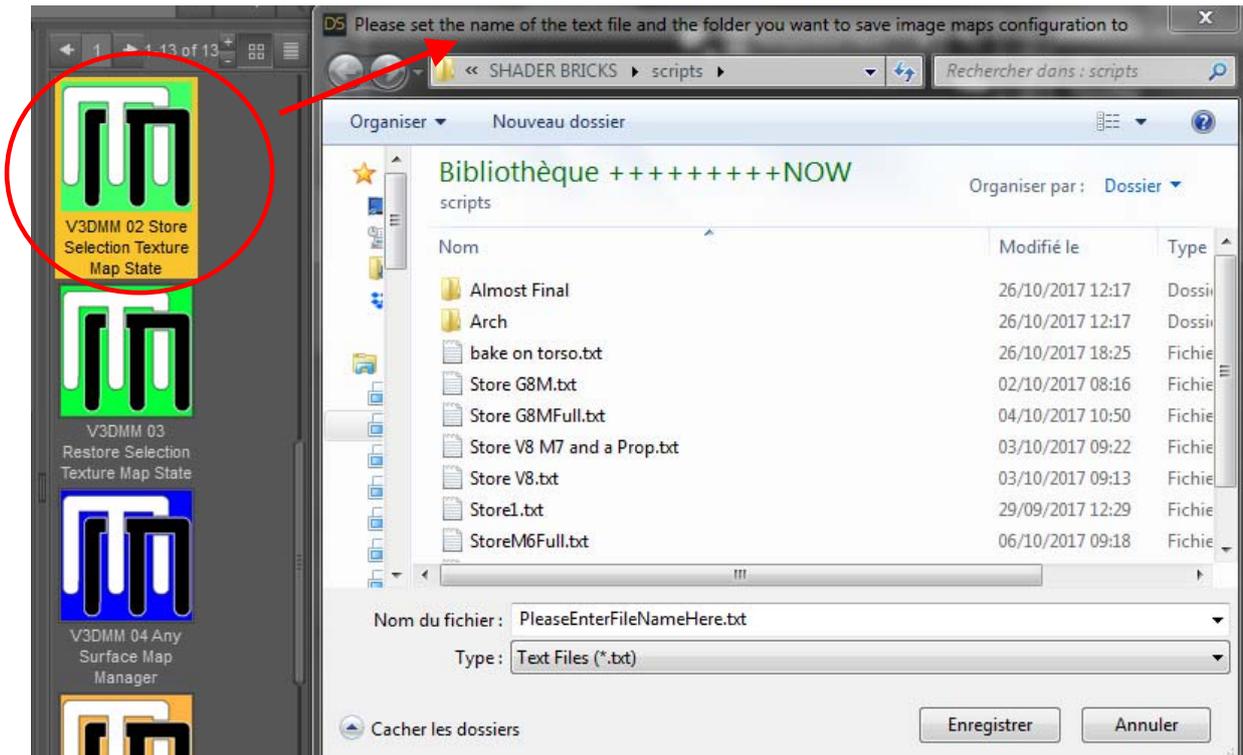
If a mappable property is not mapped, you will find "THERE IS NO MAP", instead of the map full path in the text file. This is made so that the "V3DMM 03 Restore Selection Texture Map State" is able to also restore the properties which were initially unmapped and which you would have mapped in the meantime.

```
Name:Genesis8Female Label:Genesis 8 Female Material:Torso PropertyLabel:Follow Blend Map:THERE IS NO MAP,  
Name:Genesis8Female Label:Genesis 8 Female Material:Torso PropertyLabel:Metallicity Map:THERE IS NO MAP,  
Name:Genesis8Female Label:Genesis 8 Female Material:Torso PropertyLabel:Diffuse Weight Map:THERE IS NO MAP,
```

*The script works only on the elements of the scenes which are selected when you launch it.* It means that if an object / figure is not selected in the scene tab when you run the script, its layered images will not be baked and the information concerning its maps will not be saved. And inversely, for any object selected, the layered images will be baked and the information concerning its maps will be saved. One important remark concerning this selection is that if the object you select is a figure with a skeleton, the script will store the information about all the bones of this skeleton. I mention this because sometimes environment props are made using a skeleton method.

When you launch the script, a window pops up asking you where you want to save the text file containing the information as shown here.

Browse to the folder location you want and name the file the way you want (.txt as extension).



As soon as you validate with the save button, several things will happen :

First the folder you currently use will be remembered by Daz Studio as the default start folder if you want to load the text file from (using V3DMM 03 Restore Selection Texture Map State - the restore script) or if to save a new text file in next time you launch this script. It should allow you to gain some time.

Then, if there are layered images, they will be baked into the mapped content folder you have chosen in "V3DMM 01 Use In Case Of Layered Images" and applied to their corresponding properties (Base Color, etc).

Finally the text file is written and saved, and can be read and edited in most table editor software, as well as read by the restore script if you need it.

If you don't want the layered images to be baked, you can run the script, and then, just afterwards, undo it in Daz Studio. The information text file will remain where you saved it, but all the baked images will be set back as layered images. Remember that if you do so (Undo), it is not recommended to copy the layered properties to other properties, otherwise the maps would be lost next time you open Daz Studio for those properties.

You can use the text files saved in another scene, it means that the scene name does not matter for loading the text file. Only the figure label (name in the scene) matters for identification in the restore script.

