



CLOTHING CONVERTER V4/M4 TO
GENESIS 3 USER MANUAL

RSSY V4M4-Genesis 3 Clothing Converter User Manual

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Introduction

Finally, use your Victoria 4 (V4) or Michael 4 (M4) clothing with your Genesis 3 characters! Convert **almost your entire wardrobe of clothes and many accessories** using the new *Clothing Converter from V4/M4 to Genesis 3*! The Clothing Converter scripts provide batch execution for converting your V4/M4 clothing to Genesis 3 clothing in your library. Easily select the wardrobe items in your library, select an output directory, and execute the script. Even better, icons and categories are copied from your original V4/M4 clothing to the new Genesis 3 clothing items. **IMPORTANT: Due to a limitation in the Daz Studio scripting interface, this script requires a manual step when converting each clothing item. A dialogue will pop up during conversion and it's as easy as two button clicks!**

Your new Genesis 3 wardrobe is completely Smart Content aware! They will show up when you select a Genesis 3 Female or Genesis 3 Male. Plus, all materials shown in Smart Content for your V4/M4 item will show for your converted Genesis 3 item. Converted clothing, instead of using Auto-Fit, produces vastly less distorted results.

The Clothing Converter script does not work with props (e.g., swords, wands, etc) and wearables (e.g., outfits). 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. It may also not work as well with high-heeled shoes because of problems with positioning the feet without turning on the Use Foot Dialog option during conversion.

The script may not be able to convert all clothing items without issues. Converted items may exhibit poke through. Usually, this can be fixed by adding a smoothing modifier.

Features

- **Two powerful scripts! One for each gender!**
- **Convert V4/M4 Clothing items for use by Genesis 3 characters.**
- **Convert Dresses, Pants, Shirts, Skirts, Shoes, etc. Converted clothing, instead of using Auto-Fit to fit clothing to Genesis 3, produces vastly less distorted results.**
- **Convert Accessories: Hats, Belts, Glasses, Jewelry, etc.**
- **Copies icons from V4/M4 clothing to Genesis 3 clothing for a professional look**
- **Converted Clothing is Smart Content enabled! All materials shown in Smart Content for your V4/M4 item will show for your converted Genesis 3 item.**

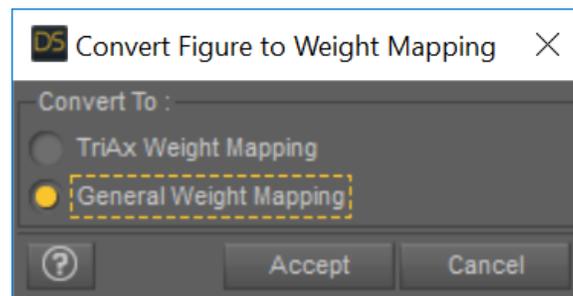
Clothing Converter

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

The Clothing Converter Helper for V4/M4 to Genesis 3 was one of the most challenging conversion scripts we have ever made. V4/M4 Clothing 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 clothing 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 will pull in a lot of items that are not clothes for V4/M4. As much as possible, the script attempts to strip out obviously wrong items (e.g., wrong gender, Horse 2, Dragon 3) but inevitably a lot of items will be added that you should not convert. **It is more important than ever to go through your list of clothing files and delete or uncheck items that should not be converted.** 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 **requires** a manual step when converting each clothing 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 Clothing Converter script, it is recommended that you load the Genesis 3 Female or Genesis 3 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 Clothing Converter script:

- Create a New, Empty Scene. **Warning: This script will delete any items in the scene except for the Genesis 3 character.**
- Load a Genesis 3 character into your empty scene and select it.
- Start the Clothing Converter script for the male or female. Move the window to the side so that you can see the figure (*This is important when the Use Foot Dialog is used*).
- Click *Set Clothing Output Directory...* button to define the output directory where the converted clothing items will be saved. **This should be the top-level directory, such as /People/Genesis 3/Female/Clothing (for V4 to G3F) or /People/Genesis 3/Male/Clothing (for M4 to G3M).** *It is HIGHLY RECOMMENDED that you select the DAZ 3D/Studio/My Library and create a Genesis 3/Female/Clothing or Genesis 3/Male/Clothing folder. You could use the My DAZ 3D Library path; however, the clothing 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 clothing will not load correctly.*
- Add Clothing presets to the input list, use the *Add Files* or *Add Directory* buttons to select clothing 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" directory be in the path.** Files that are not Wardrobe files (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 clothing files are probably located in My DAZ 3D Library\Runtime\Libraries\Character directory.*

