How do I install HeadShop 2024?

HeadShop is a plugin that works inside DAZ Studio and must be installed to the same folder as the working copy of DAZ Studio.

HEADSHOP DOES NOT INSTALL WITH DAZ CENTRAL OR INSTALL MANAGER. Full manual PDF is here: https://printahead.net/wp-content/uploads/HeadShop-2024a.pdf

You can watch Installation video here: https://youtu.be/-dm-VepM828?si=eAzdcaQ0gn6w_cMV

Using HeadShop's own installer there are **two potential mistakes** to avoid:

1. Users may have several different versions of DAZ Studio in different locations. Finding the working copy is critical (see #1 below).
2. Within the "DAZ 3D" folder there may be several folders starting with "DAZStudio4" (for example DAZStudio4 Published Build, DazStudio4 Public Built, etc.).

#1. How to make sure you are installing to the working copy of your DAZ Studio?

1. Let's start by launching your DAZ Studio in order to read its installed location. Go to the Help menu and scroll for "About Installed Plugins". Highlight any of the plugins in order to read DAZStudio4's location. In this case we can see that the install location is on C: drive under Program Files/DAZ 3D. Make a note that C:/ Program Files/DAZ 3D. (This happens to be the default location).
Make a note of this.
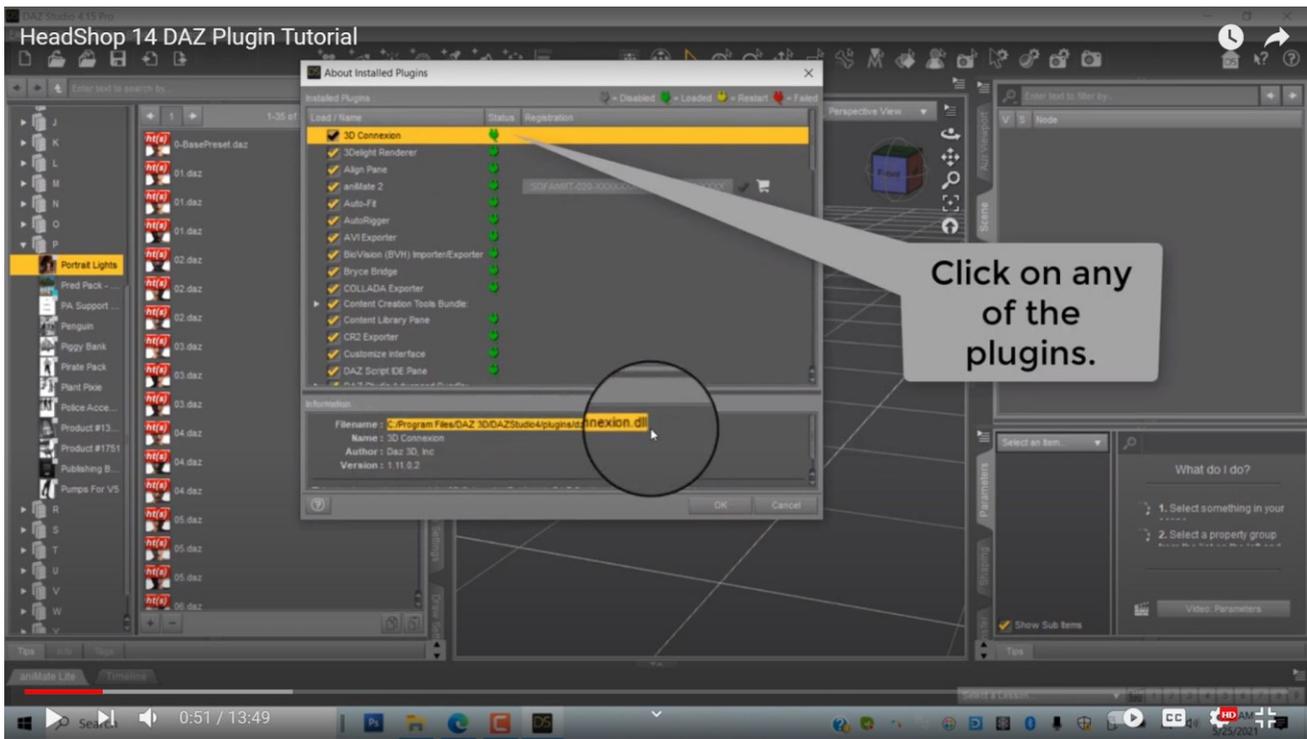
2. Now explore a possibility that DAZ Studio is NOT on the default location but somewhere else. We open another copy of DAZ Studio to explore.