#### 4. Details concerning "V3DMM 03 Restore Selection Texture Map State "

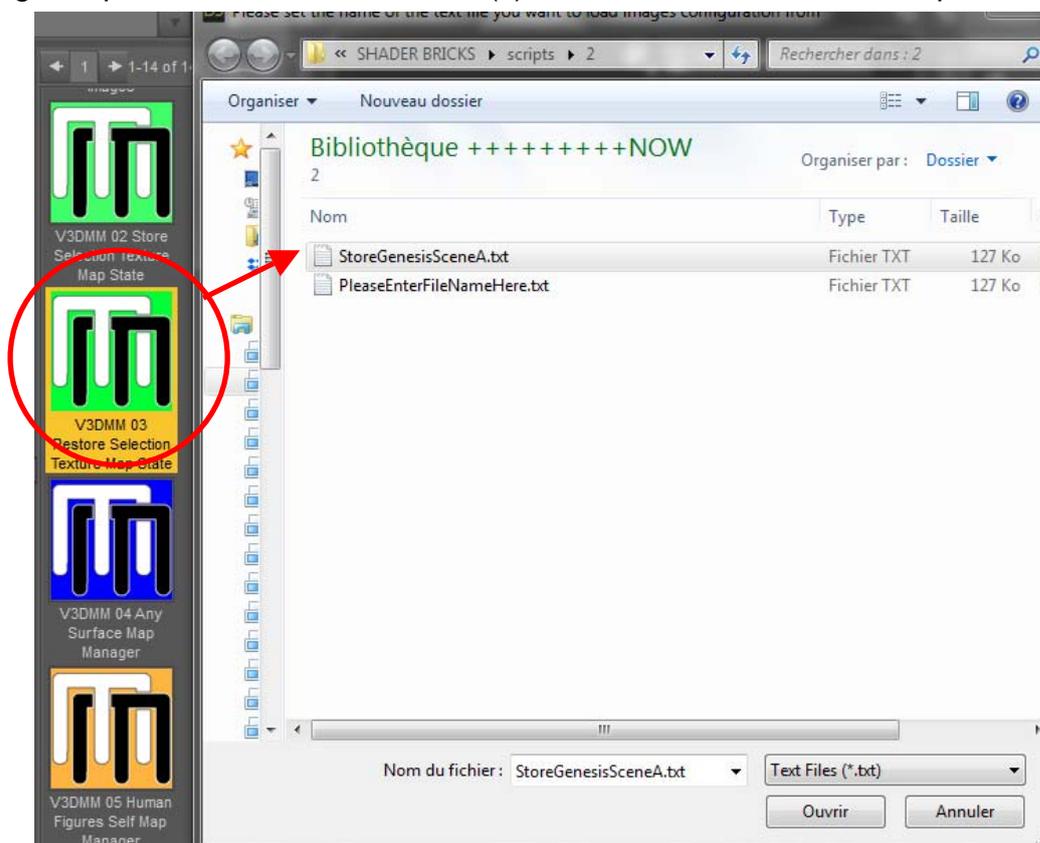
*This script will act only on the objects which are selected in the scene tab when you run it. It will open an interface in which you can select which mappable surfaces*

properties you want to be restored in terms of map (restore the stored map or the unmapped property), and restore those properties. The same way as for the store script, if the object you select is a skeleton or a part of a skeleton (you will see bones in the Scene Tab for the elements of this object), then all the bones will be affected by this script. **If you selected a part of a figure with a skeleton, only this node of the skeleton will be treated. If you want to restore the whole figure, select the root node in the scene.**

Concerning the selection, you can select several objects and figures to be processed at once. Yet take care : if there were several objects selected and if their surfaces used different shaders, the list of properties proposed by the script could become very confusing for the user.

In order to run this script, select the elements for which you want the image maps state to be restored, and double click on " V3DMM 03 Restore Selection Texture Map State.dse". All the surfaces of the selected element will be processed, there is no way to choose a specific surface.

A first window will ask you which text file you want to use in order to restore the image maps on the selected element(s). Choose a file and click on open.



Of course you have to choose a text file that you created for this purpose using the "V3DMM 02 Store Selection Texture Map State.dse" script. The restore script will look in the text file all the information corresponding to any element with the same name as the name (Label) of the object you selected, and will create the proper "Restore" interface for this figure or object.

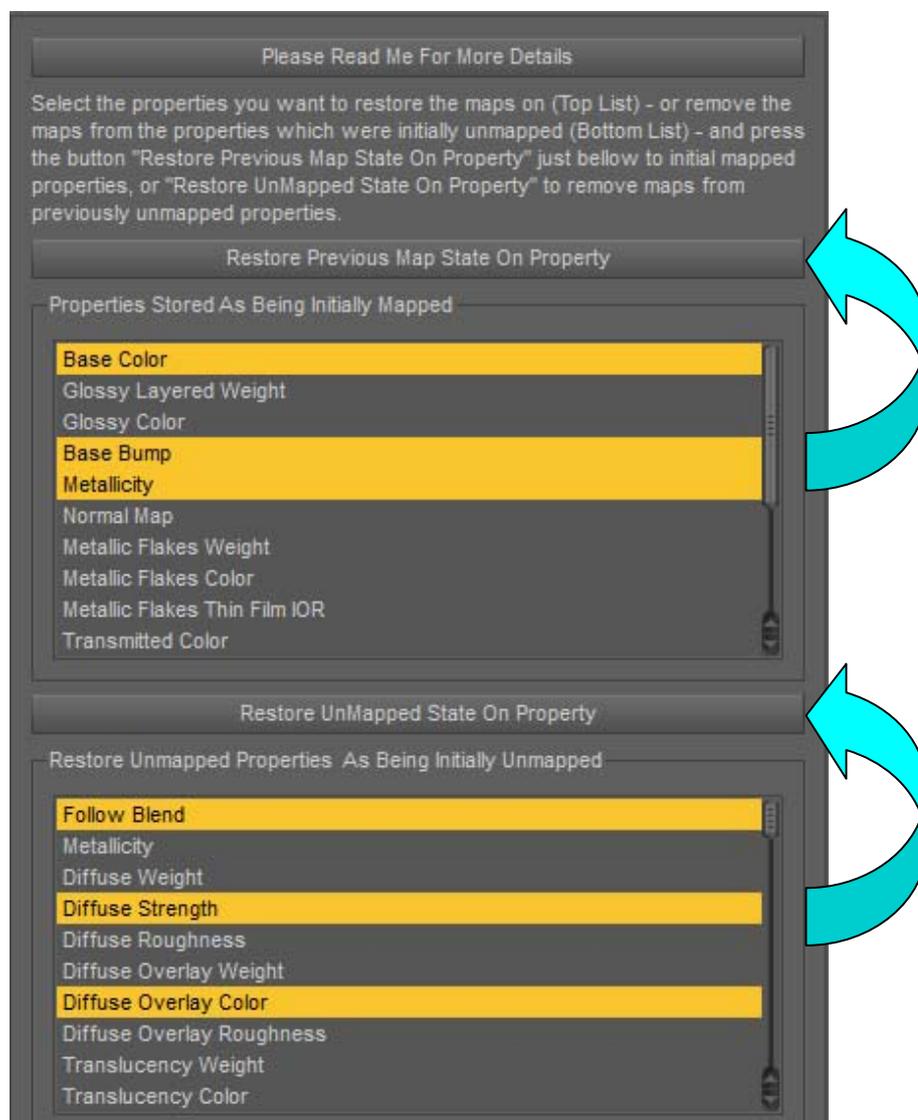
For instance if you have figure in your selection named "James" and "Jenny", then the script will analyze how "James and Jenny were mapped" when you created

(stored) the text file. This is why it is important not to rename your figures if you plan to use the store and restore scripts. If you renamed your figures or props and don't remember exactly what was the previous name of the figure, you can still open the text file in a text editor to see what this name was.