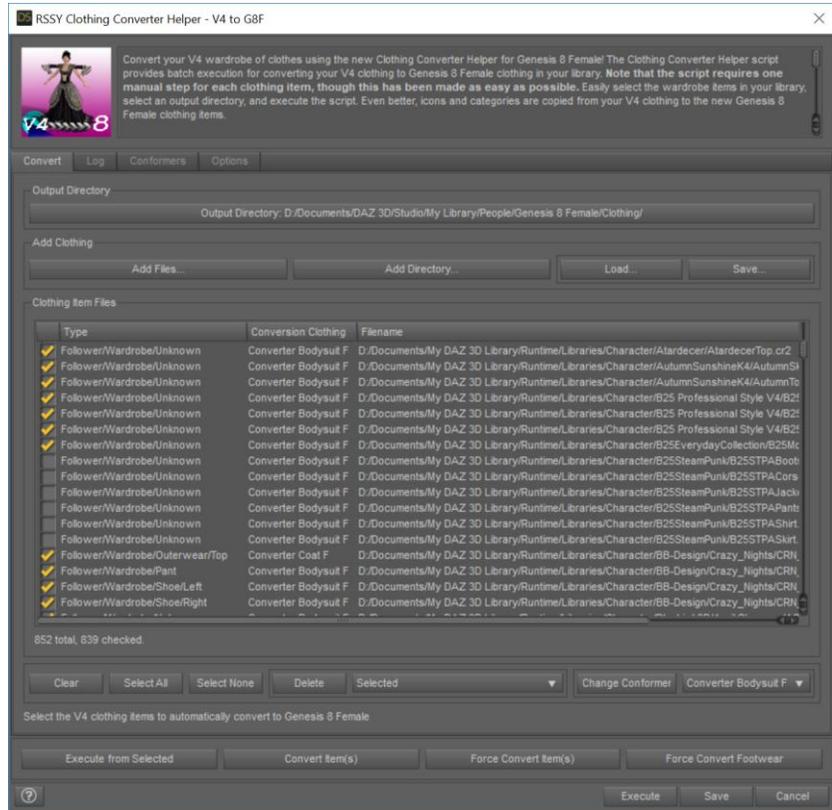


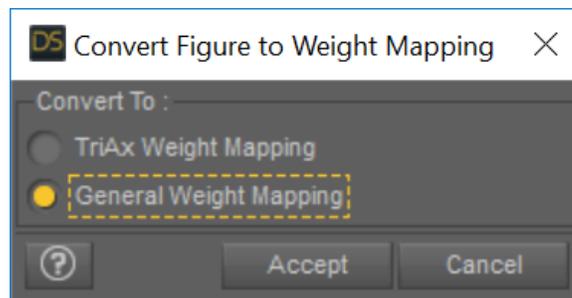
Figure 1 - Clothing Converter Script

- Verify the Conversion Clothing used for each Clothing Item is the correct one (please see the Clothing 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 clothing:
 - **Stop On Error** - Stop execution when an error occurs. No more clothing 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 clothing 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 clothing item. This condition can occur if you have bought the Genesis 3 version of your clothing 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 clothing 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 clothing item file that will be overwritten.* Click Cancel to end script execution.
 - The *Use Foot Pose if Available check box* controls what the script should do when it is converting footwear. If this option is checked, the script will look for a preset in the same product that has a name of "Foot Pose" or similar and applies it before conversing the footwear. In many cases, this can be very helpful. **However, it can cause problems when forcing conversion of clothing items. In this case, the feet may get stuck in the high-heeled pose and this pose will be applied to subsequent footwear. It is highly recommended to turn this option OFF before forcing conversion.**
 - The *Use Foot Dialog* check box adds the ability for you to manually pose the feet to match footwear. This can improve conversion of footwear. However, it requires manual intervention during the conversion process. For every shoe or footwear without a foot pose, the foot dialog pose would pop up. Either pose the feet or cancel to use no pose. The Foot Poser dialog is designed to be fast and give relatively good results quickly. Note that the *Use Foot Pose* check box has priority. If *Use Foot Pose* is checked and a foot pose is found for a clothing item, the Foot Poser dialog will not appear for that clothing item.
 - 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 clothing on execution. *Turning this option off is ONLY recommended if you are having trouble getting the script to recognize specific clothing 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 clothing item has been purchased before (i.e., you have already bought the Genesis 3 clothing item). When this option is true (default), the script will only add new clothing items to the clothing list that have not been purchased before.
Note: To detect Daz Bought Clothing items, the script attempts to find the exact same clothing filename but in the Genesis 3 Female or Genesis 3 Male directories.
- The *Ignore Previously Converted Files* check box controls how the *Add Directory* button works when the script detects that a clothing item has already been converted (i.e., the clothing item file exists in the output directory structure). When this option is true, the script will only add new clothing items to the clothing 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. Clothing items that could not be converted will be left checked in your list.

