

Installation

Installation remains as described in the user guide, however **Poser 6 users** can now benefit by making a small change to the source code:

Find the line specifying the value for HOME_FOLDER (line 47 in the latest build) and edit the path assigned to it so that it is the same as the folder in which you have placed the script. This will give you all the same functionality as enjoyed by users of the script in other versions of Poser. Of course, should you relocate the script then you will need to edit the HOME_FOLDER path accordingly.

The manual

The included user guide is for v0.6.3, and as you will see v0.7+ has been changed significantly. There will be a new edition of the user guide, but in the meantime the following notes may help you to make sense of the new version!

Notes on usage

0.7 is a different beast from 0.6.3, so here are a few notes to help you get to grips with it.

1. v0.7 uses different file formats to previous versions, e.g., your saved settings etc. will not load in 0.7 - you need to save a new settings file.

2. GRAB and ASSIGN buttons on the Materials screen:

'GRAB' copies data from the currently selected item in the 'List of Materials' and populates the controls in the 'Configure' panel with the corresponding values.

'ASSIGN' reverses this process, copying the data from the controls in the 'Configure' panel to the item(s) selected in the list. Note that for 'assign' you can select multiple items. Also, you can change the selection in between 'grabbing' and 'assigning', making it easy to copy data from one item to another.

NB: Data is only transferred during a 'grab' or 'assign' if the corresponding 'USE' button has been selected (i.e. highlighted in red). This lets you work with just specific features rather than all of them. There is a button labelled 'Get used' which helps by doing the following as a single step:

a) Analyse the selected item in the list to see if any of the configuration options ('Is an emitter', 'Subdivide' and so on) have already been applied and if so ...

b) ... Highlight the corresponding USE button(s)

c) GRAB all data for each of the USED options

Note also that every time you use 'GRAB', the 'ASSIGN' button is highlighted in red. This doesn't mean anything - it's just a visual reminder that you **might** want to perform an ASSIGN. Of course, if you haven't changed any of the data you can just ignore it.

3. Subdivision

There are two subdivision options: Luxrender subdivision or Catmull-Clark subdivision. Luxrender subd can be applied to individual materials. Catmull-Clark always affects an entire 'Owner', so if you set it for one material it will be automatically set for all other materials sharing the same owner.

NB: The 'Subdivide' checkbox refers to Luxrender subdivision only. You can switch it on or off by using it, but it does not affect Catmull-Clark subd. To switch off Catmull-Clark subd you **must** set the levels to **zero**, otherwise you will get Catmull-Clark subdivision regardless of the state of the 'Subdivide' checkbox.

The displacement SubD levels box goes from 0 to 20. Note that if 'Use Microdisplacement subdivision' is switched on (the default) then these values are multiplied internally by a factor of 5, so the scale is effectively from 0 to 100 in that case. Subdivision to support microdisplacement requires many more levels than Luxrender's normal subdivision - typically about 5x as many - so this control sorts that out for you.

File formats

Version 0.7 uses different file formats to previous versions to accommodate new features and plans for future development. You will need to save a new settings file, and old scenes will not be able to import all the data from their saved scene files. It is recommended that you retain a copy of Pose2Lux Pro v0.6.3 for use with old scenes, or save a new scene file.