The interface for the restore operation contains two sections :

- *The top section is the list of all the properties which were initially mapped.* Select one or several elements in this top list (the ones you want to restore) and click on "Restore Map State On Property" to reset the maps on these properties to their initial values.

- *The bottom section is the list of all the properties which were initially unmapped.* Select one or several elements in this bottom list (the ones you want to restore) and click on "Restore Unmapped State On Property" to reset the maps on these properties to their initial values. This will remove the maps, in order to set the property back to its "unmapped" status.



In order to select several property in those lists, you can use the classical CTRL and SHIFT keys selection.

## 5. Details concerning "V3DMM 04 Any Surface Map Manager"

This is the most basic version of the map manager, and works using a selection of surfaces. In order to have it working you have to select one or several surfaces using either the Surfaces Selection Tool, or in the Surfaces Editor Tab. Once this is done, you can launch the script. If you want to work on the skin parts of Daz human figures, the Map Managers for figures (V3DMM 05 and 06) are a better choice.



The following part describes the different parts of the interface (1 up to 7)

1. The top options "SINGLE TO SINGLE", "SINGLE TO ALL", and "ALL TO ALL" will allow you to define if the removal or the copy will work on ALL the surfaces OR ONLY the surfaces defined in the lists Copy Maps From (2) and Copy Maps To (3).

\* Concerning the Map Removal (button 5, Remove Selected Map (List Above)), if you choose SINGLE TO SINGLE, only the surface chosen in the Copy Maps From Dropdown list (2) will be affected by the map removal, and for this surface the map will be removed only on the property defined in the Property to Copy Map From list (4). If you choose any of the two other options, "SINGLE TO ALL", or "ALL TO ALL", then all the surfaces which were selected when you launched the script will have their property chosen in the Property to Copy Map From list unmapped.

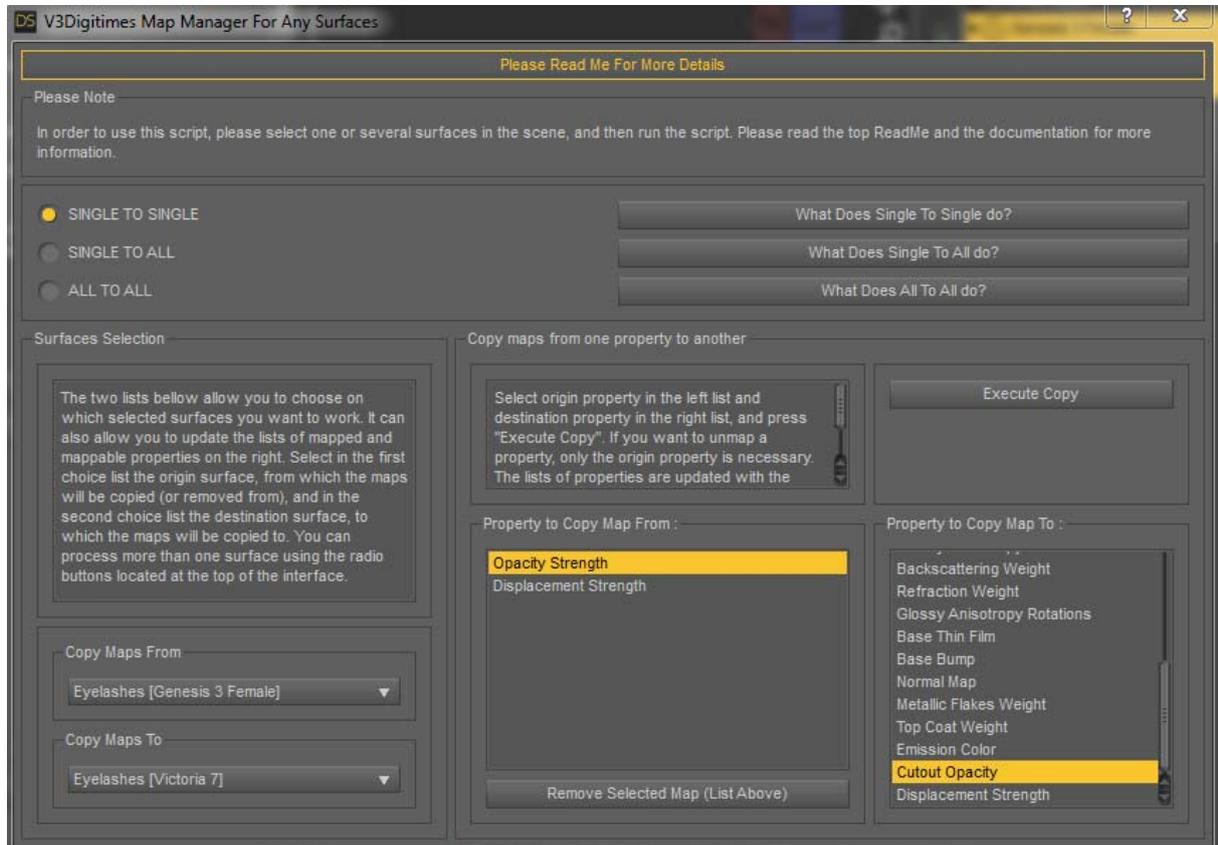
\* [Concerning the Map Copy](#) you have to click on the button Execute Copy (7) to copy one given map to a given destination property (7).

If you choose [SINGLE TO SINGLE](#), the image map used for the property "Property To Copy Map From" (4) of the surface defined in the "Copy Maps From" (2) dropdown list will be copied (applied) to the property "Property To Copy Map To" (6) of the surface defined in the "Copy Maps To" (3) list, and [only](#) this surface.

If you choose [SINGLE TO ALL](#), this time, the image map used for the property "Property To Copy Map From" (4) of the surface defined in the "Copy Maps From" (2) dropdown list will be copied to [ALL](#) the surfaces selected when you launched the script, on the property "Property to Copy Map To" defined in the list 6.

If you choose [ALL TO ALL](#), (finally re-named ALL TO ALL (EACH TO EACH)), the choice of the origin surface (in list 2, "Copy Maps From") and of the destination surfaces (in list 3, "Copy Maps To") are only here for you to access and eventually to update the various mapped and mappable properties in lists 4 and 6. In this case, when you choose a "Property to Copy Map From", and a "Property to Copy Map To", when you will click on execute copy, for each (and all) selected surface(s), the image map used on the property on the "Property to Copy Map From" becomes also used as the image map by the "Property to Copy Map To".

