

# HAIR CONVERTER



USER MANUAL

RSSY V4M4-Genesis 8 Hair Converter User Manual

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## Introduction

Use your Victoria 4 (V4) or Michael 4 (M4) hair with your Genesis 8 characters! Convert **almost your entire library of hair** using the new *RSSY Hair Converter from V4 to Genesis 8 Female* or the *RSSY Hair Converter from M4 to Genesis 8 Male*! The Hair Converter scripts provide batch execution for converting your V4/M4 hair to Genesis 8 hair in your library. Easily select the hair items in your library, select an output directory, and execute the script. Even better, icons and categories are copied from your original V4/M4 hair to the new Genesis 8 hair items. **IMPORTANT: Due to a limitation in the Daz Studio scripting interface, this script may require a manual step when converting a hair item. A dialogue will pop up during conversion and it's as easy as two button clicks!**

Your new Genesis 8 hair is completely Smart Content aware! They will show up when you select a Genesis 8 Female or Genesis 8 Male. Plus, all materials shown in Smart Content for your V4/M4 item will show for your converted Genesis 8 item. Converted hair, instead of using Auto-Fit, produces vastly less distorted results.

*The Hair Converter script only works with hair. Items without metadata can be converted but will not show up in Smart Content. They may also need to be converted using a Force Convert Item(s) button.*

## Features

- **Convert V4/M4 Hair for use by Genesis 8 characters.**
- **Adds new movement bones to converted hair, adding functionality the original products lacked**
- **Copies icons from V4/M4 hair to Genesis 8 hair for a professional look**
- **Converted Hair are Smart Content enabled! All materials shown in Smart Content for your V4/M4 item will show for your converted Genesis 8 item.**
- **Automatically convert your *entire* library of hair with one operation!**

## Hair Converter

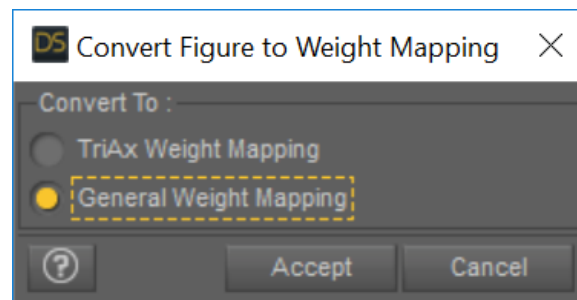
To use the V4/M4 Hair Converter script is easy. You add V4/M4 hair preset files to a list, specify the output directory, and then execute the script!

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*The Hair Converter Helper for V4/M4 to Genesis 8 Female was one of the most challenging conversion scripts we have ever made. V4/M4 Hair Items are very old Poser content and lack the modern features and support from Daz Studio to make conversion as seamless and automatic as we would wish.*

*First, the metadata for hair items is generally poor or non-existent, often lacking content type and even vendor or product information. This lack of metadata means that the **Add Directory** button needs to look for “hair” in the item name. Some hair items without “hair” in their name may be filtered out. **You may need to use Add Files to add hair items with special names.** It also means that for a lot of items, you will need to use the **Force Convert Item(s)** button.*

*More importantly, there is no official Daz Studio support for converting a figure to a weightmap within Daz Studio using a script. This script may **require** a manual step when converting a hair item. When the Convert Figure to Weight Mapping dialog appears, you **must** select the **General Weight Mapping** and click the **Accept** button.*



Before starting the Hair Converter script, it is recommended that you load the Genesis 8 Female or Genesis 8 Male (not one of the characters) into an empty scene. There should be no shaping morphs and the figure should be in the default "A Pose."

To use the Hair Converter script:

- Create a New, Empty Scene. **Warning: This script will delete any items in the scene except for the Genesis 8 character.**
- Load a Genesis 8 character into your empty scene and select it.

