

- - - - - The General Idea - - - - -

Loader is meant to get around some of the bottlenecks in Poser's file-handling setup, and to automate some commonly used actions related to loading a file.

Loader does NOT save any files. The internal Python functions for saving various files are incomplete. So I chose to keep it simple, rather than to have a confusing lack of symmetry between two kinds of actions. It also doesn't show thumbnails, because the Python that comes with Poser doesn't natively handle PNGs. I may add an external program for PNGs in a future version.

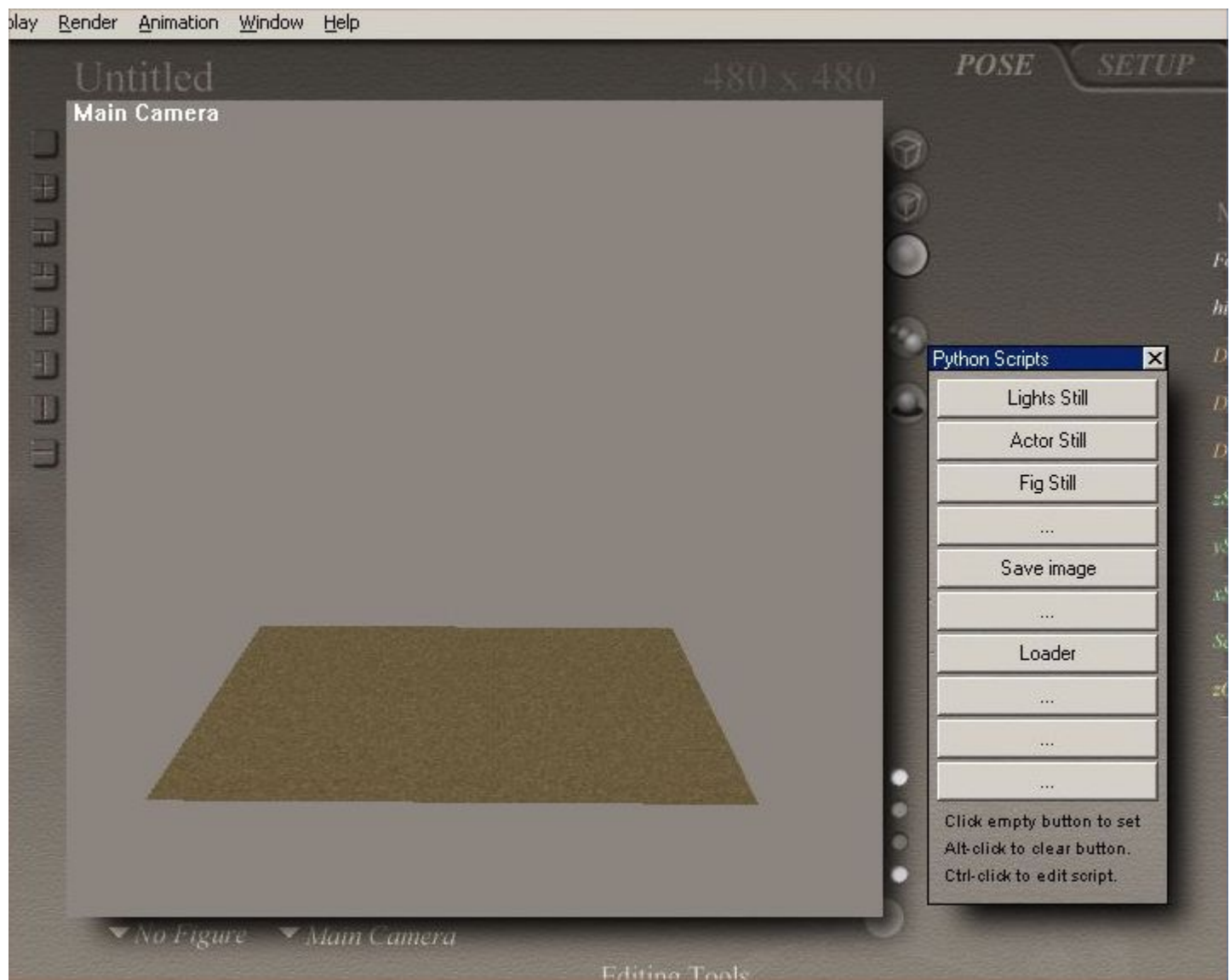
When you activate Loader, you'll see this panel.

The dots on the left represent the main choices, roughly similar to the panels in the Poser library.