Examples may be a good thing to sum up these choices. Take 3 Genesis 3 figures in your scene : Base Female, Victoria 7 and Izabella 7, select ALL the surfaces, and launch the script. An easy way to select all the surfaces is to select first all figures in the scene Tab, then go in the Surfaces Editor Tab, and in this surface editor use the CTRL or SHIFT and left Click to select all the surfaces.



## SINGLE TO SINGLE :

If, for instance, you want to copy maps from the Eyelashes of Genesis 3 Base Female to Victoria 7 Eyelashes. You have to choose in the dropdown list "Copy Maps From" : "Eyelashes [Genesis 3 Female]" , and in the list "Copy Maps To" : "Eyelashes [Victoria 7]". You will probably want to copy the Opacity Strength, so choose opacity Strength in the Property To Copy Map From list, and Cutout Opacity (the Iray equivalent) in the Property To Copy Map To list. Once done, click on Execute Copy, and this will apply the opacity strength of Genesis 3 Base Female Eyelashes to the Cutout Opacity of Victoria's eyelashes.

The "SINGLE TO ALL" option is not very interesting with figures, it is more interesting with props, but, for the example, if you keep the same selections (surfaces and properties) as in the previous example, but choose the single to all option, then , when you click on "Execute Copy", you will see that ALL the surfaces of Victoria 7 and Izabella 7 will now have a cutout opacity corresponding to the image map used on the opacity strength of the Eyelashes surface of Genesis 3 Base Female. You may wonder why Genesis 3 Base Female's surfaces are not modified. It is because you asked the copy on "Cutout Opacity", which is an Iray Uber shader property. It does not exist on Genesis 3 Base Female which is using AoA shader, this is why Genesis 3 Base Female is not impacted. If you want Genesis 3 Base Female to be impacted, in the "Copy Maps To", choose for instance the "Torso [Genesis 3 Female]". *This destination surface choice is only useful to update the list "Property To Copy Maps To"* since you are in the SINGLE TO ALL option. In the Property To Copy Maps To, choose "Opacity Strength". This time, when you click on Execute Copy, all the surfaces of Genesis 3 Base Female will become transparent using its Eyelashes image map as the transparency strength. Please Note that if you work with figures' skin, the better choice is to use the two other scripts dedicated to human figures.

The "ALL TO ALL" will allow you to process map transfers "internally" to each surface (you don't transfer maps from one surface to another, but you treat all surfaces). In this case, the choice of the surfaces in "Copy Maps From" and "Copy Maps To" is only here to give you access to the right mapped and mappable property. for instance we can decide to select Victoria's Torso in the Copy Maps From, and also in the Copy Maps To, so that all the surfaces with Iray Uber shader are treated. In "Property to Copy Maps From", we can choose Normal Map, and for "Property to Copy Maps To" we can choose "Base Color". Surface after surface, as soon as Normal Map is mapped, the Normal Map will replace the Base Color Map. And you will see Victoria 7 and Izabella 7 like never before!

2. In the "Copy Maps From" Dropdown list numbered 2, you have to choose your reference surface. Only the selected surfaces are shown here. As soon as you change the surface chosen in this list, the list of the mapped properties for the selected surface is updated in the area number 4 (titled Property to Copy Maps from). If you want to copy or remove some maps from the surface A, then you have to choose the surface A here. For instance if you want to remove the "Diffuse Color", or "Base Color" from all the surfaces, then you have to choose here a surface for which the "Diffuse Color", or "Base Color" is mapped. If you are not in the "SINGLE TO SINGLE" option, several surfaces will be processed, please see the top of this part (1.) for more details.

3. In the "Copy Maps To" Dropdown list numbered 3, you have to choose your destination surface. Only the selected surfaces are shown here. As soon as you change the surface chosen in this list, the list of the mappable and visible properties for this selected surface is updated in the area number 6 (titled Property to Copy Maps To). The "Copy Maps To selection" does not influence at all the maps removal operation. For a map removal, you do not need to choose anything specific here.

The selected surface here influences only the copy of the maps. If you have a specific surface you want to copy maps to, you have to select it here, and then select the property you want to copy maps to in the list of properties (6). If you want to copy a map to a given property of all selected surfaces (for instance if you want to copy a map to all "Specular Color" of your selection) you have to check "SINGLE TO ALL" in the box (1), select here (3) a surface for which "Specular Color" exists as a surface property, then select "Specular Color" in the list of the properties (6) and click on execute copy (7). Of course you must have chosen in the list of properties (4) which map you wanted to copy. If you want this copy to be made internally surface by surface but for all surfaces (without map transfer between different surfaces), you have to choose the "ALL TO ALL" option. Please read 1. of this part for more details.

4. The list of properties 4, called "Property To Copy Map From" is created using the choice you make in the dropdown list of surfaces 1 (Copy Maps From). ONLY THE MAPPED PROPERTIES FOR THE SURFACE SELECTED AS THE ORIGIN SURFACE ARE DISPLAYED. This list can be used in two different ways.

- First way is for map removal : you select the property you want in the list 4 for the surface chosen in the list 2, and you click on remove maps : this map, and only this map will be removed. For instance if you choose "Surface A" in the list 2 and "Diffuse Color" in the list 4, then only the "Diffuse Color" map will be removed from surface A. If, under the same selections, you checked either "SINGLE TO ALL" or "ALL TO ALL" (1), then in this case, the "Diffuse Color" maps will be removed from all the selected surfaces, and not only the one chosen in the list 2.

- Second way is for image map copy : you select the property you want in the list 4 for the surface chosen in the list 2, then you select the destination surface in list 3 and the destination property for this surface in the list 6. When you will click on "Execute Copy", the map will be copied. For instance if you want to copy the "Bump Strength" of surface A to the "Diffuse Color" of surface B : choose "Surface A" in the surface list 2, and "Bump Strength" in the list of properties 4, then choose "Surface B" in the surface list 4, and "Diffuse Color" in the list of properties 6, click on Execute Copy, and this is done.

If you want all the selected surfaces as the destination surfaces FOR THIS GIVEN MAP, do exactly the same as for a single surface copy, but before clicking on "Execute Copy", make sure that you check "SINGLE TO ALL" (1). And if you want to copy with NO transfer from one surface to another surface (maps are copied from one property to another for each surface, but are not copied from one surface to another), then use the "ALL TO ALL" option.