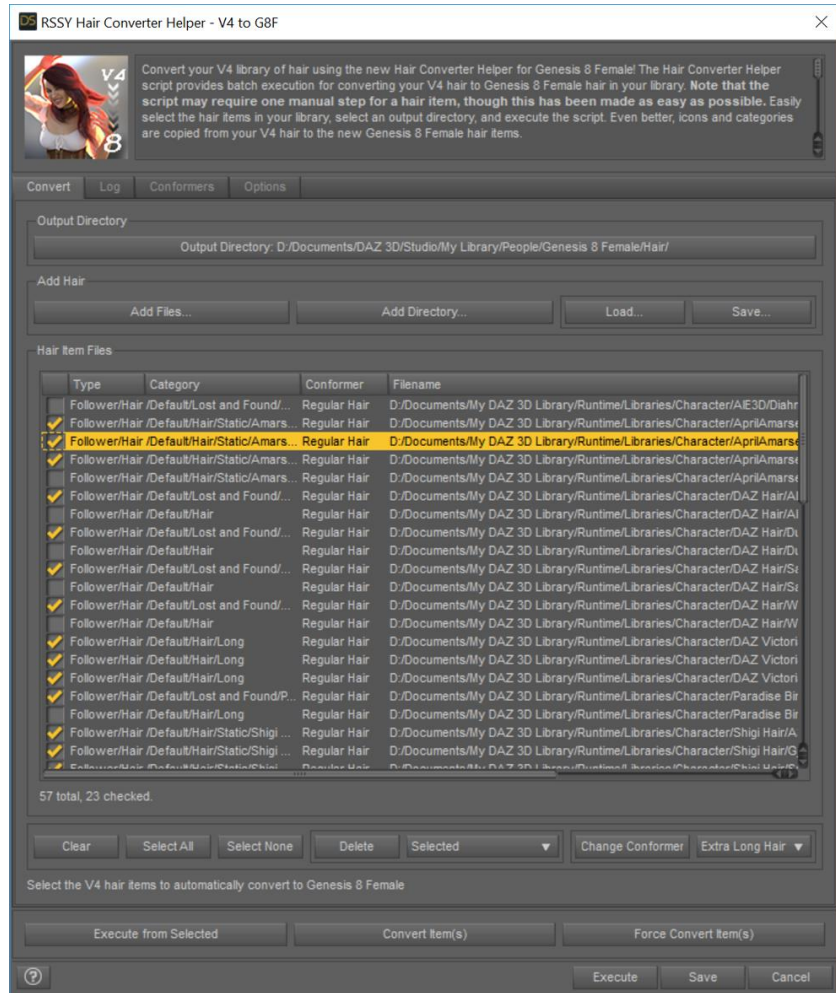


Figure 1 - Hair Converter Script

- Start the Hair Converter script.
- Click *Set Hair Output Directory...* button to define the output directory where the converted hair items will be saved. **This should be the top-level directory, such as /People/Genesis 8/Female/Hair (for Genesis to G8F) or /People/Genesis 8/Male/Hair (for Genesis to G8M).** It is **HIGHLY RECOMMENDED** that you select the DAZ 3D/Studio/My Library and create a Genesis 8/Female/Hair or Genesis 8/Male/Hair folder. You could use the My DAZ 3D Library path; however, the hair converter could overwrite vendor created content. **If you are using Connect, do not create this directory in Daz Studio's "...data/cloud..." directory or the hair will not load correctly.**
- Add Hair presets to the input list, use the *Add Files* or *Add Directory* buttons to select hair presets from your library. **Only files with a checkbox are converted during execution.** If you use the *Add Directory* button, it will include all .duf/.cr2 files in that directory and every subdirectory. **The Add Directory button requires that a "Character" or "Hair" directory be in the path.** Files that are not Hair files (clothing, materials, props, etc) are automatically removed from the list. *It is highly recommended that you do not add Wearable Presets (if there are any) to the list. The script will attempt to filter Wearable Presets out. However, they can be misreported by the Daz Studio metadata system and may get through. See Auto-Fit Dialog under the Conversion Notes for more information.* **Note that V4/M4 hair files are probably located in My**