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



The *Execute from Selected*, *Convert item(s)*, and *Force Convert Item(s)* button execute the script to convert clothing 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 clothing 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. It is highly recommended to turn off the *Use Foot Pose if Available* option before forcing conversion of clothing items.

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 *3* presets) as compatible with your Genesis 3 character. Quit Daz Studio and restart to fix this issue.

Clothing Conversion Conformers

Victoria 4 and Michael 4 figures and clothing items are very different from Genesis 3. This creates special challenges for converting between V4/M4 and Genesis 3. The script needs to account for missing or extra bones between generations. It also means that the shape of V4/M4 clothing items must be carefully changed to match the Genesis 3 shape. The *Clothing Converter from V4M4 to Genesis 3* scripts contain carefully crafted Clothing Conversion conformers to attempt to match the shapes of clothing items to the new generation as much as possible.

There are five converter meshes that the script draws from in order to convert V4/M4 clothing to Genesis 3. The script attempts to assign the correct converter mesh based on clothing type (if metadata is available) and clothing name. However, it can occasionally match the incorrect converter mesh or you may want to change the mesh for other reasons.

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 clothing item, you can change the mesh to one of the following types:

- **The Bodysuit:** This is the only conformer to fully cover the hands and feet. It is the one to use for gloves, socks, shoes, and any close-fitting item like a regular-length shirt, pants, underwear, or bodysuit. When there is no other match, the script defaults to using the Bodysuit.
- **The Dress:** The Dress adds a bone handle rig to the lower body of garments for manual posing of the skirt areas. If you're converting a very short skirt that you want glued to the thighs, you may want to use the Bodysuit instead, but usually you want to use the Dress. The script assigns anything with dress or skirt in the name or metadata to the Dress. The extra pose bones must be posed manually after being selected in the Scene Tab. They are found under the Pelvis node.
- **The Loincloth:** This piece is actually a build of the Dress, just with flaps in front and back that are rigged with multiple consecutive groups each instead of the more round dress rig. It is suitable for use on loincloths with flaps, but also for use on dresses with flaps. Most loincloths are assigned in metadata to "dress" or "skirt." The script should pick up things with "loincloth" in the name and assign them to this, but when it's a set that has nothing in the name and is assigned as a dress in the metadata, you will need to assign the Loincloth Converter specifically. The extra loincloth pose bones must be posed manually after being selected in the Scene Tab, and are found under the Pelvis node.
- **The Cape:** The Cape Converter covers only the head, part of the shoulders, and a long cape rig down the back. Its purpose is to allow you to rig capes and cloaks with their own pose bones. The pose bones for the Cape are found under the Upper Chest node in your Scene Tab for manual posing.
- **The Coat:** The Coat Conformer is intended for use with items with a split skirt area at or below the waist, including many coats and a few tunics. It automatically assigns to items that have "coat" in the name and/or are assigned as Outerwear/Top in the metadata. When an item is

split in front but not in back, or just has a train, it may be better to assign the Dress Conformer instead.

Conversion Notes

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

The Clothing Converter dialog does not show some clothing items when adding to the list. The Clothing Converter script automatically filters out all presets that do not have a content type of *Follower/Wardrobe*. It also filters out a lot of items by their filename. This is by design to avoid unknown files as this script has been carefully crafted to try and convert clothing without errors as much as possible. If you are **absolutely** positive that a file is a clothing item, you can try to turn off the *Check Content Type* option and use the *Add Files...* button to add those files. If you turn this option off, **most** files will be added. **However, the script will still not add some files as most safety conversion checks (compared to our other conversion products) had to be turned off when you Force Convert item(s) because of poor metadata with V4/M4 items.** On execution, the script will load the file, whatever it is and whatever it does. Turning this option off is **ONLY** recommended if you are having trouble getting the script to recognize specific clothing files. Some files still won't be add and we apologize for the inconvenience

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 Clothing Converter script shows an Auto-Fit dialog during conversion. The Clothing Convert 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 clothing items, and the Auto-Fit dialog might popup. **You should cancel out of these dialogs.** The Clothing Converter script will then skip the preset. It will not affect conversion of other clothing items. You can uncheck or delete the item to avoid this dialog in the future. *Usually the type of these items in the file list are Follower/Wardrobe without any extra subtypes (e.g., Follower/Wardrobe/Dress).* It is recommended that you examine all **Follower/Wardrobe** only items to see if they have names like *My Clothing !All* and uncheck them.