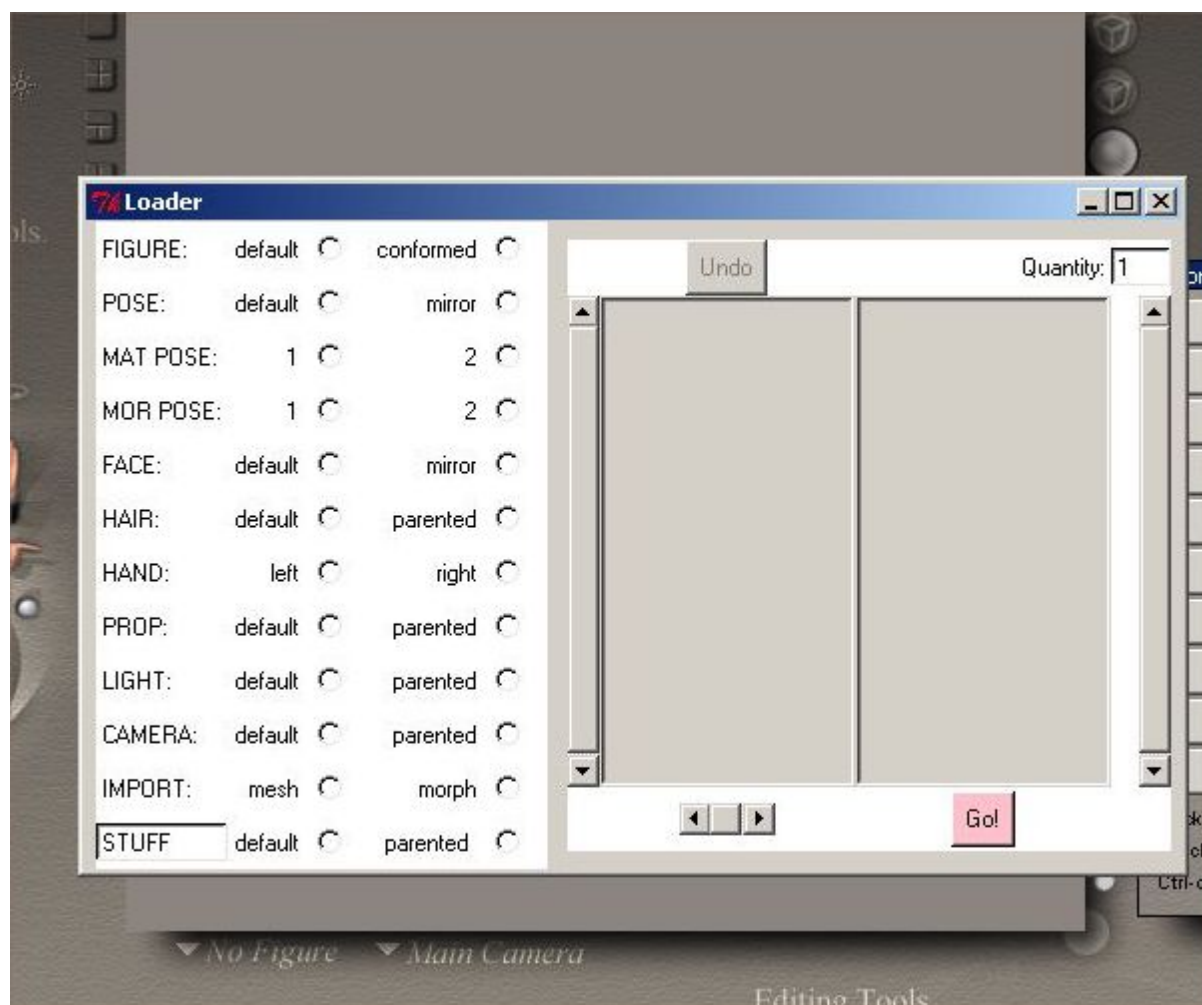
These choices are similar, but not identical, to Poser's usual library choices. I've tried to group things by concept, not merely by file type; and I've included several time-saving steps.

Each category has its own default folder. The initial setup is only meant to give some likely locations, but each time you use a category you can find a folder from anywhere on your computer. After first use, Loader keeps an INI file to remember the most recent folder for each category.