*Please note that when I mention map copy, the map is not copied or duplicated to your hard drive. The already existing image is simply affected to the corresponding property in Daz Studio. But "copy to" is a short and easy to understand way to say things.*

5. The button "Remove Selected Maps" will remove the image map(s) from the property you select in the list of properties 4 located just above the button for the

selected in the surface list 2 (Copy Maps From). If you did not check the "SINGLE TO SINGLE" option (1), then all the surfaces which were selected when you launched the script will be processed. For instance if you choose "Bump Strength" with the option checked, then all the surfaces will have their "Bump Strength" unmapped. If it was not checked, only the surface of the list 2 (Copy Maps From) will be affected by this change.

6. The list "Property To Copy Maps to" is created and updated depending on the choice you make in the surface dropdown list "Copy Maps To" (3). **Only the mappable and visible properties for this destination surface will be displayed here.** This list of properties (6) is useless if you ONLY want to remove some maps. This list of properties (6) defines the property on which you want to copy the maps to for the surface defined in (3) - or for all selected surfaces if you check the "Process the copy or the removal on all the selected surfaces, not only the one of the dropdown lists" (1) checkbox.

The image map corresponding to the property defined in the property list 4 (Property to Copy Map From) for the surface chosen in the dropdown list "Copy Maps From" (2) will be copied to the corresponding property defined in this property list (6) as soon as you will click on "Execute Copy". Of course, either the copy is limited to the surface defined in the surface list 3, or it is applied to all the surfaces selected when you launched the script using the checkbox 1. Please see subpart 1. of this part 5 for more details and examples about the choices.

7. Finally the Execute Copy button will process the copy using as map the map used for the property defined in the property list "Property to Copy Map From" (4) for the surface "Copy Map From" (2). There are three cases of figure :

- SINGLE TO SINGLE is chosen : only the surface chosen in the "Copy Maps To" (3) will be processed and the map will be copied on the property chosen in the property list Property To Copy Map To (6).

- If the checkbox "SINGLE TO ALL" (1) is checked then all the surfaces which were selected when you launched the script will be affected, and for all these surfaces, the property on which the map will be copied is the one chosen in the property list 6 for the surface of list 2.

- If the checkbox "ALL TO ALL" (1) is checked then all the surfaces which were selected when you launched the script will be affected, but for all the surfaces, the map which is copied to "Property to Copy Map To" (6) is the one FOR EACH SURFACE which is used on the "Property to Copy Map From" (4). Please see subpart 1. of this part 5 for more details and examples about the choices.

There are many options and it may be initially a lot to learn, because a lot of cases of figures can be treated in a single script. I tried to make the interface as intuitive as possible, but also as complete as possible. The best thing for your first tests is to select all the surfaces you need, and then try what you think is the best combination for what you want to do. If it works, it is perfect! if it does not, you can cancel in Daz Studio and retry with other choices. You can also contact me directly on the Daz Forums thread dedicated to this product (Commercial Section) or via MP (V3Digitimes) for any issue.

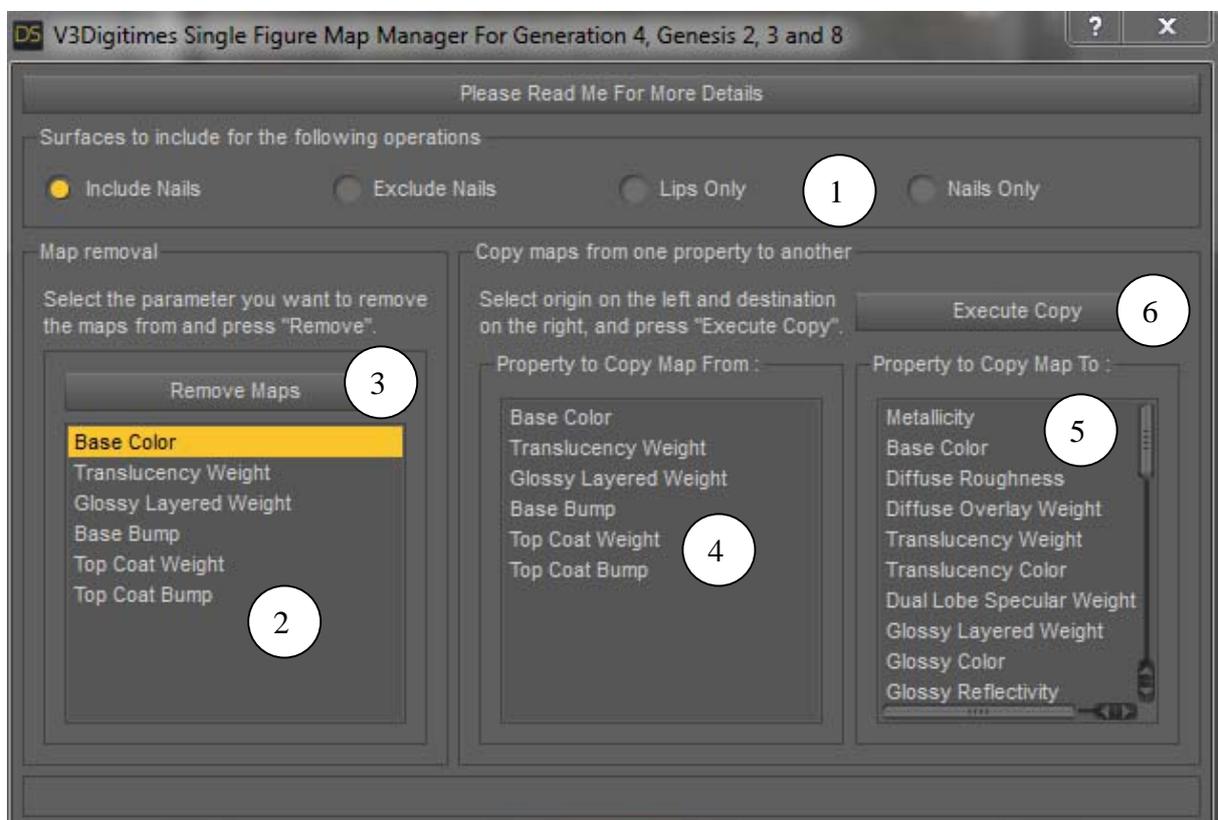
## 6. Details concerning "V3DMM 05 Human Figures Self Map Manager"

V3DMM 05 Human Figures Self Map Manager and V3DMM 06 Human Figures Map Transfer are two scripts dedicated to the [management of the image maps of the skin](#). Skin parts only are affected, everything else (inner mouth, eyes..) is not included in the process. The main difference is that V3DMM 05 Human Figures Self Map Manager does not allow you to transfer some maps from one figure to another figure. It is a simplified interface if your goal is to use some of the maps of a figure on another surface property.

