

# M&P Pose Companion (Genesis 9)

Version 1.0.4 (October 27, 2022)

## Features

M&P Pose Companion (Genesis 9) is a plugin by ManFriday<sup>1</sup> and Protozoon<sup>2</sup> for Daz Studio 4.20 and above. It allows for directly applying Genesis 8 poses to Genesis 9 figures.

Unlike other pose converters you might know, this plugin does not require creating temporary converted pose files on disk. In fact, it does not write any files at all. You can simply select a Genesis 8 pose and a Genesis 9 figure in the scene, press a hotkey, and the plugin will

1. open and load the pose file;
2. convert all the values in memory as necessary for the Genesis 9 figure;
3. write the converted values to the Genesis 9 bones and other dials.

<sup>1</sup> <https://www.daz3d.com/manfriday>.

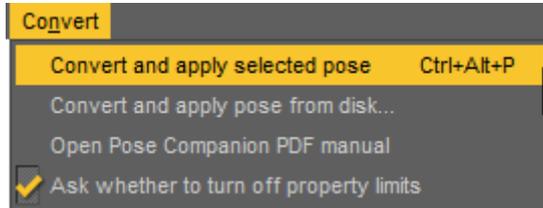
<sup>2</sup> <https://www.daz3d.com/protozoon>.



Figure 1: Conversion results: Genesis 8 on the left, Genesis 9 on the right.

## Usage

To provide its functionality, the plugin adds a new “Convert” menu to the Daz Studio menu bar. Since “Convert and apply selected pose” is the most useful feature, the plugin also adds a **Ctrl + Alt + P** hotkey for it.<sup>3</sup>



<sup>3</sup> You can change the hotkey in Daz Studio’s “Customize” window (normally reachable with the F3 key).

Figure 2: “Convert” menu

To convert and apply a pose, simply do the following:

1. Select a pose file in either the Content Library pane or the “File” tab of the Smart Content pane. (The plugin will look at the selection in both of these.)
2. Select a Genesis 9 figure in the scene to which the converted pose should be applied.
3. Select the “**Convert**” → “**Convert and apply selected pose**” menu item, or press **Ctrl + Alt + P**.

Alternatively, you can use the “**Convert and apply pose from disk...**” menu item, which lets you find a pose file with a normal file dialog. This might be useful if you have a pose file on disk that is currently outside of the Daz Studio content libraries.

Note that if the selected figure is a Genesis 8 figure, the plugin will apply the presets from the selected pose file directly without converting.<sup>4</sup>

Daz Studio’s standard “Undo” (Ctrl+Z) and “Redo” are fully supported.

## Known limitations

Figures other than Genesis 8, 8.1 or 9 are not supported. Expressions cannot be converted. Also, hierarchical poses (h.pose files) are not supported.

## Turning off property limits

A Daz Studio pose preset contains a long list of values for a lot of property dials in a figure and its bones. Each of these property dials can have limits set for them. Like Daz Studio does when it applies a pose preset, the Pose Companion will check each property whether it has “use limits” enabled and what the limits are.<sup>5</sup>

If a value from the pose presets goes beyond these limits and the “Ask whether to turn off property limits” menu item is checked (which is the default), the Pose Companion will prompt you for whether it should respect these limits or turn them off so that the preset can be applied fully (see figure 3).

If you tick “Remember my decision for next time”, then the plugin will use your decision the next time it finds that limits are exceeded. This will

<sup>4</sup> The result should be identical as if you had double-clicked on the pose file and let Daz Studio do the work, but since the Pose Companion completely bypasses Daz Studio’s file loader, there might be a small chance of incompatibilities.

<sup>5</sup> You can check these settings when you click on the little settings gear symbol of each property and selecting “Parameter settings”. In the window that appears, there will be a “Use limits” checkbox on the right and “min” and “max” values.

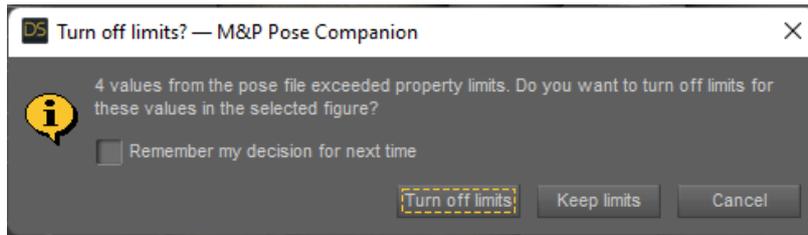


Figure 3: “Turn off limits” confirmation.

turn off the “Ask whether to turn off property limits” menu item (see figure 2). To bring confirmations back, re-enable the menu item.

## Installation

M&P Pose Companion (Genesis 9) is best installed through the Daz Install Manager (DIM). It will also automatically be updated this way when new releases become available.

If you must install the plugin manually: it consists of a single DLL (`MF_posecompanion.dll`) that you need to copy to your Daz Studio’s “plugins” directory, e.g. `C:\Program Files\DAZ 3D\DAZstudio4\plugins\`. (You might need to be a Windows administrator to copy the file there.)

If you have multiple editions of Daz Studio installed (e.g. the public beta), the DLL needs to be in each program copy’s `plugins` subdirectory. DIM will take care of that automatically.

In the worst case, if everything breaks, you can delete the DLL again and all should be OK.

After copying, restart Daz Studio.

To verify that the plugin has been loaded correctly, in Daz Studio, you can check “Help” → “About Installed Plugins”. There should be an entry called “M&P Pose Companion” in the list, and it should have a green plug.

## Acknowledgments

This PDF user manual was written in Markdown, converted to LaTeX with Pandoc<sup>6</sup> and then typeset as PDF with LaTeX using the `tufte-handout` style.<sup>7</sup>

<sup>6</sup> <https://pandoc.org/>.

<sup>7</sup> <https://github.com/Tufte-LaTeX/tufte-latex>.

## Change log

- **Version 1.0.4** (October 27, 2022): Use “Pose Companion for Genesis 9” product name correctly in PDF manual.
- **Version 1.0.3** (October 25, 2022): Fix a version parsing error when reading pose files saved with Daz Studio 4.21 and newer.
- **Version 1.0.0** (September 1, 2022): First version submitted to the Daz store.