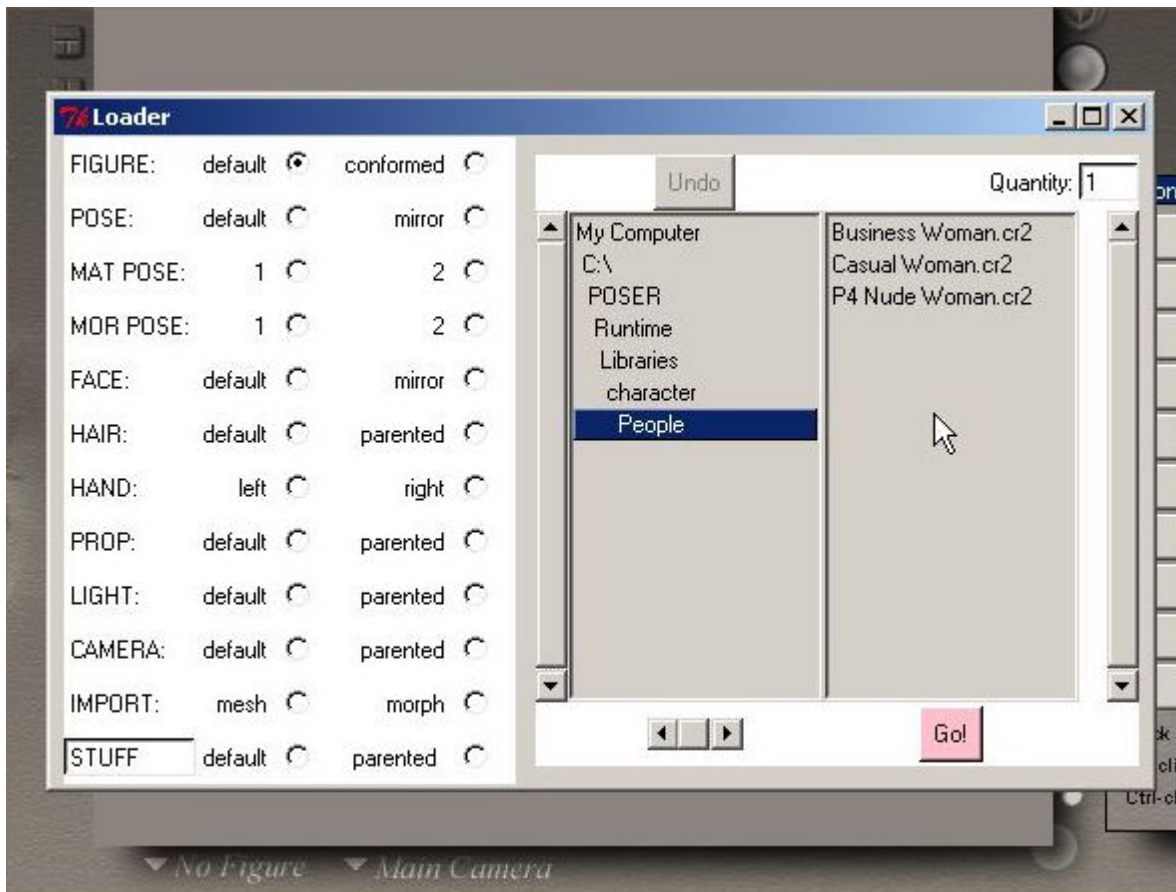
The next few pages are a quick-start with pictures, followed by more detailed descriptions.



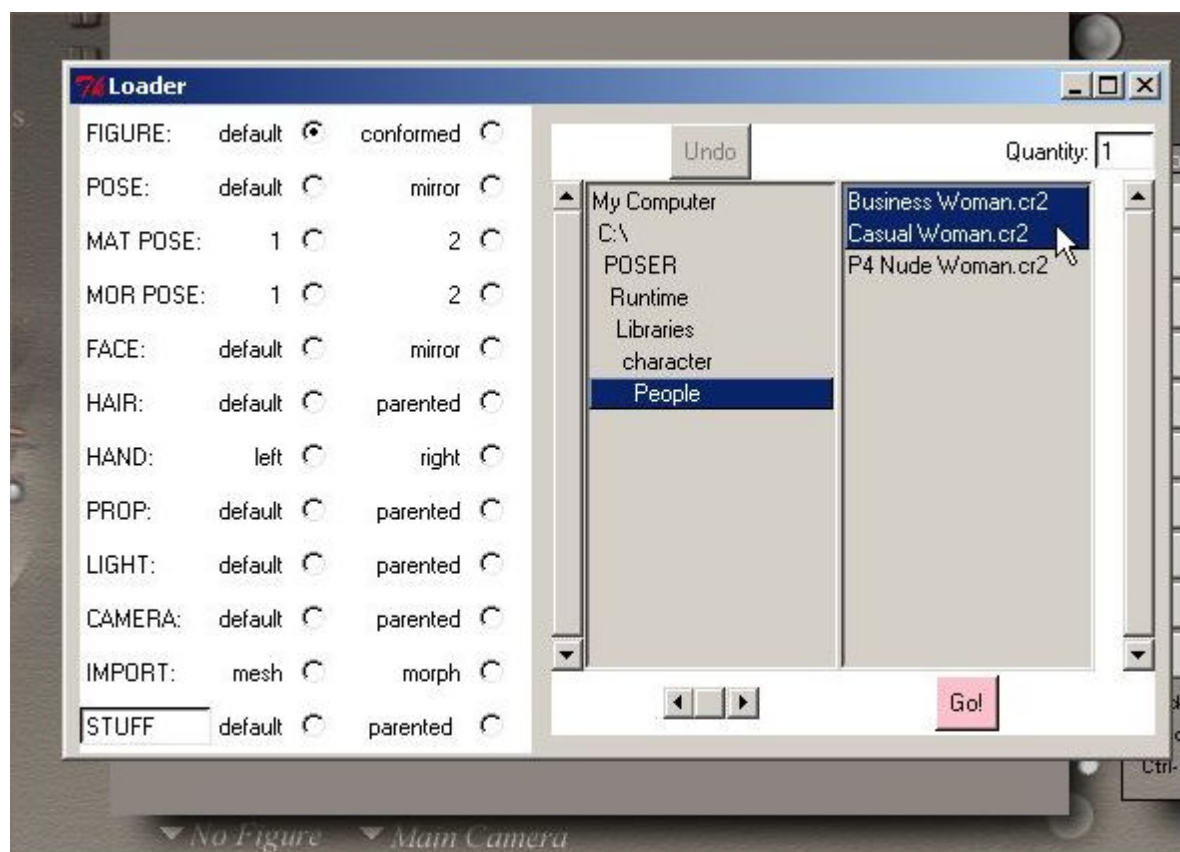
Here is the Poser workspace with the usual Python selector palette showing, before activating Loader.