The figures supported are Generation 4 (M4, V4...), Genesis, Genesis 2, Genesis 3 and Genesis 8 figures. Their Daz Studio genitalia are also supported. Other figures may be supported, the condition for that is that those figures must have the same surfaces names than the ones used on the figures mentioned above.

The script is not limited to one figure selection, meaning that you can process several figure simultaneously. In order to be processed, a figure must be selected when you launch the script. Yet take care, if you are using simultaneously different shader types (one AoA, the other one Daz Default, the third one Iray Uber), then all their mapped and mappable properties will be displayed, which may be a lot of properties, and confusing if you are not familiar with shaders.

The skin surfaces which will be processed include all skin parts (but not the inner mouth parts), lips and nails, but you can limit this to nails only, lips only or exclude nails using the radio buttons at the top of the following interface (1) :



The rest of the interface (bottom boxes) is divided in two parts :

- the left box (button 3 and list 2) is dedicated to map removal and the right box (lists 4 and 5 and button 6) is dedicated to map copy from one property to another. It is also a good visual synthesis of what is mapped and what can be mapped on your figures. The determination of the mapped and mappable slots concerning skins is based on the Torso surface, since normally the torso is representative of the rest of the skin. The Face has been added to it to handle the make up via Diffuse Overlay. These properties must also be visible in the surfaces Tab to be displayed in this list. This choice was made in order to simplify the lists of destination properties.

In order to remove maps from a property (for instance remove all normal maps or all bump maps), you simply have to select this property in the list (2) of the Map removal box and click on "Remove Maps". You can select several properties if you want to. Take care : when the maps are removed, they will not be any longer available for copy, so the safest way to proceed is to copy everything you want first, and remove the maps at the end.

If you want to copy the maps from a given property to another property, this is very simple : select in the list "Property to Copy the Map From" the property from which you want to copy the maps used. Select also in the list "Property to Copy the Map To" the property to which you want to copy the maps. When both are selected, click on "Execute Copy". For instance, if you want to copy the "Base Color" maps of the selected figures to their "Translucency Color", simply select "Base Color" in the "Property to Copy Map From" list and "Translucency Color" in the "Property to Copy Map To" list and click on "Execute Copy".

The maps which are copied are the maps which are *presently* used by the property, which may differ from the initial maps you had when you opened the script if you previously made a copy of the maps. *For instance* if you copied all the Base Bump maps to the Base Color, then when you copy the Base Color to the Diffuse Roughness, then the Base Bump maps, which are now used on the Base Color, will be copied to the Diffuse Roughness. So if you plan to do complex changes, think before at the best order in order to do it properly. Remember that you can "keep a backup" of the maps in a "useless" property - a property which will remain unmapped at the end but is temporarily used to keep some of the maps - and then "clean" this property with the remove map at the end.

## 7. Details concerning "V3DMM 06 Human Figures Map Transfer"

V3DMM 06 Human Figures Map Transfer allows you to do the same things as the V3DMM 05 Human Figures Self Map Manager, except that this time you will also be able to transfer the maps from one figure to another figure "of the same type".

By another figure of the same type I mean a figure with the same lists of surface names.

The supported figures for the script are Generation 4 (M4, V4...), Genesis, Genesis 2, Genesis 3 and Genesis 8 figures. All the figures of the same generation are compatible together. Generation 4 and Genesis figures are "of the same type" or compatible with each other, and Genesis 3 and 8 figures are also compatible with each other, **meaning that you can copy maps from Generation 4 to Genesis for**

instance, and from Genesis 3 to Genesis 8, but you cannot copy maps from Genesis to Genesis 8.

You don't need to select anything when you launch the script, all the compatible figures will be listed.



The skin surfaces which will be processed include all skin parts (but not the inner mouth parts), lips and nails, but you can limit this to nails only, lips only or exclude nails using the radio buttons at the top of the interface (1). *If you work with Genitalia surfaces, only the two first choices (Include or Exclude Nails) will treat them too.*

In the left part of the interface (2 and 3) you will find two dropdown lists, automatically created when you open this script. They include all the compatible figures for the map transfer. The top one, "Copy Maps From" allows you to choose the origin figure, the one you want to copy some maps from. The bottom one, "Copy Maps To", allows you to choose the destination figure, the one you want to copy the maps to.

Each of the list gives you an access to a list of surface property (for instance Base Color, Translucency Color etc, etc). The "Copy Maps From" list is linked to the "Property to Copy Map From" list (4), which displays all the mapped properties for the Torso (or for the skin of Genitalia) of the figure you choose in the list 2 : "Copy Maps From". The Copy Maps To is linked to the "Property to Coy Map To" list of properties (5). This second list of properties displays all the surface properties which are both Visible and Mappable for the Torso of the figure you choose in the list 3 : "Copy Maps To".

The first thing you have to do is to select the figure you want to copy maps from and the one you want to copy maps to. Once done, you can do two things : remove maps or copy maps.

- If you want to remove maps, it is useless to choose a surface property in the "Property to Copy Map To" list, it is not used in this case of figure. If you want for instance to remove the "Base Bump" maps from "Genesis 8 Female", you simply have to select "Genesis 8 Female" in the dropdown list 2, then select "Base Bump" in the list of properties 4, and click on Remove Selected.

- If you want to copy maps, you have to choose a surface property in the "Property to Copy Map To". For instance, if you want to copy the Base Color of Genesis 8 Female to the Translucency Color of Victoria 8, you simply have to choose Genesis 8 Female in the Copy Maps From list (2) and Victoria 8 in the Copy Maps To list (3), then you choose "Base Color" in the list "Property to Copy Map From" (4) and "Translucency Color" in the list "Property to Copy Map To" (5). Finally now that you have chosen the figures and the surface properties, you can click on Execute Copy (6).

If, as the destination figure (list 3) you choose the same figure as the origin figure (list 2) then the maps will be copied from the origin property to the destination property for this figure. *For the general case, take care that if you copy maps from one figure to another figure, you must be sure that they use the same UV set (what a luck that Genesis 8 figures of the same gender share the same UV set).*

## **8. Details concerning "V3DMM 07 Create CSV File"**

The script V3DMM 07 Create CSV File is made to create a Comma Separated Value File with a CSV extension. This format of file can be read by many software, including, but not limited to, Excel.