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

The Clothing Converter script has trouble with high-heeled shoes. The Clothing Converter script attempts to automate conversion of high-heeled shoes by looking for Foot Pose presets for the current clothing item (if the *Use Foot Pose if Available* option is checked). If a preset is present, it can be applied and can help with footwear conversion. However, many footwear do not include Foot Pose presets, and even if they do, it doesn't always work. This means that, though the shoes will be converted, they may look awkward when loaded on the figure. In this case, it is recommended to turn off the *Use Foot Pose* option and use the Foot Poser Dialog option for the problem shoes.

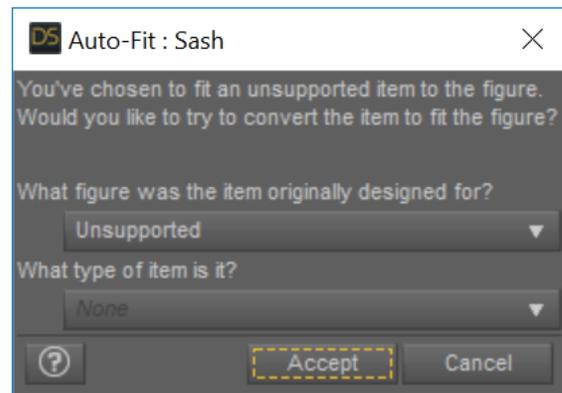


Figure 2 - Auto-Fit Dialog appears during conversion for incorrectly reported wearables

The Clothing Converter script will not convert my accessories. The Clothing Converter script will only convert some accessories and **does not convert props.** In general, this means that Hats, Belts, Glasses, Jewelry will convert but not props that end up parented to a hand (Swords, Wands, etc). This is a known limitation of the script.

Converted items may exhibit poke through when applied to Genesis 3 character (see Figure 3). The script automatically adds a smoothing modifier to the clothing. You may need to increase the *Smoothing Iterations* slider property.