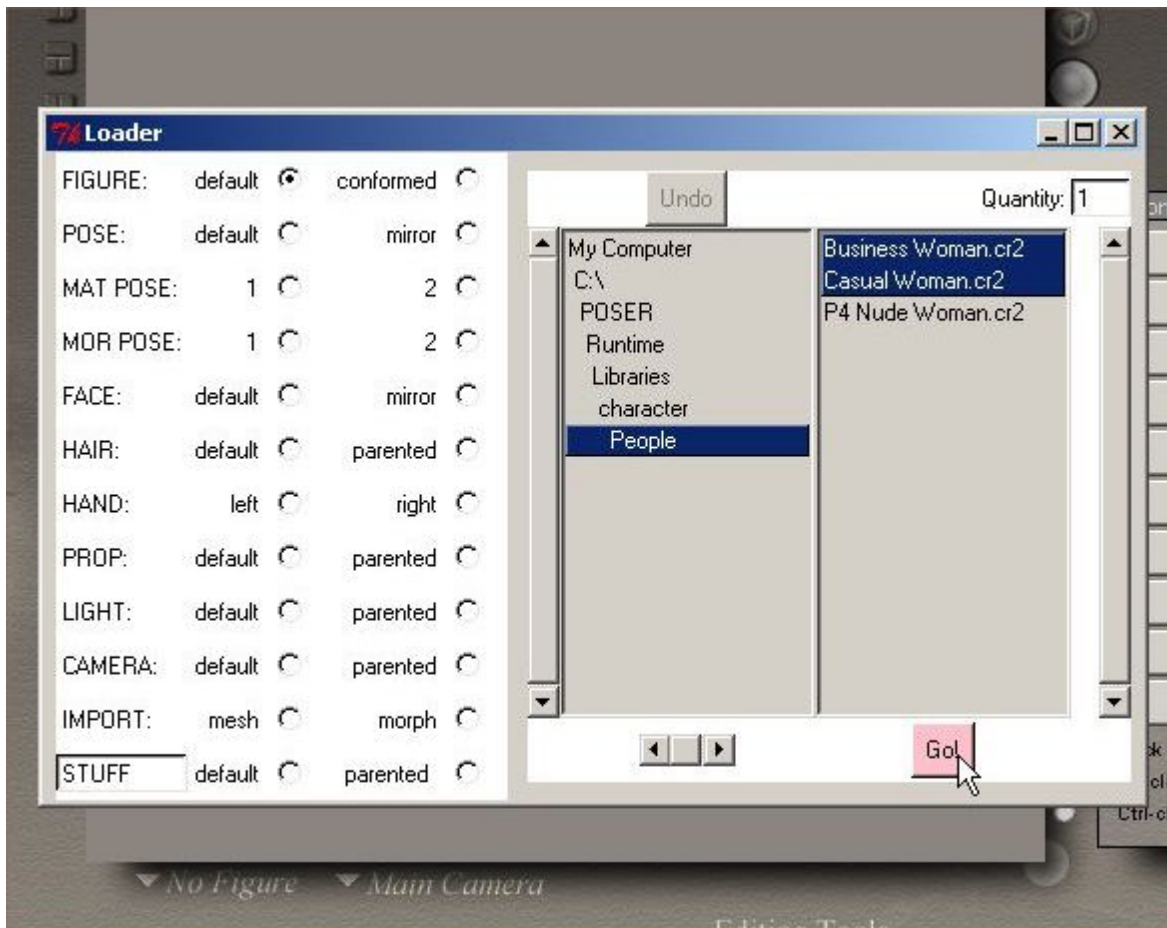
The Loader panel as it appears on first use, before anything has been selected.