The file created will contain the image maps information for all the elements of the scene which were selected when you launched the script. For all those elements, the CSV file will gather name, surface, surface property, image name, path information and size (columns width and height) of the image.

You will be asked where you want to save the file. The default location proposed is the latest location you used when you used this V3DMM 07 Create CSV File script, or the temp folder if it is the first time you use it.

The CSV file will report the maps information only for the selection you make in the scene tab. It means that if the element is not selected, it will not be analyzed by the script. If the element is a figure, then the surfaces of all the nodes of the figure will be analyzed and reported in the CSV file.

This file CSV file shows all the maps used, and you will find several columns which will be easy to sort in order to help you to find the information you need. For each selected element you will find : first column is the Label of the object (name of the object in theScene tab), second column is the surface name, third column is the name of the property which is mapped (for instance Base Color, Base Bump...), fourth column is the name of the image map on this property (without the path) and

the last column is the full name of the image map, including the installation path. You can see an illustration of such a tab next page. In order to a CSV file, you can first try to double click on it. For many computers it works this way. If you are not lucky and if the columns are not separated in you table viewer (excel or other), then you can import it as a CSV file. In excel for instance go in the "Data" tab, then "Get External Data" (or just External Data). Choose import from text file, and in the import window, choose \*.\* as the file type option. Then select your SCV file and in the import wizard which opens, you have to choose the delimited tab, validate, and check the "comma" as the type of delimitation.

This way not only you can have an overview of what is mapped, but also you can sort things the way you want to estimate the number of images on a surface, or the number and names of surfaces using a given image. You can check what are the mapped properties for any surface in your scene. You can also see where the image is located.

In windows (probably also in Mac, you can try), if you copy and paste the text of the "Full Path" column in the explorer, it will open directly the image (depending on the image viewer you use).

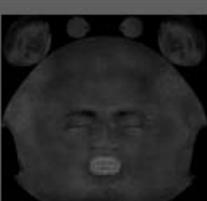
	A	B	C	D	E	F	G	H	I	J	K	L	M
1	Label	Surface	Property	Map	Full Path								
2	Genesis 8 Male	Face	Base Color	g8mbasefacemapd01_1001.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasefacemapd01								
3	Genesis 8 Male	Face	Translucency Color	g8mbasefacemapsss_1001.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasefacemapsss								
4	Genesis 8 Male	Face	Glossy Layered Weight	g8mbasefacemap01_1001.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasefacemap01								
5	Genesis 8 Male	Face	Base Bump	g8mbasefacemapb01_1001.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasefacemapb01								
6	Genesis 8 Male	Face	Normal Map	g8basefacemapd_1001.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/femalebase/g8basefacemapd_1								
7	Genesis 8 Male	Face	Top Coat Weight	g8mbasefacemap01_1001.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasefacemap01								
8	Genesis 8 Male	Lips	Base Color	g8mbasefacemapd01_1001.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasefacemapd01								
9	Genesis 8 Male	Lips	Translucency Color	g8mbasefacemapsss_1001.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasefacemapsss								
10	Genesis 8 Male	Lips	Glossy Layered Weight	g8mbasefacemap01_1001.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasefacemap01								
11	Genesis 8 Male	Lips	Base Bump	g8mbasefacemapb01_1001.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasefacemapb01								
12	Genesis 8 Male	Lips	Normal Map	g8basefacemapd_1001.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/femalebase/g8basefacemapd_1								
13	Genesis 8 Male	Lips	Top Coat Weight	g8mbasefacemap01_1001.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasefacemap01								
14	Genesis 8 Male	Teeth	Base Color	g8mbasemouthmapd_1005.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasemouthmapd_1								
15	Genesis 8 Male	Teeth	Translucency Color	g8mbasemouthmapsss_1005.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasemouthmapsss								
16	Genesis 8 Male	Teeth	Base Bump	g8mbasemouthmapb_1005.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasemouthmapb_1								
17	Genesis 8 Male	Torso	Base Color	g8mbasetorsomapd_1002.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasetorsomapd_1								
18	Genesis 8 Male	Torso	Translucency Color	g8mbasetorsomapsss_1002.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasetorsomapsss								
19	Genesis 8 Male	Torso	Glossy Layered Weight	g8mbasetorsomap01_1002.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasetorsomap01								
20	Genesis 8 Male	Torso	Base Bump	g8mbasetorsomapb_1002.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasetorsomapb_1								
21	Genesis 8 Male	Torso	Normal Map	g8baseasetorsomapd_1002.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/femalebase/g8baseasetorsomapd_1								
22	Genesis 8 Male	Torso	Top Coat Weight	g8mbasetorsomap01_1002.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasetorsomap01								
23	Genesis 8 Male	Ears	Base Color	g8mbasefacemapd01_1001.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasefacemapd01								
24	Genesis 8 Male	Ears	Translucency Color	g8mbasefacemapsss_1001.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasefacemapsss								
25	Genesis 8 Male	Ears	Glossy Layered Weight	g8mbasefacemap01_1001.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasefacemap01								
26	Genesis 8 Male	Ears	Base Bump	g8mbasefacemapb01_1001.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasefacemapb01								
27	Genesis 8 Male	Ears	Normal Map	g8basefacemapd_1001.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/femalebase/g8basefacemapd_1								
28	Genesis 8 Male	Ears	Top Coat Weight	g8mbasefacemap01_1001.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasefacemap01								
29	Genesis 8 Male	Legs	Base Color	g8mbaselegsmapd_1003.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbaselegsmapd_1								
30	Genesis 8 Male	Legs	Translucency Color	g8mbaselegsmapsss_1003.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbaselegsmapsss								
31	Genesis 8 Male	Legs	Glossy Layered Weight	g8mbaselegsmaps_1003.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbaselegsmaps_1								
32	Genesis 8 Male	Legs	Base Bump	g8mbaselegsmapb_1003.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbaselegsmapb_1								
33	Genesis 8 Male	Legs	Normal Map	g8baselegsmapd_1003.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/femalebase/g8baselegsmapd_1								
34	Genesis 8 Male	Legs	Top Coat Weight	g8mbaselegsmaps_1003.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbaselegsmaps_1								
35	Genesis 8 Male	EyeSocks	Base Color	g8mbasefacemapd01_1001.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasefacemapd01								
36	Genesis 8 Male	EyeSocks	Translucency Color	g8mbasefacemapsss_1001.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasefacemapsss								
37	Genesis 8 Male	EyeSocks	Glossy Layered Weight	g8mbasefacemap01_1001.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasefacemap01								
38	Genesis 8 Male	EyeSocks	Base Bump	g8mbasefacemapb01_1001.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasefacemapb01								
39	Genesis 8 Male	EyeSocks	Top Coat Weight	g8mbasefacemap01_1001.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasefacemap01								
40	Genesis 8 Male	Mouth	Base Color	g8mbasemouthmapd_1005.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasemouthmapd_1								
41	Genesis 8 Male	Mouth	Translucency Color	g8mbasemouthmapsss_1005.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasemouthmapsss								
42	Genesis 8 Male	Mouth	Base Bump	g8mbasemouthmapb_1005.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasemouthmapb_1								
43	Genesis 8 Male	Arms	Base Color	g8mbasearmsmapd_1004.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasearmsmapd_1								
44	Genesis 8 Male	Arms	Translucency Color	g8mbasearmsmapsss_1004.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasearmsmapsss								
45	Genesis 8 Male	Arms	Glossy Layered Weight	g8mbasearmsmaps_1004.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasearmsmaps_1								
46	Genesis 8 Male	Arms	Base Bump	g8mbasearmsmapb_1004.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasearmsmapb_1								
47	Genesis 8 Male	Arms	Normal Map	g8basearmsmapd_1004.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/femalebase/g8basearmsmapd_1								
48	Genesis 8 Male	Arms	Top Coat Weight	g8mbasearmsmaps_1004.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasearmsmaps_1								
49	Genesis 8 Male	Pupils	Base Color	g8mbaseeyesmap02d_1007.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbaseeyesmap02d								
50	Genesis 8 Male	Pupils	Translucency Color	g8mbaseeyesmap02d_1007.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbaseeyesmap02d								
51	Genesis 8 Male	Pupils	Base Bump	g8mbaseeyesmapb_1007.jpg	F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbaseeyesmapb_1								