**DAZ 3D Library\Runtime\Libraries\Character or My DAZ 3D Library\Runtime\Libraries\Hair directory.**

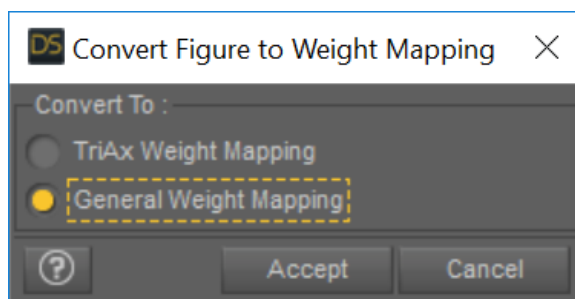
- Verify the Conversion Hair used for each Hair Item is the correct one (please see the Hair Conversion Conformers section for more information)
- Set your execution options
  - The *Stopping Condition combo box* controls what the script should do when it encounters an error while converting hair:
    - **Stop On Error** - Stop execution when an error occurs. No more hair items will be converted.
    - **Continue On Error** - Continue execution when an error occurs. The rest of the script for the current preset is skipped. This hair item may not be converted completely. Execution will continue with the next preset.
  - The *Overwrite Condition combo box* controls what the script should do when it a preset already exists in the output directory for this current hair item. This condition can occur if you have bought the Genesis 8 version of your hair already OR when you run this script twice:
    - **Overwrite** - Overwrite old file with the new file.
    - **Skip** - Skip and don't save the conversion. Go to the next hair item in your list.
    - **Ask** - Prompt for what to do when an existing file might be overwritten (Overwrite or Skip). *You will receive this prompt for every hair item file that will be overwritten.* Click Cancel to end script execution.
  - The *Check Content Type When Adding Files* check box Checks the content type when using the *Add Files* button. If you turn this option off, **any** file will be added. On execution, the script will load the file, whatever it is. However, the script will still **only** convert items that are hair on execution. *Turning this option off is ONLY recommended if you are having trouble getting the script to recognize specific hair files.*

*Note: Turning this option off will slow conversion because of loading a lot of false positives. You also must be very sure of which files you add to the dialog.* This option does not affect the *Add Directory* button.
  - The *Ignore Daz Bought Files* check box controls how the *Add Directory* button works when the script detects that a hair item has been purchased before (i.e., you have already bought the Genesis 8 hair item. When this option is true (default), the script will only add new hair items to the hair list that have not been purchased before.

*Note: To detect Daz Bought Hair items, the script attempts to find the exact same hair filename but in the Genesis 8 Female or Genesis 8 Male directories.*
  - The *Ignore Previously Converted Files* check box controls how the *Add Directory* button works when the script detects that a hair item has already been converted (i.e., the hair item file exists in the output directory structure). When this option is true, the script will only add new hair items to the hair list that have not been converted before.
- When you are ready, click the *Execute* button to execute the script on your list of presets. The Log tab includes a detailed log of the executed script. Hair items that could not be converted will be left checked in your list.

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There is no official Daz Studio support for converting a figure to a weightmap within Daz Studio using a script. This script may **require** a manual step when converting a hair item. When the Convert Figure to Weight Mapping dialog appears, you **must** select the **General Weight Mapping** and click the **Accept** button.



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The *Execute from Selected*, *Convert item(s)*, and *Force Convert Item(s)* button execute the script to convert hair items but do it in different ways from the *Execute* button:

- *Execute from Selected* – Unlike the *Execute* button which starts from the very beginning of the list and continues until the end of the list, the *Execute from Selected* button starts from first currently selected item and continues until the end of the list.
- *Convert Item(s)* – Converts the selected hair items only (and only those that are checked). You can select multiple items by using the Ctrl key or the Shift key while left clicking.
- *Force Convert Item(s)* - For items that could not be converted, you can select them and click the *Force Convert Item(s)* button. This button is available to force conversion of items, ignoring any errors encountered. You should carefully check each selected item to make sure that these are items that should be forced. *Forcing conversion should work but is not guaranteed and may make the script unstable.* It still will not work on Wearable presets.

**IMPORTANT NOTICE:** Immediately after conversion, Daz Studio's Smart Content system may occasionally show the old V4/M4 presets (as well as the new, converted Genesis \*8\* presets) as compatible with your Genesis 8 character. Quit Daz Studio and restart to fix this issue.



## Hair Conversion Conformers

The *RSSY Hair Converter from V4 to Genesis 8 Female* or the *RSSY Hair Converter from M4 to Genesis 8 Male* scripts contain carefully crafted Hair Conversion conformers to attempt to match the shapes of V4/M4 hair items to the new generation as much as possible. These conformers “pull” the hair from its V4/M4 location to the Genesis 8 location.