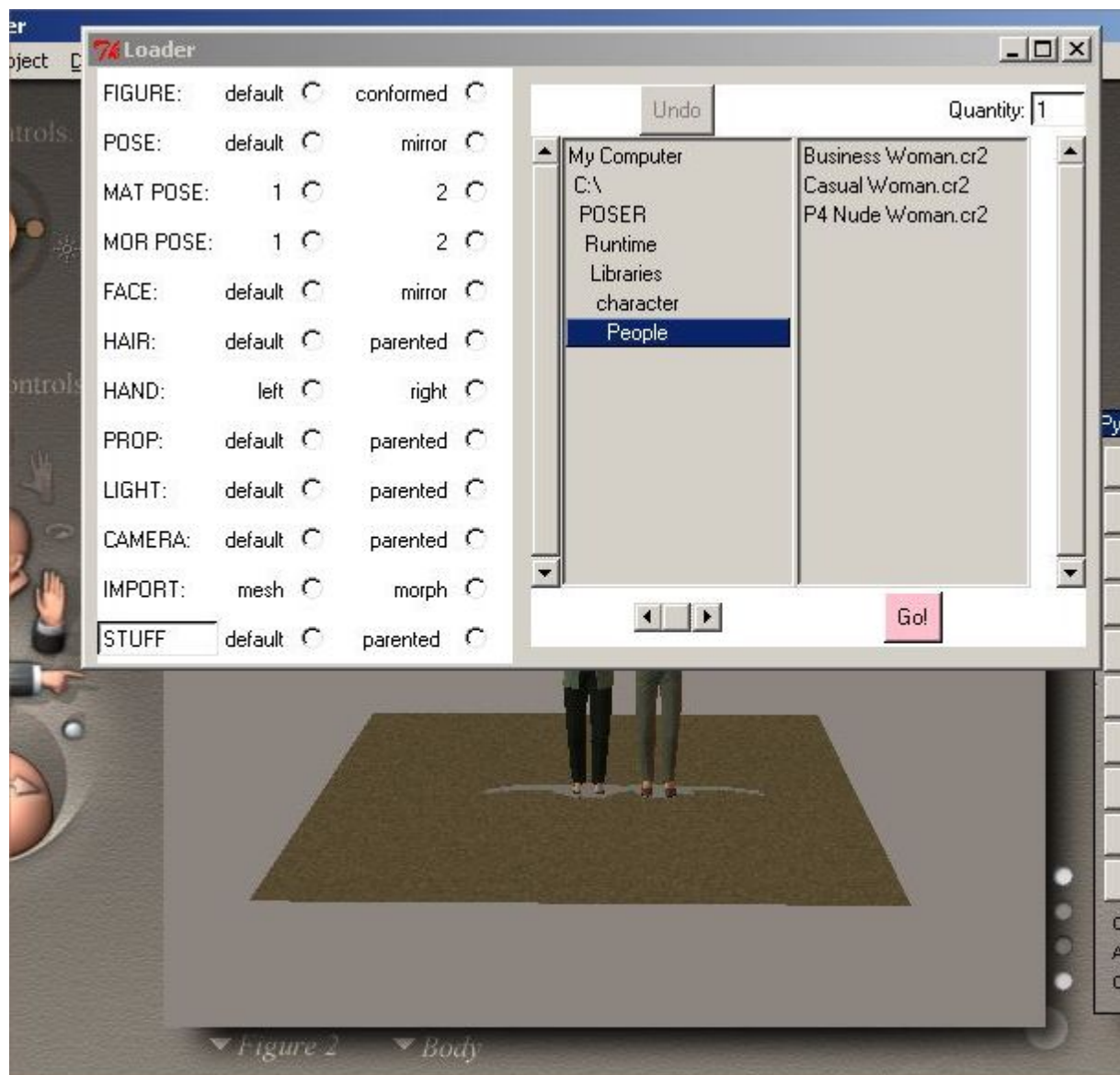
Click on the Figure - default dot. You'll see a default choice of folder and file list. In the folder list on the left you can navigate in the usual way, with double-clicks to change folder. The file list on the right will show the files of appropriate type in the current folder. (The appropriate types are determined by the choice dot.)



