

Merging .zip Files With an Existing Runtime

Step 1: Save the file to your hard drive.

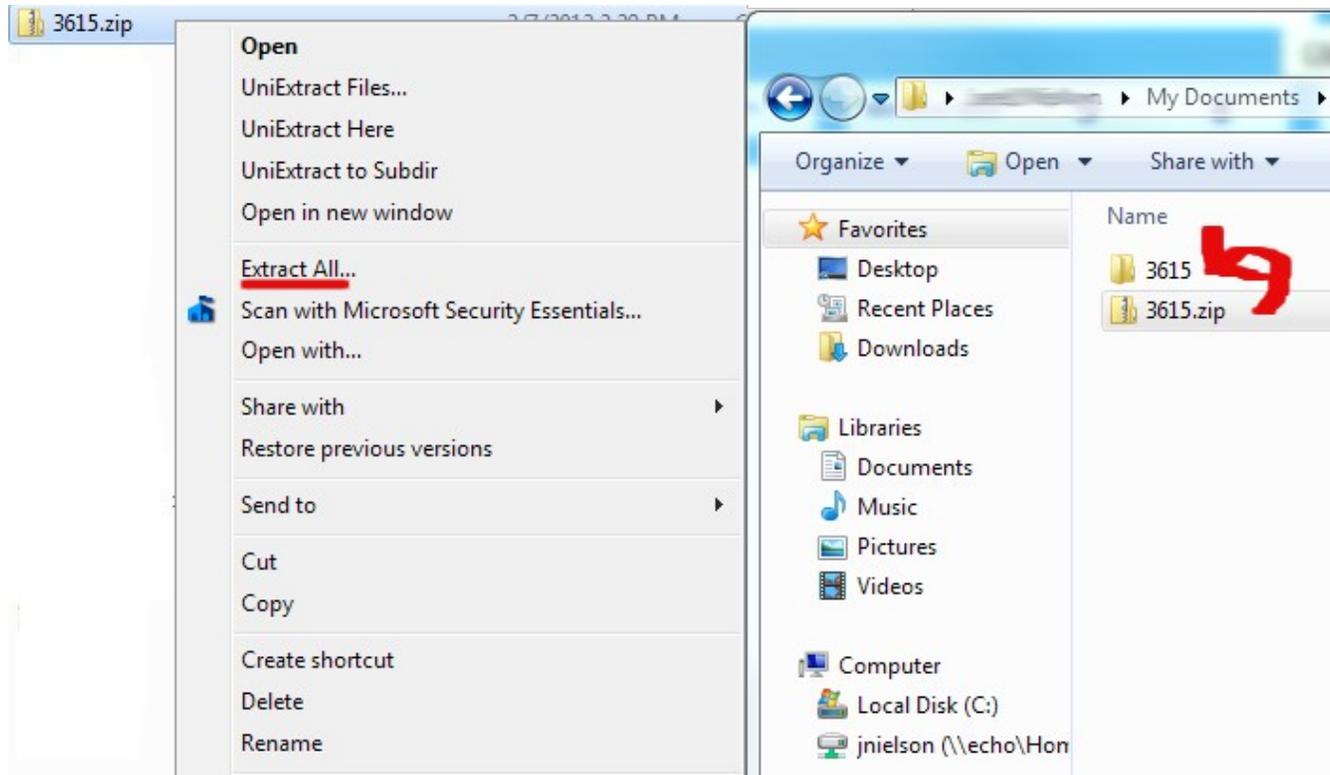
Make sure that you note exactly where you save the file. Some web browsers have the option to save the file in a specific location. Most web browsers' default save location is your downloads folder. Normally the name of the file will just be the SKU number for the product.

Step 2: Extract the .zip File

PC

Extracting the .zip file is as simple as right clicking and choosing to “Extract All...”

By default the files will extract in the same location that the .zip file is saved. The name of the top level folder will be identical to the .zip file name.



