


Poser – working with Runtime Folders –

If you are like me, you like the idea of having separate runtime folders in Poser to manage your figures. The following is the “didn’t read all the manual” process for managing runtimes.

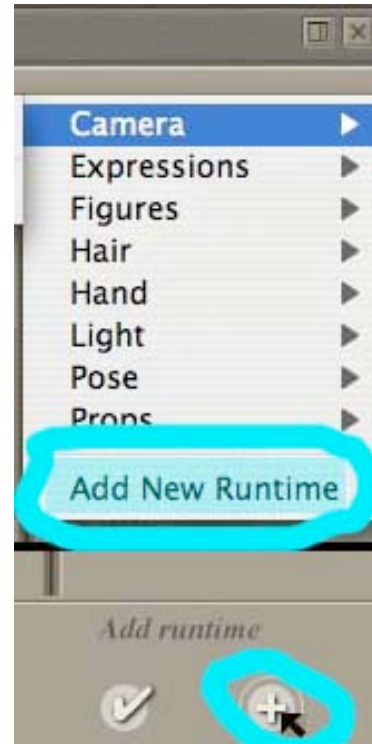
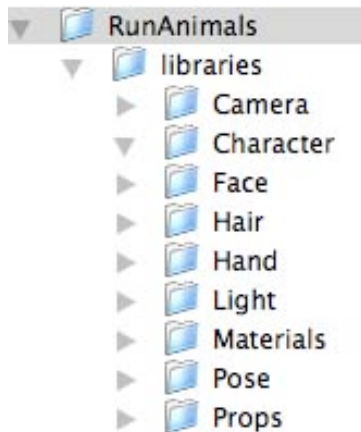
Note: I use a Mac, but the general principals should also apply to a PC.

1. Start by creating a folder on your computer. I called mine RunAnimals as a place to store my downloaded animals. 

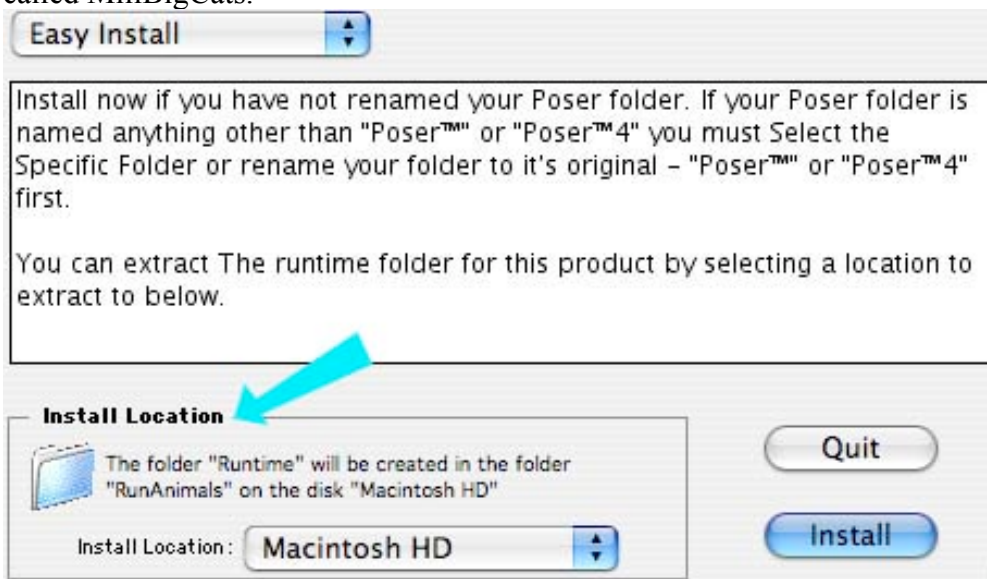
2. Then designate it as a Runtime File. Within Poser select “Add New Runtime”, or “Add Runtime”.

Choose the folder you just created.

This will place a “library” folder inside that folder. In the library folder are a lot of familiar Poser folders.