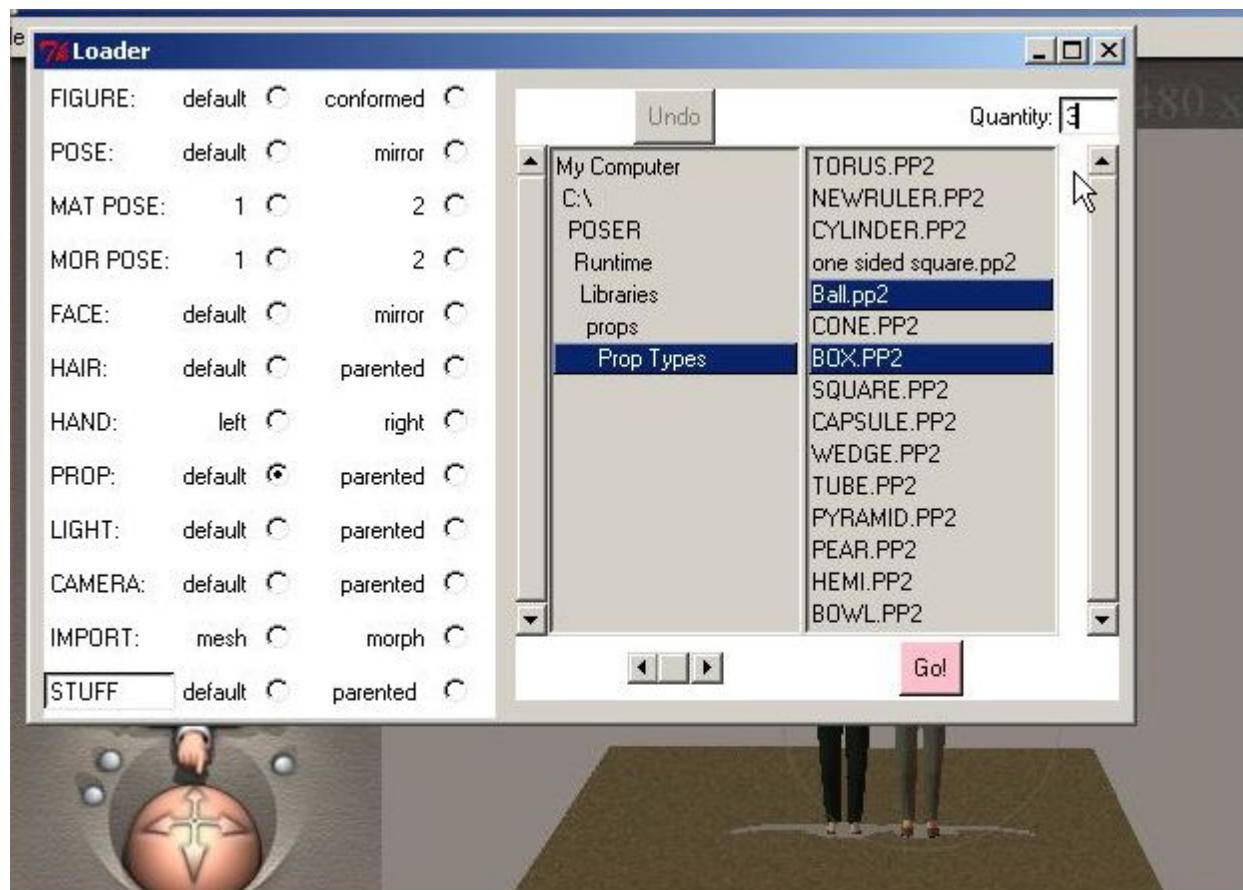
Here we've selected two figures to load at once, by single-clicking on each. A single click turns the highlight on or off.



