Fix Pose Channels for Carrara Use

Carrara is very particular about the contents of injection pose files (PZ2). Most characters work properly, but most "fix morph" type packages do not.

This package contains a set of tips and tricks, as well as a small utility application to assist in preparing these files for use.
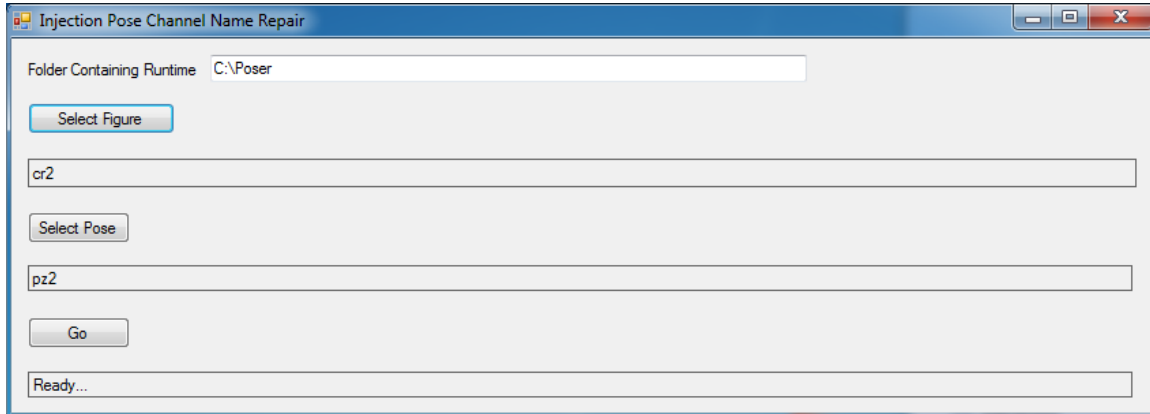
THIS IS NOT A "ONE-CLICK" SOLTUION. YOU MAY NEED TO RUN SCRIPTS IN POSER OR DAZ STUDIO AND YOU WILL HAVE TO MANUALLY EDIT FILES WITH A TEXT EDITOR.

The application is a simple .NET 4.0 utility. Windows users will need .NET 4.0. Macintosh or Linux users will need the newest version of Mono, found here: http://www.mono-project.com/Main_Page

Note: The "Poser File Editor" by Dimension 3D is also capable of these same fixes for Pose files. It is under the "Repair" menu as "Redirect wrong value ops".

Step 1: Prepare the Pose Files

When you start the application, you will see its screen:

Enter the folder where your runtime is kept in the top line. It comes set to "C:\Poser" by default. Do not include the runtime folder itself.

Click on "Select Figure" and navigate to the CR2 of the figure that you want to use the injection pose on. In general, this works best with the DAZ supplied "Victoria 4.2.CR2". However, if you are using Xameva's "Perfect V4", you will need to have prepared the "Perfect V4.2.CR2" using Poser or DAZ Studio and you must use that file instead.

Now, click on "Select Pose" and navigate to the folder where the actual injection pose is. For "Simple Details", these are in "Runtime\Libraries\!CorVas!". For "Perfect V4", these are in "Runtime\Libraries\Pose\XandMPerfectV4".

Click on "Go". The status bar will show the progress of the conversion.

Repeat this process for each PZ2 that is part of the package. It only runs one at a time, but you only have to do this once, ever.

Note that while this is required for Carrara, the resulting files will still work with Poser and Studio.

Step 2: Prepare the Loader File

Carrara will not properly load all of the information that PZ2 files contain - certain automation features are only loaded during CR2 processing. Because of this, many fix-morph type packages will not work as expected even after running the utility.

In order to load these files with full functionality, you need to make a special loader CR2. This file uses "readScript" commands to load the figure and the pose files all at once.

The basic structure is

```
{
version
{
     number 7
}

readScript "path to figure cr2"
readScript "path to first pose pz2"
readScript "path to second pose pz2"
readScript "path to third pose pz2"
}
```

An example is included that will load the "Perfect V4" file and all of the fixes, as will as the CorVas SimpleDetails fixes.

Note: This loader CR2 is for Carrara and will not work in Poser.

Step 3: Fix dial-hiding

Sometimes, injection pose files will un-hide dials that need to stay hidden because of a bug in Carrara. This is particularly the case for Victoria 4, where her magnet system will get disrupted resulting in the infamous "crushed shoulders on posing" defect.

The fix is to manually edit the PZ2 file and change the offending "hidden 0" back to "hidden 1".

For the "Perfect V4" package, this only affects the "Booty to Thighs" pose, found in "Runtime\Libraries\Pose\XandM Perfect V4\Perfect Booty\Booth to Thighs". Open the file in a text editor and do a global search and replace to change "hidden 0" to "hidden 1", and then manually replace the "hidden 0" for the first channel:

```
        valueParm M-valueParm0
            {
            name Lower_CorrectingMorphs
```

this is the only channel in the file that should be visible.