Again, we open Help/About Installed plugins. We highlight one of the plugins to see where it is located. We find that this copy of Studio is located on the E:/ drive inside a folder called "Applications". You can make a note of this location. In this case you would enter E:/Applications. As you can see in this instance you have a choice of where to install HeadShop plugin.

So if we want to install HeadShop here, our destination folder will be E:/Applications
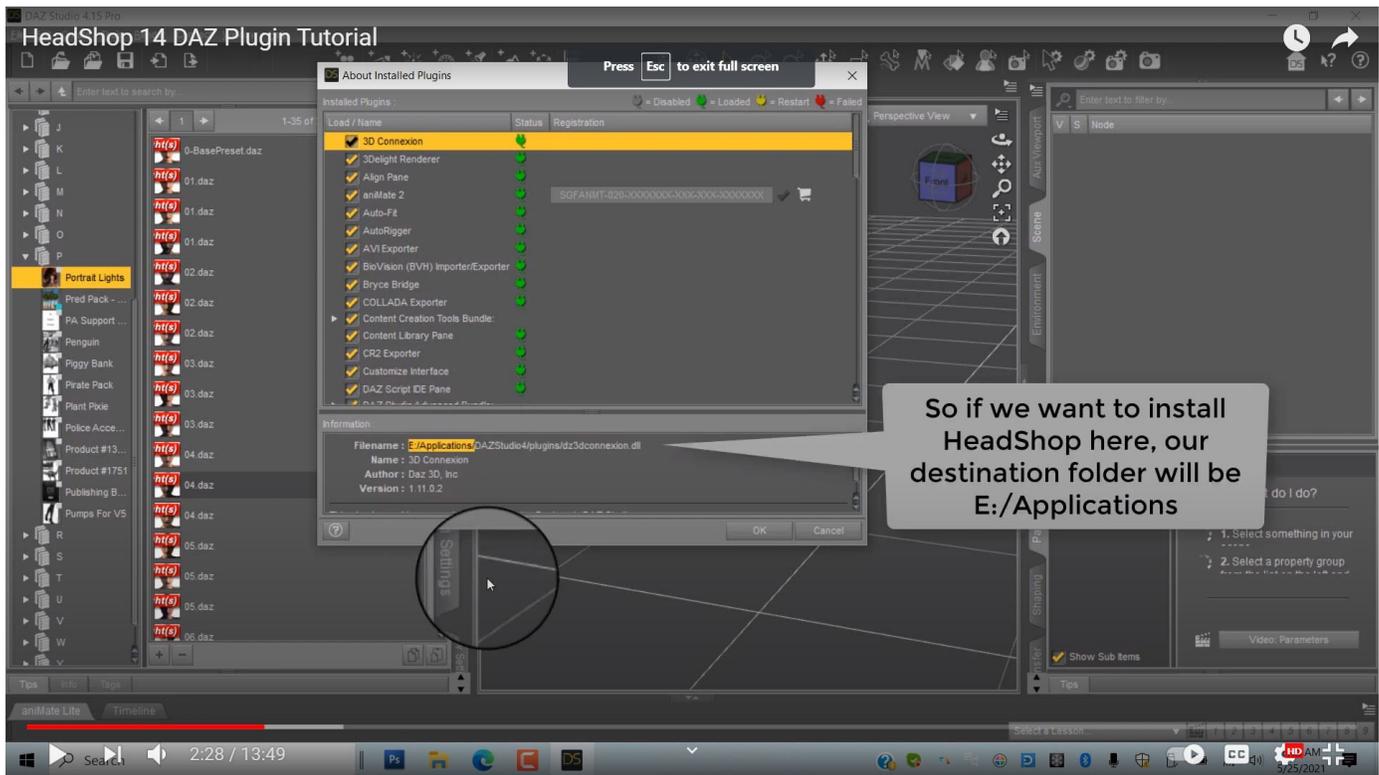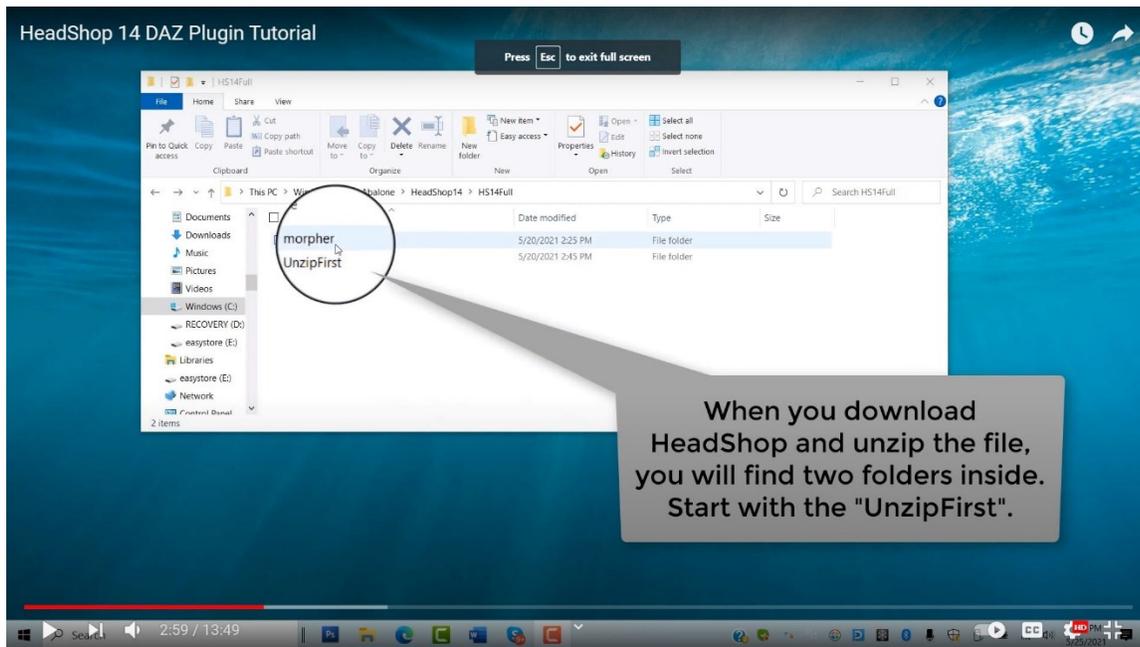
#2. You have several version of DAZStudio4 in the DAZ 3D folder, like DAZStudio4 Public Built, or DAZStudio4 Published Built or similar. You must rename the folder that is currently used to "DAZStudi4" for the installer to find it.
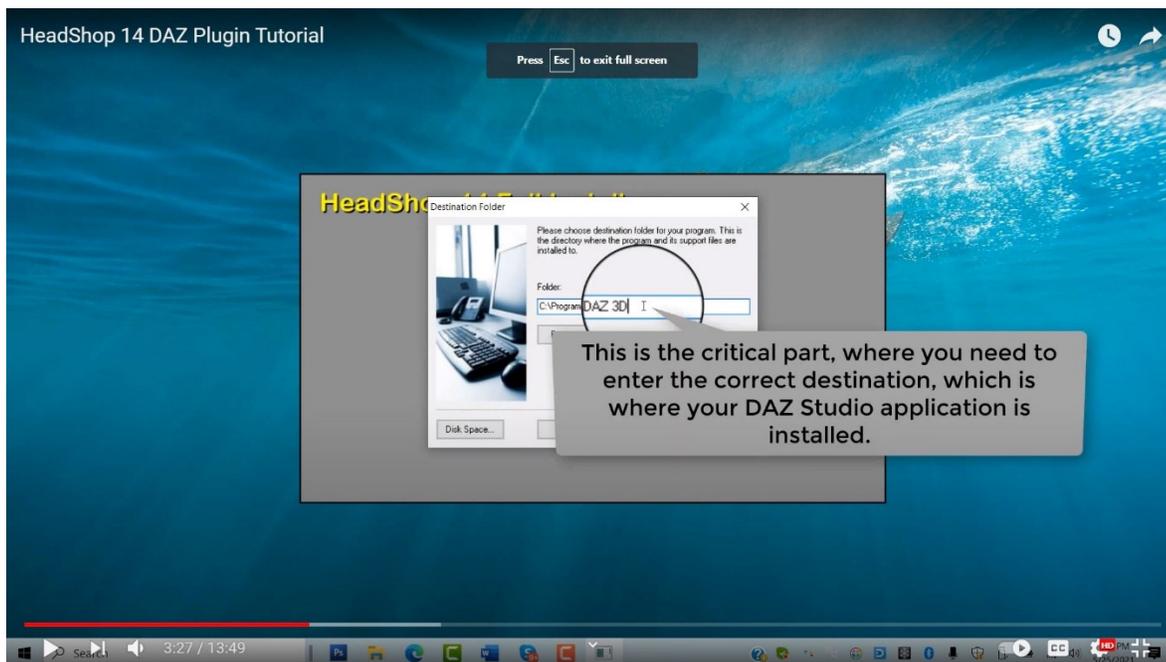
If you follow these steps, you saved yourself a lot of time and frustration. Still, if there's a problem (for example you cannot find "HeadShop" under the Edit menu), you can send an email to Abalone Tech Support at abalonellc@yahoo.com.