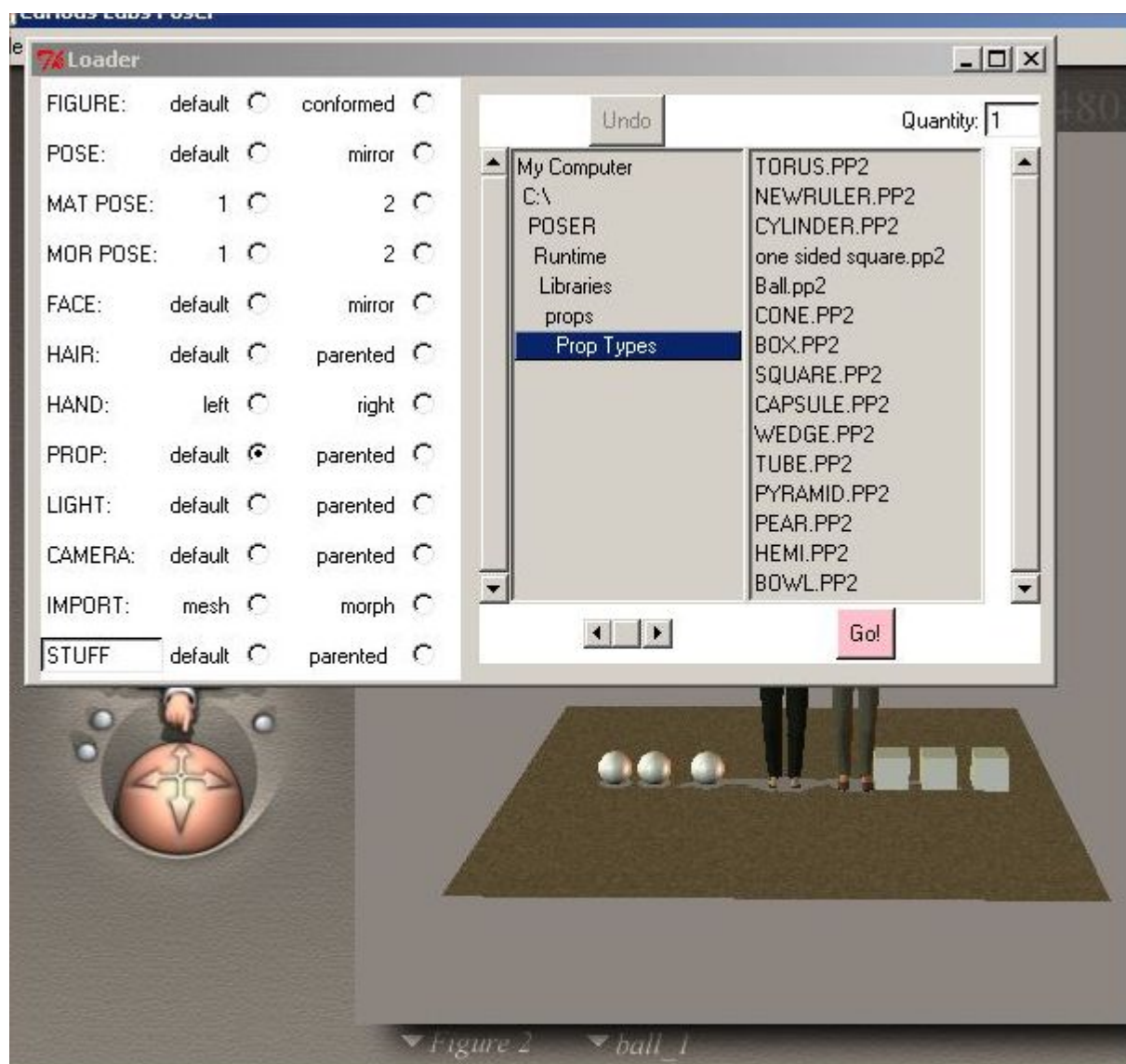
Here we've clicked on Go to load the figures.



After the figures have come into the workspace. Loader puts figures in default position; I moved one of the figures after loading to make them both visible for this picture.



Here we've clicked on Props, which brought in the default Prop folder. We then selected two different props (by single-clicking in the file list) and filled in a quantity of 3.



The result of loading 3 Balls and 3 Boxes. Again I've moved the objects after loading to make them visible.

The next page goes into the choice dots in detail.

- - - - - Main choices - - - - -

Begin by clicking one of the choice dots in the left panel.

These appear in the following arrangement at startup:

FIGURE: default conformed

POSE: default mirror

MAT POSE: 1 2

MOR POSE: 1 2

FACE: default mirror

HAIR: default parented

HAND: left right

PROP: default parented

LIGHT: default parented

CAMERA: default parented

IMPORT: mesh morph

STUFF: default conformed

FIGURE: default
loads a new figure.

FIGURE: conformed
This is meant for clothing. It loads the chosen figure and automatically conforms the new item to the existing base figure, if one is selected. If no figure is presently selected, the new figure is simply loaded without conforming.

POSE: default
Loads a pose on selected figure.

POSE: mirror
Loads a pose on selected figure, then flips the left-right symmetry of every parameter that was changed by the pose.

MAT POSE: 1 2
Two separate folders, meant to hold MAT poses.

MOR POSE: 1 2
Two separate folders, meant to hold MOR poses.

FACE: default
Loads a Face on selected figure.

FACE: mirror
Loads a face on selected figure, then flips the left-right symmetry of every parameter that was changed by the face.