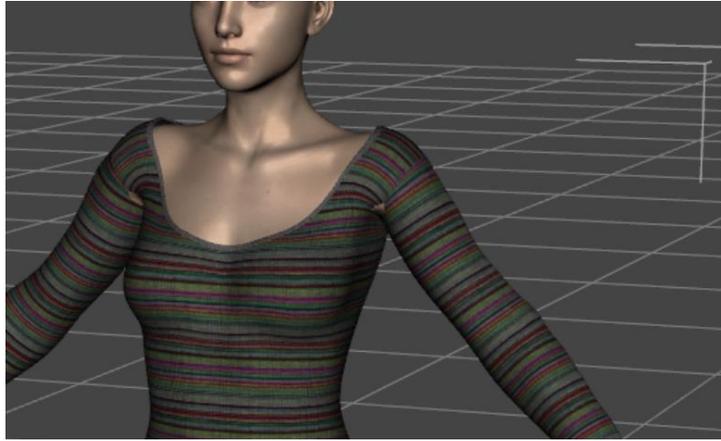


Figure 3 - Poke through on a dress at the wrist and in the underarms

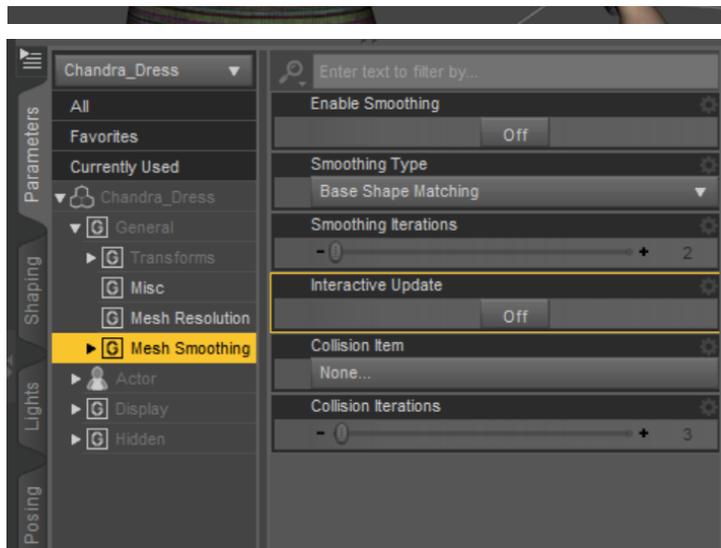




Figure 6 - Poke Through between clothing items

Converted Items may exhibit poke through with other converted items from the same clothing set when applied to Genesis 3 character, even with the Smoothing Modifier applied (see Figure 6). This can easily occur with items from the same clothing set. It may be possible to fix this issue by fitting the outer garment to the inner garment. Select the offending garment, right-click on it, and select Fit <CLOTHING_ITEM> To... Select the inner garment and click Accept. There may still be poke through. Increasing the Smoothing Iterations can help. If all else fails, you can try hiding parts of the inner garment or its surfaces.

Adding a Push Modifier to Fix Clipping. This is something most clothing items don't include that can get rid of pesky clipping easily on many items. Click on the clothing or shoes in the Scene Tab. Click the little button at top right of the tab. Choose Edit->Geometry->Apply Push Modifier. The push modifier is usually applied at a very high value of 1.00, which tends to distort most clothing unacceptably. You can

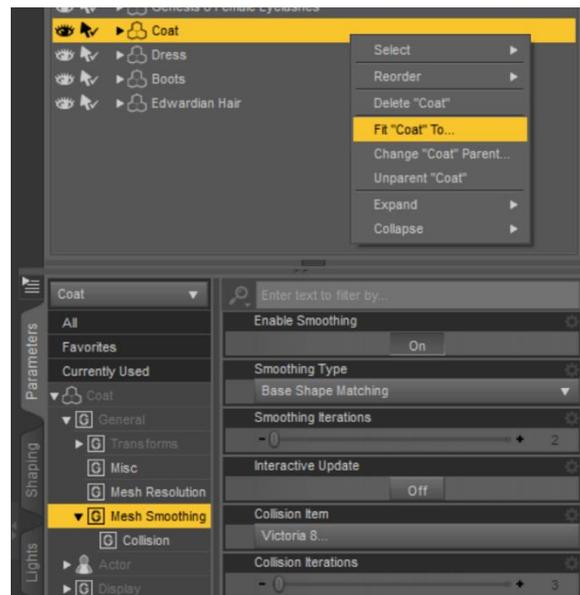


Figure 7 - Fitting the Coat to the Dress

find it in the Parameters Tab under General, where it is now called "Mesh Offset." A value closer to 0.1 or 0.2 is often enough.

The Clothing 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.

Error Opening File. Occasionally you will get "An error occurred while reading the file, see the log file for more details" error during conversion of footwear. If you check the log, you might find:

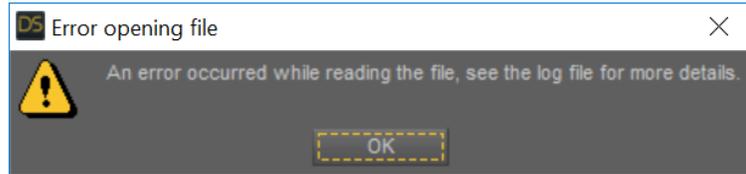


Figure 8 - This error can occur when applying a hierarchical foot pose preset made for V4/M4 to Genesis 3

Invalid hierarchy for selected node(s) and "preset_hierarchical_pose" type; no root(s) found.

This error occurs because the script found a foot pose and attempted to apply it. However, it was a hierarchical pose and since Genesis 3 does not have the same hierarchy, the pose doesn't work. The script worked normally and you can ignore this error. However, it could not use the foot pose. It is recommended that you turn off *Use Foot Pose* and turn on *Use Foot Dialog* option and convert this clothing item separately.

Converted Items are too loose on the figure. The Clothing Converter script morphs the clothing using the clothing conversion conformers. Occasionally, the conformers make the converted clothing too loose (see Figure 9). Thankfully, this is easy to fix. When the clothing items are converted, a lot of helper morphs are added to address fit issues. The helper morphs are in the Parameters pane, below Actor->Converter Morphs (see Figure 10). Adjusting the *Tighten All* morph and turning on Smoothing can fix



Figure 9 – After conversion, the Cinderella panties and stockings are too loose.

most issues. Otherwise, there a lot of additional morphs you can use to tweak the fit.