License key: **5101-MV7N-F4L3-DFWB-9G4Q-3JXI**

3. Now we can start the actual installation. There are three zip files to download: UnzipFirst, Unzip2" and Unzip3. Opening "UnzipFirst" there is an installer and a README file. Launch installer.

When you download HeadShop and unzip the file, you will find two folders inside. Start with the "UnzipFirst".

4. The installer will walk you to the few steps needed. Enter your serial key. Next is the critical step of browsing for destination. As we discussed, it could be either one of the locations we found. In the picture below we browse for the location we discussed in Point 1 (see above), C:/Program Files/DAZ 3D. Click "Install". In a few seconds the app is installed.

This is the critical part, where you need to enter the correct destination, which is where your DAZ Studio application is installed.

5. Next unzip "Unzip2" package and copy/past the entire folder of "morpher" into the newly created HeadShop plugin folder. DO NOT EXTRACT THE CONTENT OF THE FOLDER, IT NEEDS TO TRANSFER AS A FOLDER WITH ALL PARTS INSIDE!
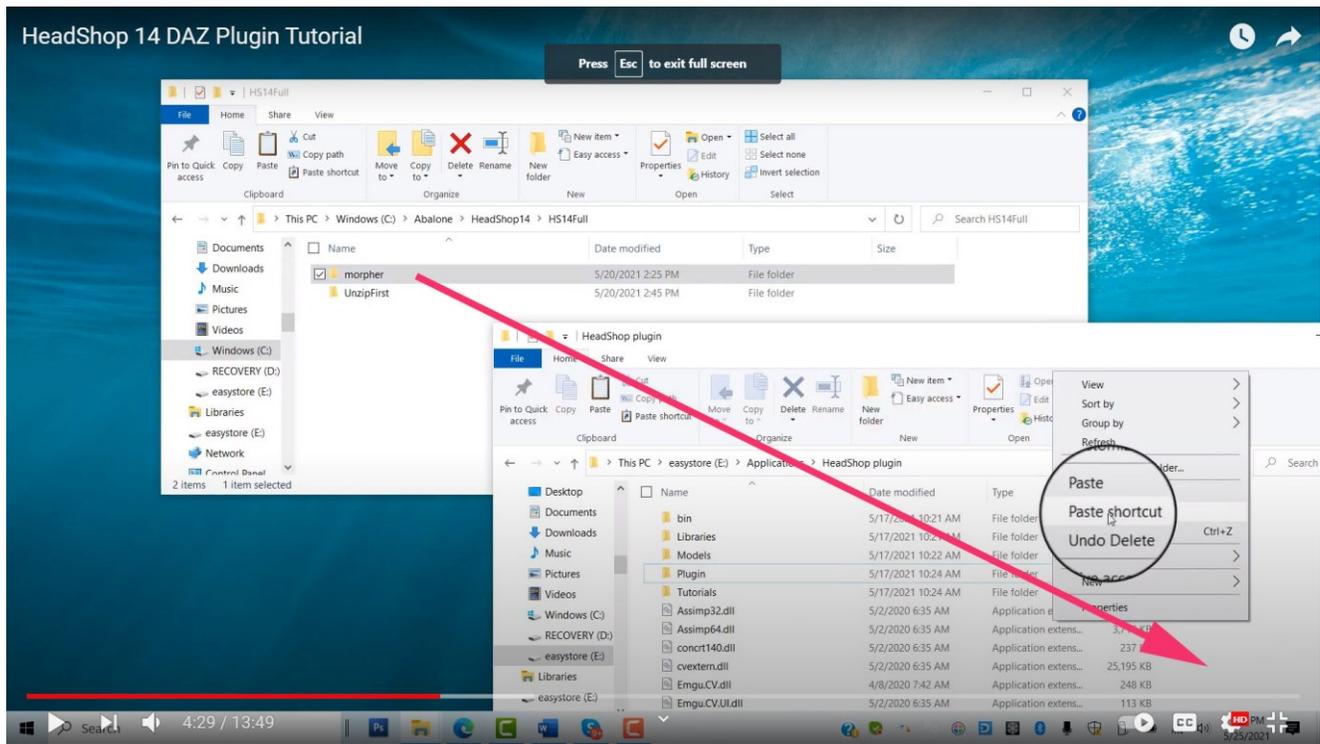
6. Lastly, unzip "Unzip3" and copy/paste the Models folder also inside HeadShop plugin folder.

Here's an overview of what folders go where:

What goes where?

There needs to be a "DAZ 3D" folder. Inside the "DAZ 3D" folder there needs to be a "DAZStudio4" folder that contains all the files (see above) including the DAZStudio application.

There also needs to be a "HeadShop plugin" folder inside the "Daz 3D" folder.

7. You are all done. Time to run HeadShop!