HAIR: default
Loads Hair onto selected figure. Allows the hair to be either HR2, CR2 or PP2.

HAIR: parented
Loads Hair onto selected figure, then parents the Hair to the Head. Just saving an often-forgotten step.

HAND: left
Loads a Hand pose to the left hand of selected figure.

HAND: right
Loads a Hand pose to the right hand of selected figure.

PROP: default

Loads a Prop. Allows both CR2 and PP2 to be considered as Props.

PROP: parented

Same, but automatically parents the new prop to the selected Actor or Body Part if any. (This is especially handy for loading a quantity of simple props at once, all parented to a central "control" prop.)

LIGHT: default

Loads a light set.

LIGHT: parented

Loads a light set, then automatically parents all the lights to the selected Actor or Body Part if any.

CAMERA: default

Loads a camera set.

CAMERA: parented

Loads a camera set, then automatically parents all the cameras to the selected Actor or Body Part if any.

IMPORT: mesh

Imports a mesh object. Lists all the types that Poser handles in the same directory search, so you don't have to remember the format of a mesh file. (Specifically, this action can import OBJ, 3DS, BVH, DXF and 3DMF files. Poser can supposedly import LWO as well, but that action is dubious, so it's excluded.)

IMPORT: morph

Select any number of OBJ-type morph targets and apply to the selected body part all at once. Each MT dial is automatically named after the OBJ file that created it.

STUFF : default parented

This last category is open for your own titles. If you use (for example) Vicky 3 Clothing often enough to justify a main category, you can set this category for that name. The directory here will list the regular Poser files, but not the mesh types.

Fill in a title in the entry box, then locate a folder and load a file as usual. Every time a file is actually loaded from these categories, the title box is recorded into the INI file. The default versus parented choice here may not be meaningful; for instance, if you use one of these choices to hold some poses, the parented choice will just do the same as default.

The first time you run Loader, the folder and file listboxes are empty, as shown on previous page.

After you click one of the choice dots, the lists are filled with the default folder and the appropriate file types for this choice. Each time you actually use a choice, Loader stores the folder and file in its LOADER.INI file; so after the very first use, each dot will bring up the last choice you used in that category.

The left list contains only folders, starting at "My Computer" and running down the branches to the currently selected folder. This folder is highlighted. Below the current folder are its immediate subfolders, indented in a tree-like style. Use double-clicks to move around the folder structure.

You can access any disk or directory, but this can be problematic; if you try to load a figure found on a backup CD, for instance, you'll probably run into missing-part errors unless all the component parts are already in the current Poser runtime. Loader tries to circumvent this by pre-checking the CR2 for mislocated parts, but this won't always work.

The right list shows files of appropriate types in the current folder. (The types are limited by the current choice dot.) A single left-click on each line turns its highlight on and off. One important feature of Loader is that you can select several files at once and load them together.

- - - - - Quantity - - - - -

The Quantity blank stands in the upper right corner. It defaults to one, naturally enough. If you want to load several copies of one thing, fill in Quantity first before clicking in the list. Quantity applies to each selected file, so if you select a Ball and a Box and then enter 3 in the Quantity blank, you will get 3 Balls and 3 Boxes.

The Quantity is only used by the choices where it makes sense. Specifically:

Figure default Figure conform
Hair default Hair conform
Prop default Prop parented
Import mesh

The Quantity entry should be used carefully, as it can bump into memory limits. You should try it first in a non-critical situation, to get a sense of how many Props or Figures your computer can load safely.

When you hit the Go button, all the highlighted files will be loaded in sequence, and in the quantity given. (Double-clicking on a file does nothing, to avoid confusion with the highlight action.)

Loader tries to protect you against one common problem with CR2 files: when the figure specifies an OBJ file that isn't found, Poser tends to get into a very long series of error messages. Loader scans the CR2 before actually loading it, and if an OBJ is not where it should be, Loader will automatically search the entire hard disk. If it finds a file of the same name somewhere, it gives you the choice of using this OBJ or cancelling the operation. However, Loader does NOT run this same protection for texture files.

The Undo button applies only to some of the Pose-like actions, so you can apply several different poses quickly, examine their effects, and return to original if you don't want the effect. It is normally grayed out (disabled). Undo becomes active at the moments when it may be used.

The Loader panel may disappear briefly during the actual loading process, but it will reappear afterward so you can continue. While the Loader is visible, you can make the usual adjustments in objects and figures. You can minimize the Loader to get it out of the way. But because Poser and Python don't always cooperate nicely, it's probably best to close the Loader entirely when you aren't going to need it immediately. You should certainly close it before doing any renders or animation.