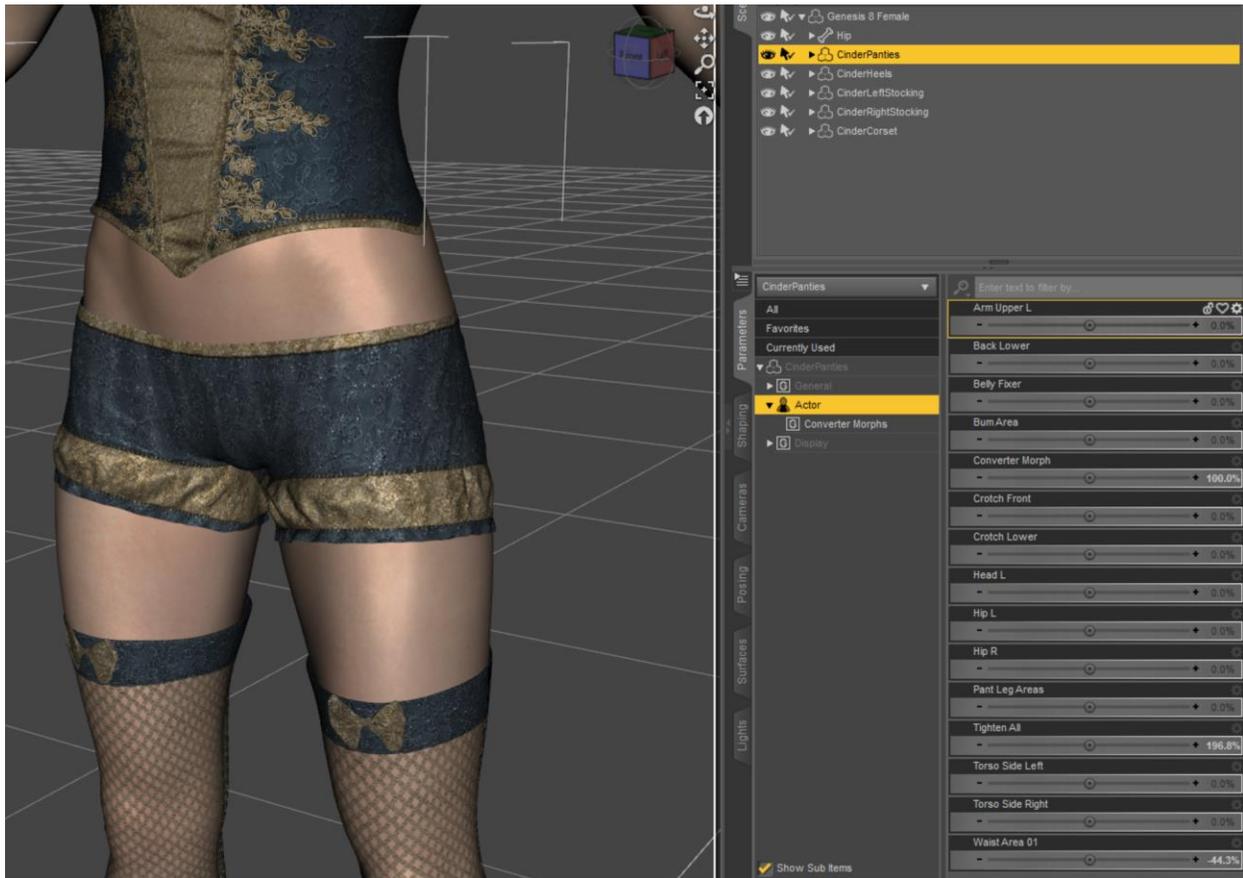


Figure 10 - The Cinderella Panties have been adjusted using the Tighten All and Waist Area 01 helper morphs for a tight fit. Note that smoothing has been turned on.

Some Clothing Items will not convert correctly or look twisted. We have made every attempt to make the Clothing Converter work with all items. However, there will be items where automated conversion just does not work correctly, especially those with unusual rigging structures. Some hooded cloaks can be problematic. If the polygonal mesh is too far from the conformers to transfer correctly, it can result in a sharp division between the neck and head groups. Adding more smoothing can help. It is also possible that other conformers will give better results for some clothing items and you should try those.

The conversions are not porting over the easy-pose pose control type dials. The conversion script converts the clothing items including rigging over to Genesis 3. Therefore, unfortunately, pose controls cannot be retained because the original skeleton cannot be retained. However, a lot of morphs and even bones are added to the converted clothing items, which might help depending on your particular issue.

Bones on my clothing items move mesh parts they are not supposed to. We worked hard to make the different conformers only morph the appropriate places of your clothing items. However, unavoidably, sometimes a conformer will grab inappropriate places (for example, Loincloth Flaps Bones are grabbing the underwear section too). It is possible that a different conformer may work better for a particular garment (such as the coat conformer instead of the bodysuit). Unfortunately, sometimes no conformers

will work properly for a specific garment. There is nothing we can do about it, though we do apologize for the inconvenience.

The clothing converter script stops when trying to convert a specific clothing item. We have made every effort to make the Clothing Converter as robust and powerful as possible. We try to filter out “wrong” clothing items based on metadata.

However, metadata for versions before Genesis 2 are not as complete. No matter how hard we try, occasionally there will be clothing items that cause problems, usually on the transfer morphs stage of the process. These clothing items will cause errors that cannot be caught and gracefully returned from. If you check the Daz log, you will see something like

“WARNING: Error: cannot access member `getPresentation` of deleted QObject.” You need to quit the script (use the Save button to save your progress) and restart it, unchecking the problem clothing item. It cannot be converted. We apologize for the inconvenience.

Converted clothing load with weird triangles or spheres around them. A lot of V4/M4 clothing include movement handles. These are handles built in for movement of clothing items and you cannot delete them. However, you can hide them through Surfaces pane. Select the object, go to Surfaces and find the a surface called Handles (or something like that). Change the Opacity Strength to 0. We also include a couple convenience scripts for showing/hiding the triangles of most outfits.

Converted clothing loads as gray blocks. We don’t know why, but sometimes, Daz Studio seems to lose the location of the geometry. The clothing may have worked before and doesn’t now. The only solution