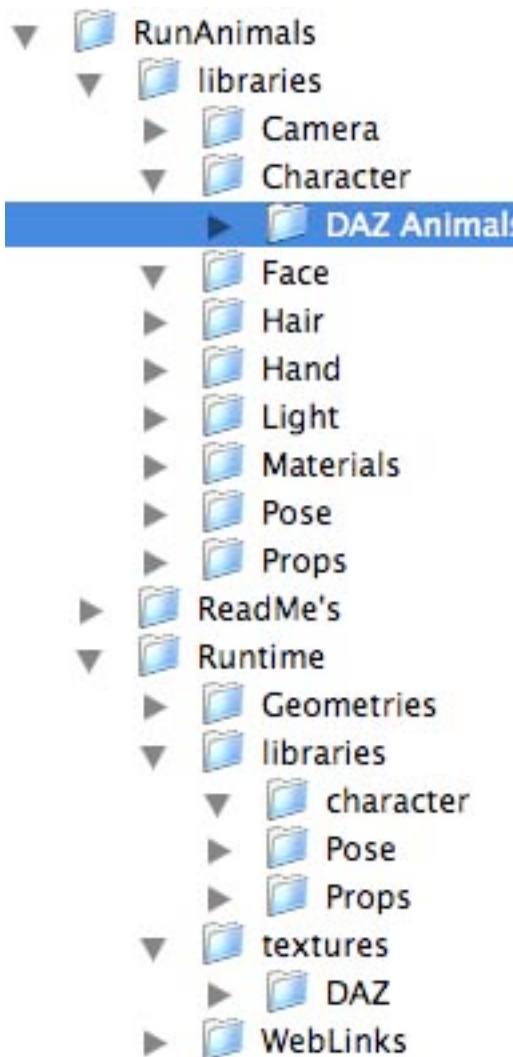
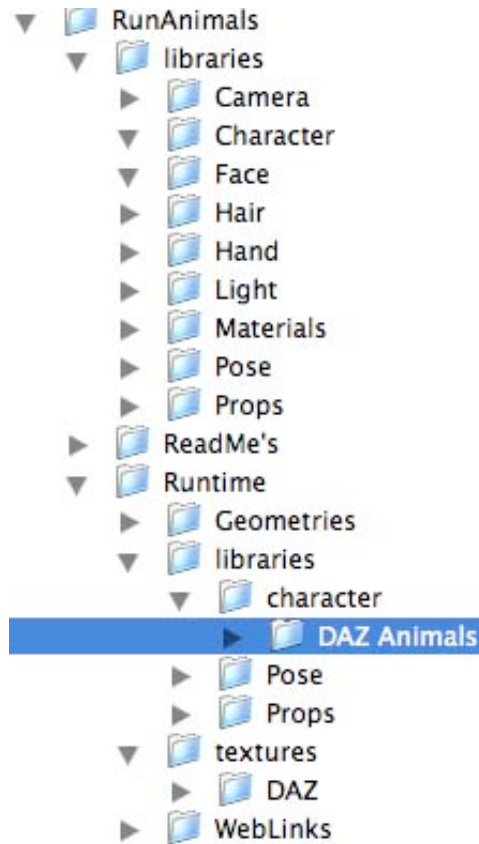


3. When you are ready to load/install a figure, (assuming it is an animal and you want it in this folder), select this folder for the install. I happen to be installing a file from DAZ called MillBigCats.



4. You will have a new Runtime File created in your RunAnimal Folder. Inside the Runtime Folder you will find a Geometry folder, a Texture folder and a *NEW* Library folder (That means your RunAnimal folder has 2 Library folders now). Typically I find the new Library has a Character folder, Pose folder and Props folder, plus any other appropriate folders that are associated to the particular model you loaded.

Geometries folder hold the obj files that you loaded, and Textures hold the textures. Leave these files in the Runtime folder.



5. The individual items in the Runtime Libraries sub folders (character, Poses, Props) need to be dragged to the associated folders in the higher level Libraries (in this case the RunAnimals/ Libraries folder).

For example, in the RunAnimals/Runtime/libraries/character folder there is a DAZ Animals folder. Drag this to the RunAnimals/libraries/Character folder.

6. Do the same thing for the folders *INSIDE* the Pose folder, Props folder and any other duplicated libraries folders. **CAUTION.** If you already have a subfolder (say it is “DAZ Animals” already inside the higher level libraries character folder, be sure to only drag the **CONTENTS** of the “DAZ Animals” inside the Runtime/character folder. If you drag the whole “DAZ Animals” folder into the higher level RunAnimals/characters folder, you will overwrite everything in the DAZ Animals folder.

7. All the folders inside the Runtime libraries folder should be empty when you are done (Not the Geometry folder or Texture folder). Delete the Runtime libraries folder. You should end up with the RunAnimals file looking basically like this:

