

Pins for Libraries


Script for DAZ Studio by **MIKED**

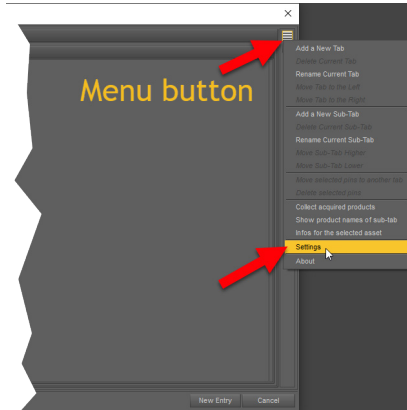


Welcome to the Pins for DAZ Libraries product.

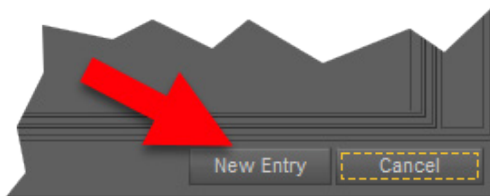
Are you struggling navigating through the Content or Smart Library to find a product or a file that you have seen, but you don't remember where it is? Do you find it difficult to locate a new purchased product in the folders of your library? Do you want to keep some notes for a file, folder, or product but you don't know how? Then this script is just for you. With this product you can bookmark any file, folder or product from the Content Library, or the Smart Library with just few clicks. Each pin has a thumbnail, so you have a visual reference of your pinned asset. In addition, it gives you the possibility to keep some notes for each asset and also it allows you to see information about the product it belongs (if any), retrieving the data directly from DAZ pages. The information panel is accessible through a bonus script, so you can see the selected asset store page with one click, without having to use the main script. The main script is designed with a minimal user interface to be extremely easy to use, having fully support of the **“What's this”** button. You can make your own tabs and subtabs, so you can organize your pins for easy access. At the same time, you can request from the script to collect all your newly acquired products in a tab, so you can easily find your new products in the Content Library. The script has the feature to open a **file's** folder or load it directly into the scene. Remember that this script does not substitute the Content Library of DAZ Studio, so use it only for bookmarking a reasonable amount of assets. As a script, it needs some time to load the assets, so the more assets you have pinned, the more time it needs to load them.

Before first use:

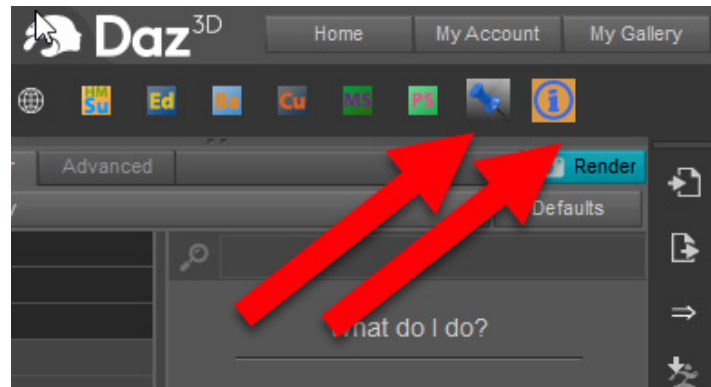
In order to use the scripts, you have to add them into the DAZ Studio's menu and make an icon for them in a toolbar. When you first execute the main script (MD Pins) navigate to the settings (you can open the setting by the button with the cog icon  at the bottom of the dialog, or by the menu button – 'Settings').



At the bottom of the settings dialog press the button “Add” to make a shortcut for the scripts in the DAZ Studio menu “scripts” and to create some icons in the toolbar “MikeD”.



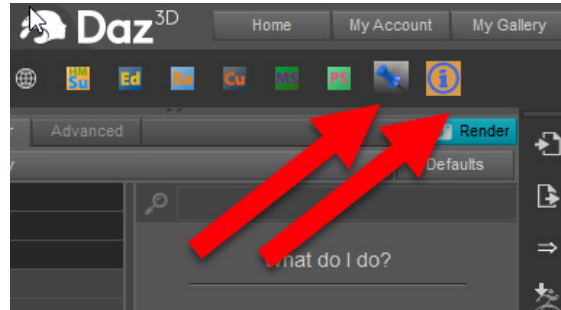
Now, anytime you navigate through the Content or the Smart Library, you can have easy access to the scripts from the newly created icons!



Creating a pin

With the script you can easily create any pin (bookmark) for any file, folder or product of the Content Library or the Smart Library.

Navigate through your Content library or Smart Library. Select any asset you want to pin. Execute the script from the toolbar or from the “Script” menu of DAZ Studio.



The main dialog will open. When you use the script for the first time, both the Tab and the Subtab will have the name “Default”. You can change these labels by the menu, from the top right corner of the dialog (menu icon).

Pressing the “New Entry” button at the bottom left corner of the dialog, a message will pop up, asking you if you want to save the file, the folder, or the product (if any) of the selected asset. At the same time, a suggested label will be ready for your pin. You can change the default label in the setting. Give another name for the pin, if the default one is not good for you and press Ok (you cannot have two labels with the same label in each unique subtab). A new pin will be created in the current subtab, using the asset’s thumbnail as image (if you choose to pin the “Product”, then the product’s main promo will be used as image, if any).

Special cases if you have no asset selected:

If you have not selected any asset in the Content Library, the current folder will be pinned. In this case the pin will have a question mark as image.

If you navigate into the “Products” folder of the Content Library having no asset selected, then the selected product will be pinned.

If you are into the Smart Library and you have not selected any asset, then the “New Entry” button will not be available to you.

Tip! If an asset is selected in the Content Library, having the *shift* key pressed, while you click on the “New Entry” button, its **folder** will be pinned! Having the *control* key pressed, while you click on the “New Entry” button, the **file** will be pinned! This action bypasses the dialog settings!

Having the “*control + shift*” keys pressed, while you click on the “New Entry” button, its **product** (if exists) will be pinned!

An easy way to remember it: “**Folder**” is above “**File**” like “*Shift*” is above “*Control*” on the keyboard! “*Control + Shift*” combination wins both of them and goes to “**Product**” (if exists)!

Using the *shift* and/or *control* keys, the pop-up message will ask you only for the label of the pin.

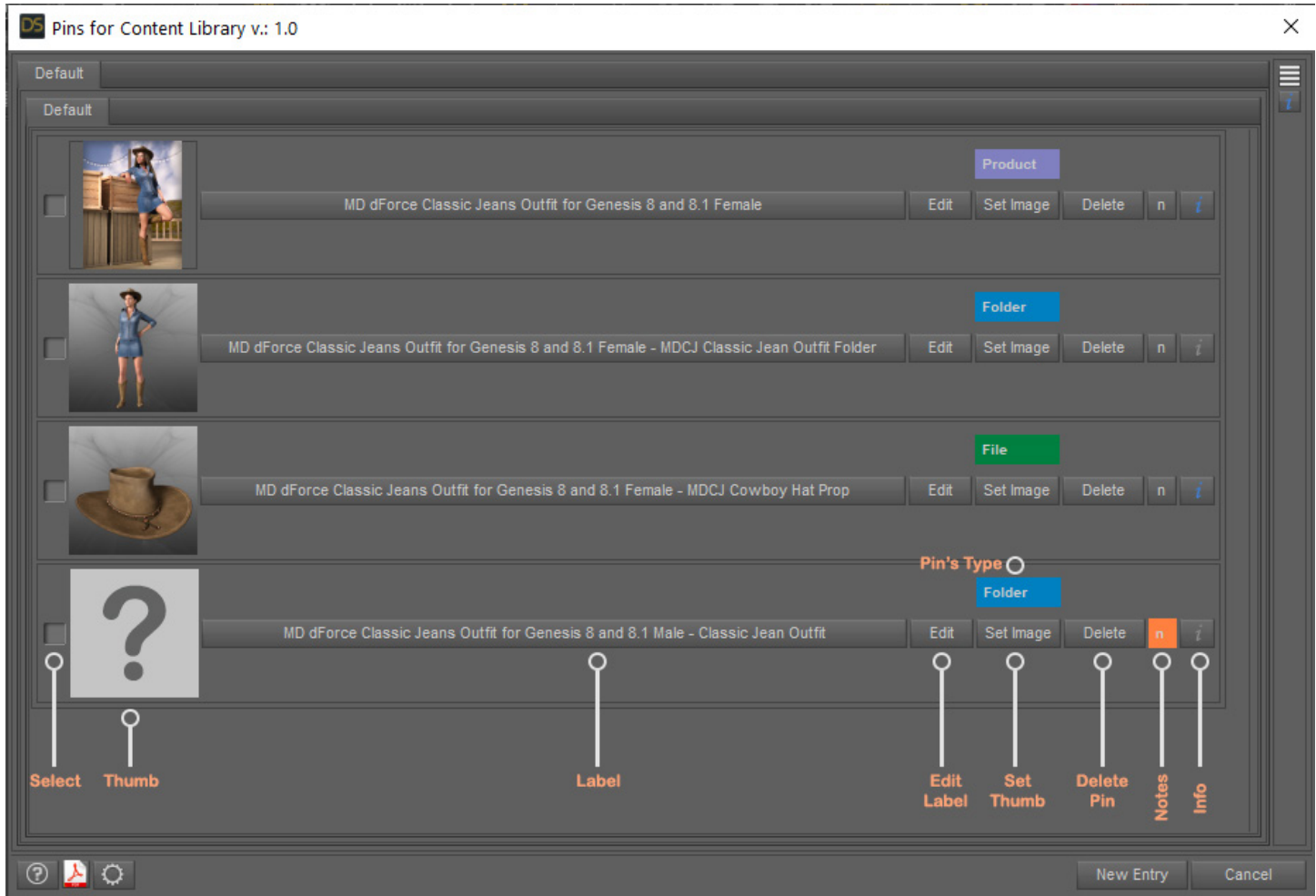
Control + shift → Product

Shift → Folder

Control → File

Using a pin

Each pin is every horizontal line into the main window of the script. It consists of many buttons for different functions:



Selection check box: Use it to mark many pins for mass deleting or to move them into another tab (select the “Move selected pins to another tab” from the menu).

Thumb: Shows you a thumbnail of the pin. If you let your mouse over the thumbnail, the tip image (256 px (x) 256 px) will be pop-up (if exists). Clicking on the thumb the asset will be opened in the Content Library. If the asset is a file, it will be opened in the Content Library or it will be loaded into the scene, according to your settings.

Tip! If an asset is stored in a pin, having the *shift* key pressed, while you click on the “Pin’s” thumb, its **folder** will be opened in the content library! This action bypasses the settings!

An easy way to remember it: “Folder” is above “File” like “Shift” is above “Control” on the keyboard!

Label: A button that shows you the label of the pin. If you let your mouse over the button, the path of the asset will show-up (or the product name in the case your pin type is a product). Clicking on the button the asset will be opened in the Content Library. If the asset is a file, it will be opened in the Content Library or it will be loaded into the scene, according to your settings.

Tip! If an asset is stored in a pin, having the *shift* key pressed, while you click on the “Pin’s” label, its **folder** will be opened in the content library! This action bypasses the settings!

An easy way to remember it: “Folder” is above “File” like “Shift” is above “Control” on the keyboard!

Edit Label: A button that allows you to change the label of the pin (remember that the label must be unique for each pin, in a specific subtab)!

Set thumb: A button that is enabled only if you have any selected asset in your library. The pin will use this asset’s icon as a thumbnail if you press the button. An image of a question mark will be shown for any asset that has no icon, or the registered path of the icon is not valid (the file no longer exists).

Pin’s type: A label that indicates the pin’s type. The label will have green color for file type, blue for folder type and purple for product type.

Delete: A button that deletes the current pin from the config file (it does not delete the actual file but the bookmark)!

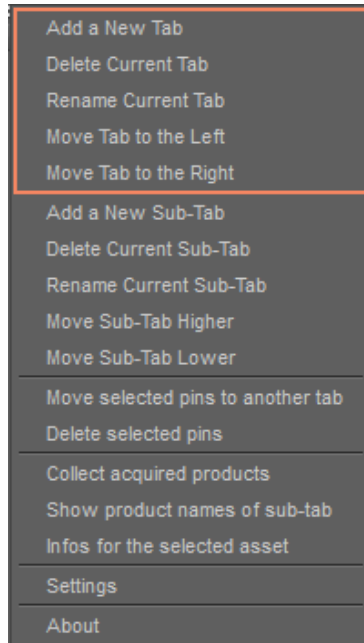
Notes: A button that will open a dialog in order to keep some notes for the asset. The button will have orange color if there already are some notes for this asset.

Info: A button that opens a new window showing any info from the DAZ Store for the product of the asset (if any). In this window you can find links for the product in DAZ Store and for the vendors, and many other useful information.

Using the menu

You can open the menu using the button () at the top right corner of the dialog.

The first block has functions for the tabs.



Here you can:

Add a New Tab: This option will open a new dialog asking for the new tab's label. Remember that you cannot have two tabs with the same label.

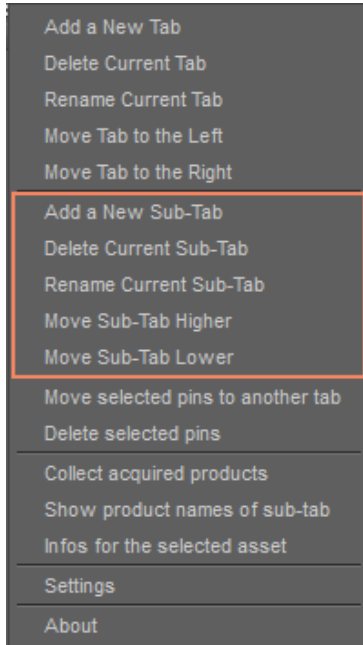
Delete Current Tab: this option will delete the current tab, its subtabs and all the pins under them. A confirmation dialog will pop-up, so you don't delete them accidentally.

Rename Current Tab: This option will allow you to rename the current tab. Remember that you cannot have two tabs with the same label.

Move Tab to the Left: This option will move the current tab (with all its subtabs and pins) one position to the left.

Move Tab to the Right: This option will move the current tab (with all its subtabs and pins) one position to the right.

The second block has functions for the subtabs.



Here you can:

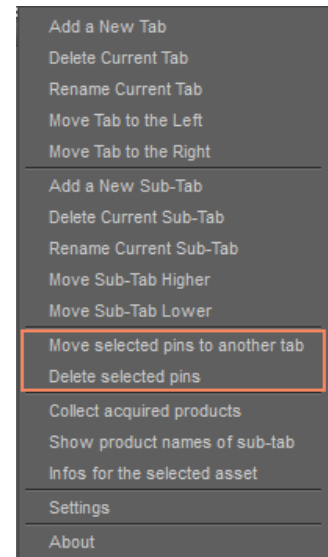
Add a New Sub-Tab: This option will open a new dialog asking for the new subtab's label. Remember that you cannot have two subtabs with the same label, under the same tab.

Delete Current Sub-Tab: this option will delete the current subtab and all the pins under it. A confirmation dialog will pop-up, so you don't delete it accidentally.

Rename Current Sub-Tab: This option will allow you to rename the current subtab. Remember that you cannot have two subtabs with the same label, under the same tab.

Move Tab Higher: This option will move the current subtab (with all its pins) one position to the left or to the top.

Move Tab Lower: This option will move the current subtab (with all its pins) one position to the right or to the bottom of the dialog.

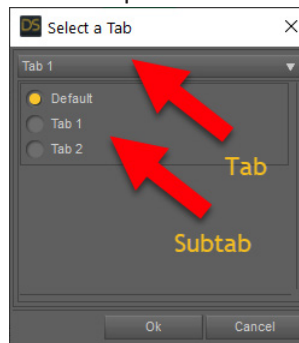


The third block has is available only if you have selected some pins in the subtabs.

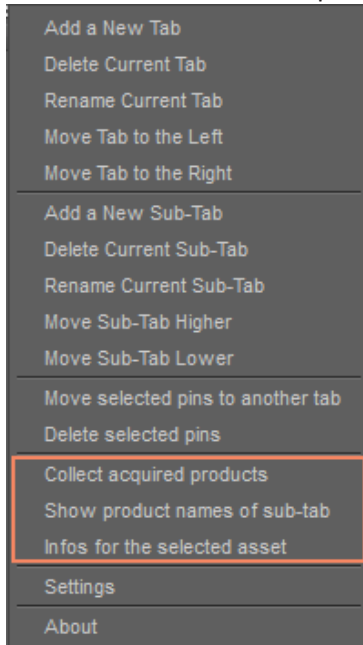
Here you can:

Move selected pins into another tab: A new dialog will pop-up asking you for the tab and the sub-tabs you want the selected pins to transfer into.

Delete selected pins: Using this option will allows you to delete multiple selected pins from the same or from different tabs. A confirmation dialog will pop-up, so you don't delete them accidentally.



The next block has some special features:



Collect acquired products: With this feature the script will collect all your products that have been acquired within a period of time. You can collect the products in the current subtab or in a total new subtab. In the last case the subtab will have the period of time as label. Clicking into that option a new dialog will pop-up so you can set your preferences.

Clarification: A product is considered to be “Acquired” by DAZ Studio, the day of the purchase. This is the day that is registered in the database even if you have not installed the product yet. Be aware of any product’s updates that may change this date.

In the first panel you can choose the period in which the products have been acquired. Be aware that the filter gets all products that are acquired starting from the 00:00 of the designated “from” date. The fact that your PC may have local time different than the registered one may change the results. If you choose the “custom” option you can set the period from any date in the past, to any date (till today). The reset buttons in this case will reset each time field into today.

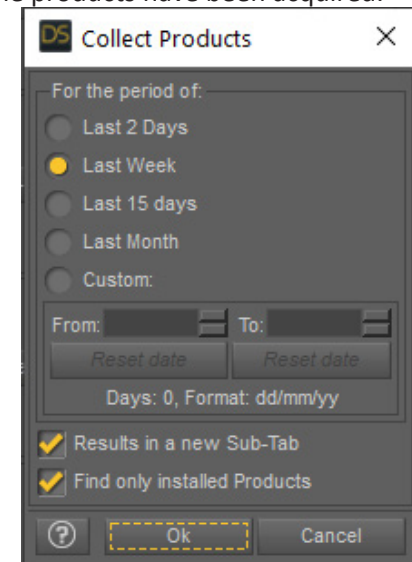
In the second panel you can choose if you want a new subtab to be created for the results (checked) or if you

want the current subtab to be used (un-checked).

The final checkbox will allow you to filter only the installed into your local library, products (checked), or to filter any product you have acquired for the specific period of time, even if it is not installed yet.

Be aware: This script is not a substitute for the Content Library. Do not overload the

tabs with many pins as the loading time will increase significantly. The script will need some time to create the pins and the thumbnails. Keep only the assets you really want. Using the feature to collect your products may end filling the script with a great number of pins. Delete the pins you don’t really need, to keep the script having a good performance.



Show product names of sub-tab: With this option a new dialog will pop-up. In this dialog a text editor has all the pin's product name, for the current subtab. This feature is extremely useful for any PA that keeps track of the used products for the promos, in a subtab, for using that list into the PASS.

Info for the selected asset: This button is enabled only if you have any asset selected into the DAZ Library. It makes the same as the “ ” icon under the menu button. It will open a new dialog showing any info from the DAZ Store for the selected asset's product. In this dialog you can see the product's main promo, the name (with a link to open the product page into your default browser), the vendors name (with a link to open each vendor page into your default browser), the SKU number etc. If there is no register product for the selected asset, the dialog will have some brief information from the asset itself.

Attention: Each vendor link came from the product's registered artists names stripping the special characters and replacing the spaces with “-“. The lower case of this new name is used as link:

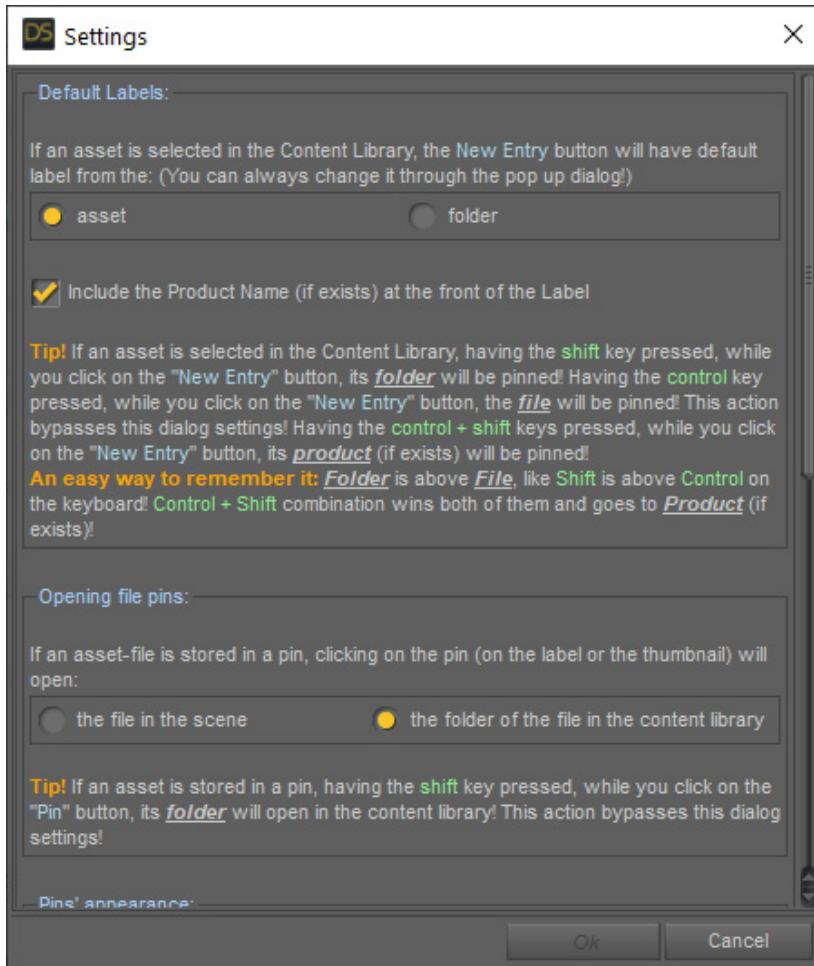
www.daz3d.com/newVendorName

This should cover most cases of artist names.



Settings

You can open the settings dialog from the button at the bottom left corner with the cog icon, or by opening the menu and choose “Settings”.



Default Labels: In this group you can set the default label for the pins, if an asset is selected in the Content Library. Choose “asset” so the default label will be taken from the asset’s name, or folder so the default label will be taken from the folder’s name. In any case you can change the label from the pop-up dialog when you press the “New Entry” button.

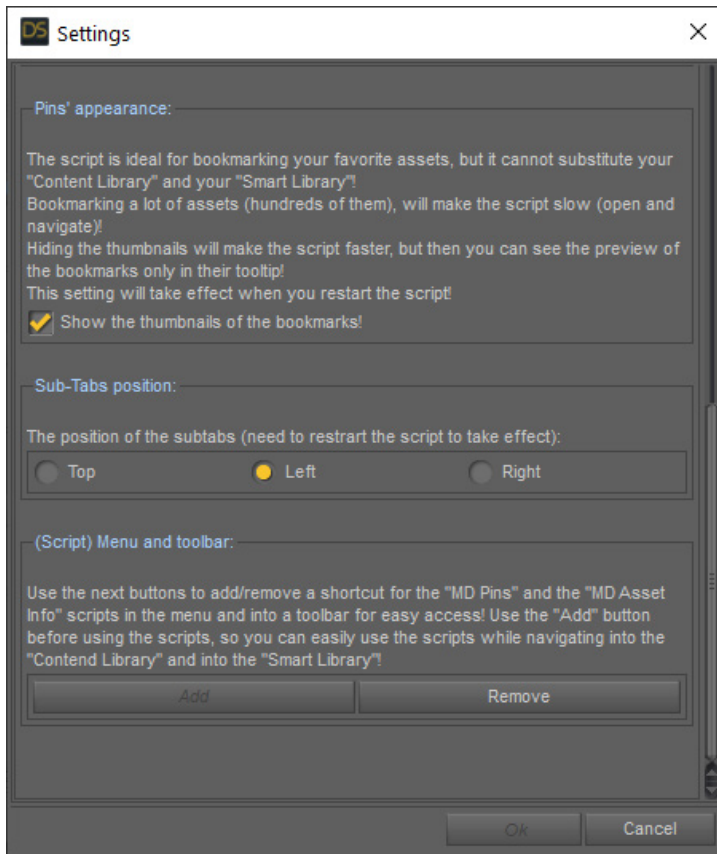
If you check the next option: “**Include the Product Name (if exists) at the front of the Label**” the default label will have the name of the product (if there is one) at the front and the name of the asset (or the folder) after this, separated with a “-”.

Tip! If an asset is selected in the Content Library, having the *Shift* key pressed, while you click on the “New Entry” button, its **folder** will be pinned. Having the *Control* key pressed, while you click on the “New Entry” button, the **file** will be pinned! This action bypasses this dialog settings! Having the *control + shift* keys pressed, while you click on the “New Entry” button., its **product** (if exists) will be pinned!

An easy way to remember it: **Folder** is above **File**, like *Shift* is above *Control* on the keyboard! *Control + Shift* combination wins both of them and goes to **Product** (if any exists)!

Opening file Pins: If an asset (a file) is stored into a pin, here you can set if clicking on the pin (on its thumb button or on its label button) will open the file in the scene, or it will open the folder of the Content Library, where this asset is located. Remember that in the first case it works like you open the file directly, so you have to have selected the correct item in the scene if it is necessary. For example, if you have pinned a Material Preset file and you open it through the script, having nothing selected in the scene, an error will pop up as the Material File needs a selected item to be applied. This is not an error of the script, but from the loaded asset into the scene.

Tip! No matter what your setting choice is, if an asset is stored in a pin, having the *shift* key pressed, while you open a pin, its **folder** will open in the content library. Having the shift key pressed bypasses the above setting.



Pin's appearance: The script is ideal for bookmarking your favorite assets, but it cannot substitute your Content Library and/or your Smart Library! Bookmarking a lot of assets (hundreds of them), will make the script slow (opening and navigating)! Hiding the thumbnails will make the script faster, but then you can see the preview of the bookmarks only in their tooltip! Don't forget that the script needs to be compiled into the DAZ Studio script engine to take effect. There is a big set of buttons for every pin (selection checkbox, thumbnail button, label button, type, edit name button, setting image button, delete button, notes button and finally information button). All these buttons need some time to be created in the script engine and especially the thumbnail button as it has to find the image in the hard drive, to make a copy of it and to present it on the button. If you multiply the time needed for creating one pin by the number of pins, you will understand that the more pins you have the more time the script needs to create them. For this reason, keep only the necessary pins (bookmarks) and don't let them stack in big numbers in the tabs. This setting will take effect when you restart the script!

Sub-Tabs Position: Set if you want the subtab to appear on the top, the left side, or the right side of the dialog. This setting will take effect when you restart the script!

(Script) Menu and toolbar: The button “**Add**” will add a shortcut into the DAZ’s menu: “*Scripts*” and it will create an icon into the “*MikeD*” toolbar. It is mandatory to have these shortcuts for the script, so you can easily open the script navigating into the Libraries. It is the first thing you should do when you first execute it. If you don’t want to use the script any more use the “**Remove**” button to delete the icons from the toolbar and the shortcut from the “*Scripts*” menu, before uninstalling the script.

Credits

The next DAZ Scripts are modified and use for the creation of the “MD Pins for Libraries” script:

- Create Custom Action

http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/actions/action_custom_create/start

- File Find

http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/file_io/file_find/start

- Simple Composite Image Dialog

http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/general_ui/simple_composite_image_dialog/start

- Get Store Product Data

http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/metadata/get_store_product_data/start

- Simple Image Map Dialog

http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/general_ui/simple_image_map_dialog/start

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