The script attempts to assign the correct converter mesh based on hair category type (if metadata is available) and hair name. However, it can occasionally match the incorrect converter mesh or you may want to change the mesh for other reasons. Selecting the right conformer for the hair can give vastly improved results.

You have the option of selecting a specific conformer for a specific item, to account for items whose names are not recognized by the script. If you double-click on any hair item, you can change the mesh to one of the following types:

- Regular Hair: For hairs that don't go lower than midback/bottom of breasts.
- Extra Long Hair: For long hairs that go longer than Regular Hair
- Short Hair: For hairs that are chin-length or shorter
- Low Tail Hair: For hairs that have a ponytail or braid that is low on the head

If you have high or mid-height ponytail items, you might want to change them to "Short Hair." This ensures that they can still be moved with their morphs but do not have inappropriate bones.

You can find the new pose bones in the Scene Tab under the Head node of the hair. If you do not have a Scene Tab, you can create one from Windows--Panels (Tabs). This is important because some hair have pose controls that depended on their original bones, and these will no longer work; you will need to pose it with the new bones from the Scene Tab instead.

## Conversion Notes

The Hair Converter script is not perfect. The script may not be able to convert all hair items without issues.

**The Hair Converter dialog does not show some hair items when adding to the list.** The Hair Converter script automatically filters out all presets that do not have a content type of *Follower/Hair*. This is by design to avoid unknown files as this script has been carefully crafted to try and convert hair without errors as much as possible. If you are **absolutely** positive that a file is a hair item, you can turn off the *Check Content Type* option and use the *Add Files...* button to add those files. If you turn this option off, **any** file will be added. On execution, the script will load the file, whatever it is and whatever it does. The script will still only convert items that are hair on execution. Turning this option off is **ONLY** recommended if you are having trouble getting the script to recognize specific hair files.

*Note: Turning this option off will slow conversion because of loading a lot of false positives. You also must be very sure of which files you add to the dialog. This option does not affect the Add Directory button.*

**The Hair Converter script shows an Auto-Fit dialog during conversion.** The Hair Converter script carefully uses the metadata in the Daz Studio database to filter out files that it shouldn't attempt to convert. However, occasionally the metadata is incorrect and a file will load multiple items, and the Auto-Fit dialog might popup. **You should cancel out of these dialogs.** The Hair Converter script will then skip the preset. It will not affect conversion of other hair items. You can uncheck or delete the item to avoid this dialog in the future.

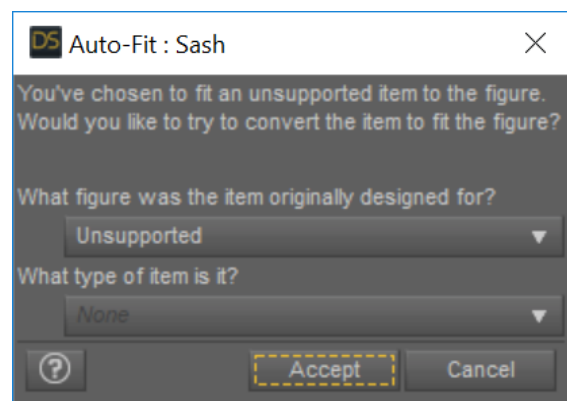


Figure 2 - Auto-Fit Dialog appears during conversion for incorrectly reported hair

**The Hair Converter script may have issues with items on a network share.** You need to mount a drive pointing to your network share hair items and point the script at the mounted drive.

**The Hair Converter scripts executes but no files show up in my output directory.** Check if your output directory is known by the Content Manager. Go to Edit | Preferences... In the Content tab, click the Content Directory Manager button. Finally, select/highlight DAZ Studio Formats then click Directory ADD button and add your output directory.

**My converted high-level ponytails with bones are not working.** Mid and high-level ponytails that were originally moved with bones just can't work. In our testing, there doesn't seem to be a way to stop them from picking up the back of the neck/head rigging areas inappropriately when the Transfer Utility is run as part of the conversion process. We apologize but these hairs will have issues. Fortunately, that's not very many hairs. A fair number of tailed hairs never had bones to begin with so the Short Hair or Main Hair rig is adequate to update them to a better fit and they can still be moved with the morphs. The conversion process does add a lot of movement bones they previously did not have, adding functionality the original products lacked.