## 9. Details concerning " V3DMM 08 Summary Of Texture Maps "

The script V3DMM 06 Human Figures Map Transfer.dsa is made to create an interface in Daz Studio in which you can see all the maps used for the selection you made, as well as where are these maps located, their size, and where (figure, surface, property) they are used (for your selection).

This is a synthetic view "from the image point of view". A first interface will appear asking you what resolution you want to have for the preview of the maps. You have several choices : 64 x 64, 128 x 128, 256x256, or 512x512. The previous choice you made will be remembered next time you launch the script, but you can change it if you want to (using this dropdown list).

Once you make your choice in the list and you click on accept, the script will find all the maps used by your selected elements, and will display their "preview image" in a table, with additional information in a text box (so that you can copy it if required) on the right. If you have selected a lot of elements, or if you have a lot of maps, it can take a while the first time you run it for a given selection, since all the images are loaded to create the preview image. Then if you do it later on during the same session and do not change the preview resolution, it is generally faster since the maps are "remembered". The information you will have is what figure or prop is using this map, on which surface and on which surface property. The best thing is to see the following example.

	<p>g8mbasefacemapd01_1001.jpg, Size : 4096 x 4096, Full Path: F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasefacemapd01_1001.jpg</p> <ul style="list-style-type: none"> <li>-&gt; Used On : Genesis 8 Male, on : Face for Base Color</li> <li>-&gt; Used On : Genesis 8 Male, on : Lips for Base Color</li> <li>-&gt; Used On : Genesis 8 Male, on : Ears for Base Color</li> <li>-&gt; Used On : Genesis 8 Male, on : EyeSocket for Base Color</li> </ul>
	<p>g8mbasefacemapsss_1001.jpg, Size : 4096 x 4096, Full Path: F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasefacemapsss_1001.jpg</p> <ul style="list-style-type: none"> <li>-&gt; Used On : Genesis 8 Male, on : Face for Translucency Color</li> <li>-&gt; Used On : Genesis 8 Male, on : Lips for Translucency Color</li> <li>-&gt; Used On : Genesis 8 Male, on : Ears for Translucency Color</li> <li>-&gt; Used On : Genesis 8 Male, on : EyeSocket for Translucency Color</li> </ul>
	<p>g8mbasefacemaps01_1001.jpg, Size : 4096 x 4096, Full Path: F:/DAZ 3D Libraries/MyProducts/data/cloud/1_42071/runtime/textures/daz/characters/genesis8/malebase/g8mbasefacemaps01_1001.jpg</p> <ul style="list-style-type: none"> <li>-&gt; Used On : Genesis 8 Male, on : Face for Glossy Layered Weight</li> <li>-&gt; Used On : Genesis 8 Male, on : Face for Top Coat Weight</li> <li>-&gt; Used On : Genesis 8 Male, on : Lips for Glossy Layered Weight</li> <li>-&gt; Used On : Genesis 8 Male, on : Lips for Top Coat Weight</li> <li>-&gt; Used On : Genesis 8 Male, on : Ears for Glossy Layered Weight</li> <li>-&gt; Used On : Genesis 8 Male, on : Ears for Top Coat Weight</li> <li>-&gt; Used On : Genesis 8 Male, on : EyeSocket for Glossy Layered Weight</li> <li>-&gt; Used On : Genesis 8 Male, on : EyeSocket for Top Coat Weight</li> </ul>

If you want to see the original map in its original location, you can copy (right click and choose copy, or CTRL + C) the full path in the information on the right part to your file browser. In windows it should open the image with your default image viewer, and this is probably the same on a MAC.

## 10. Conclusion

I created this set of tools to cover all your needs in terms of map transfer from one property to another property, within a same object or to different object. If you work with the skin parts of a human being, it is more comfortable to use V3DMM 05 Human Figures Self Map Manager (to handle the maps of a given figure with NO transfer to another figure), or V3DMM 06 Human Figures Map Transfer (to allow the transfer of the maps from one figure to another figure of the same type).

For the other types of object or surfaces, you can use V3DMM 04 Any Surface Map Manager.

Additional tools are included such as the baking of layered images, the ability to store the status of all mapped and unmapped properties and to restore the property you want later on. Finally a CSV file can make a good visual synthesis of the current image maps status on a selection, as well as the visual synthesis you can obtain map by map using the V3DMM 08 Summary Of Texture Maps script.

This may seem a lot of things to learn for the user because these are finally different "sub-products" gathered in one single package, so please read the documentation relative to the case of figure you want to work with.

In any case of questions, issues, feedback, feel free to contact me directly by MP in Daz Forums (V3Digitimes), or use the thread dedicated to this product in the commercial section of the forum. I am here to answer.