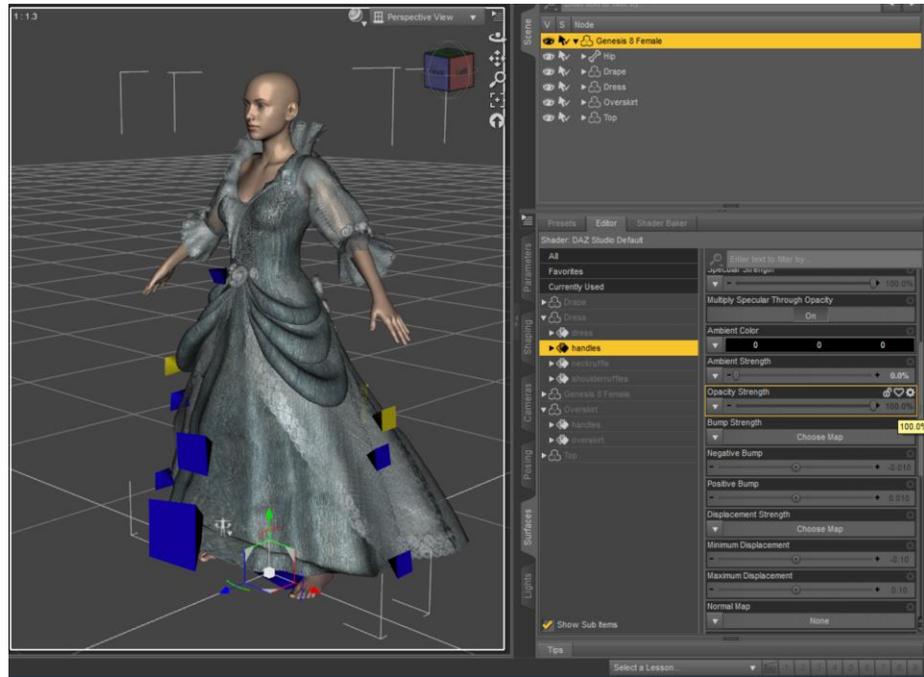


Figure 11 - Movement Handles on Converted Clothing

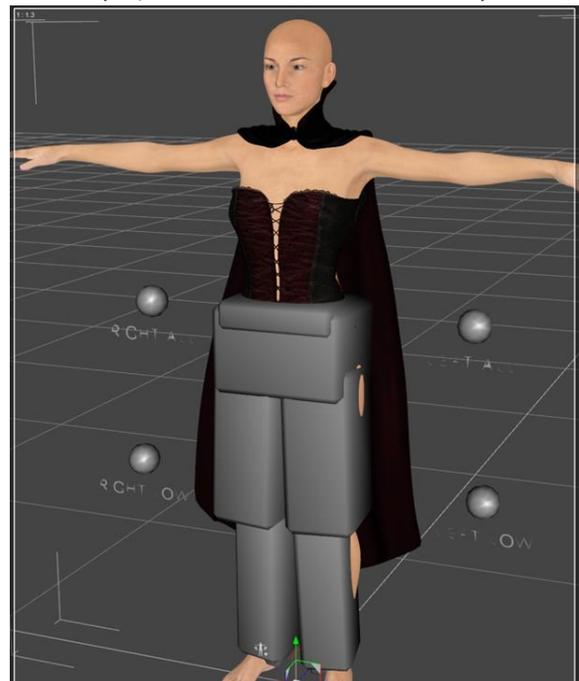


Figure 12 - Pants loading as gray blocks

we know of is to redo the conversion again. Close and restart Daz Studio, and reconvert the offending items. Often, this will fix the problem.

Converted shirtsleeves are not following the arms. Make sure you convert Victoria 4 items for the Genesis 3 Female and Michael 4 items for the Genesis 3 Male. The sleeves are a giveaway that you might have tried to convert an item for the wrong gender, i.e., a Michael 4 item for the Genesis 3 Female or a Victoria 4 items for the Genesis 3 Male.

Converted clothing displays have shear. Some converted clothing items will display some sheared triangles. Please turn off Smoothing and the shear should go away. We think that the original mesh actually clipped with the body inside the boots, and that was not a problem because there was no smoothing/collision in the V4/M4 era. It's a problem that does come up with older items occasionally.

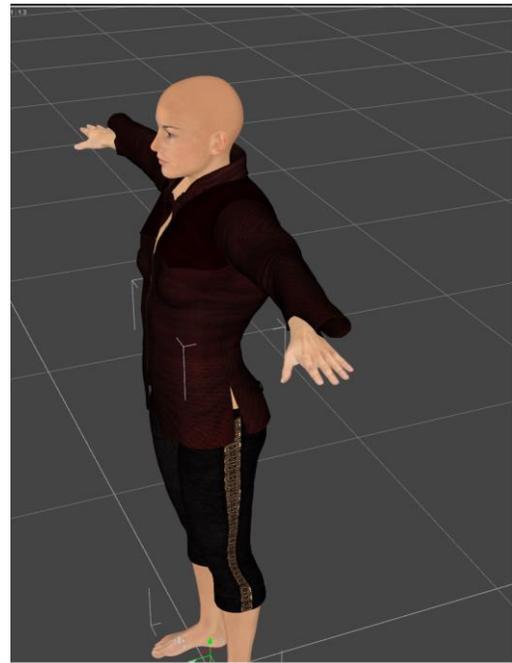


Figure 13 - An example M4 shirt converted for the Genesis 3 Female. Notice the sleeves do not line up.

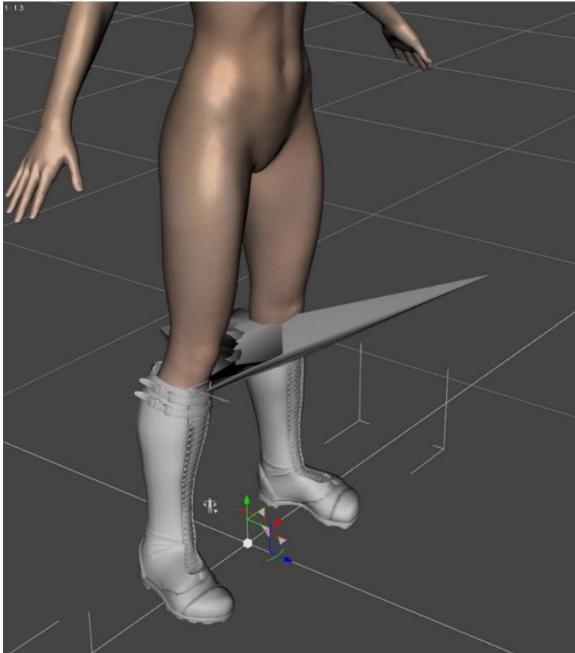


Figure 14 - Shear on clothing items caused by Smoothing