MAC

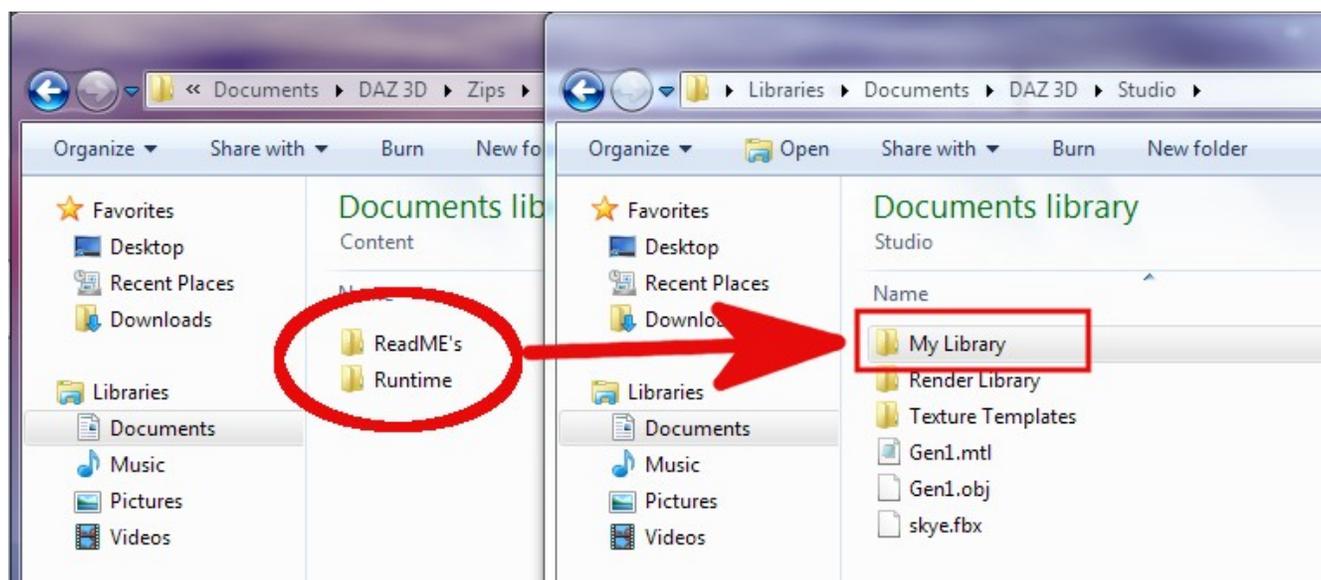
Safari should decompress your download automatically. If not then you will need to do it manually. To decompress a .zip file on the MAC all that is necessary is to double click the .zip file. Your MAC will automatically extract the contents of the .zip file and place a folder in the same location that the .zip file resides.

Step 3: Merging the runtime folders.

Open your newly extracted folder. Inside you will find a content folder. Nested in the content folder will be atleast two folders. A “ReadMe’s” folder and a “Runtime” folder. Some products may have other folders these additional folders contain the files for DAZ Studio such as the DAZ Studio optimized MATs. For DAZ Studio users the goal is to merge the contents of the “Content” folder with your existing “My Library” folder. For Poser users the goal is to merge the “Runtime” folder with your existing “Runtime” folder.

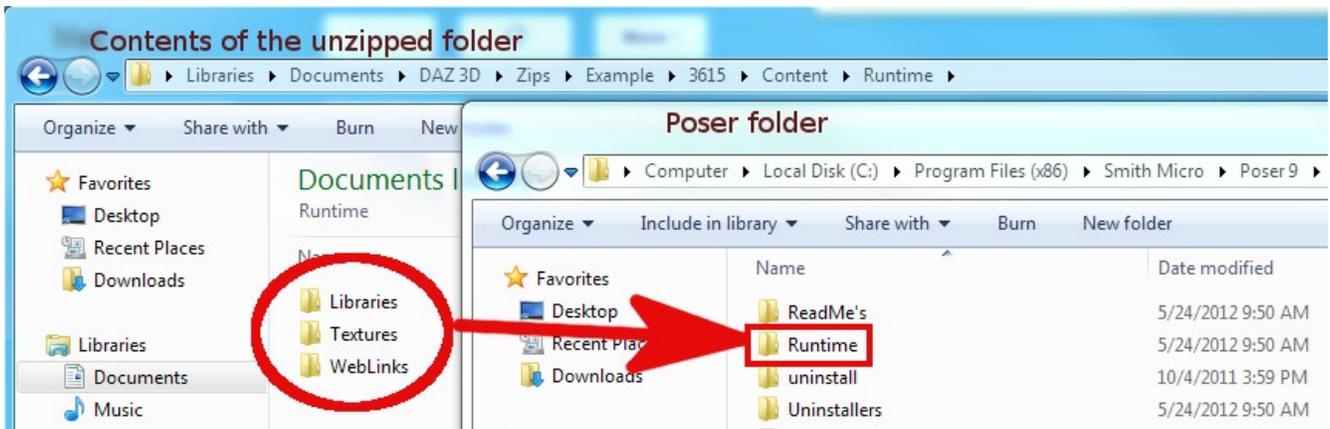
DAZ Studio PC

Open the Content folder inside of your extracted folder. Select all of the contents inside the folder and drag and drop them into your “My Library” folder. The default location for your My Library folder is c:/Users/[your user name]/Documents/DAZ 3D/Studio/My Library. DAZ Studio 3 users will want to merge with their Content folder. The default location for this is c:/Users/[your user name]/Documents/DAZ 3D/Studio 3/Content.



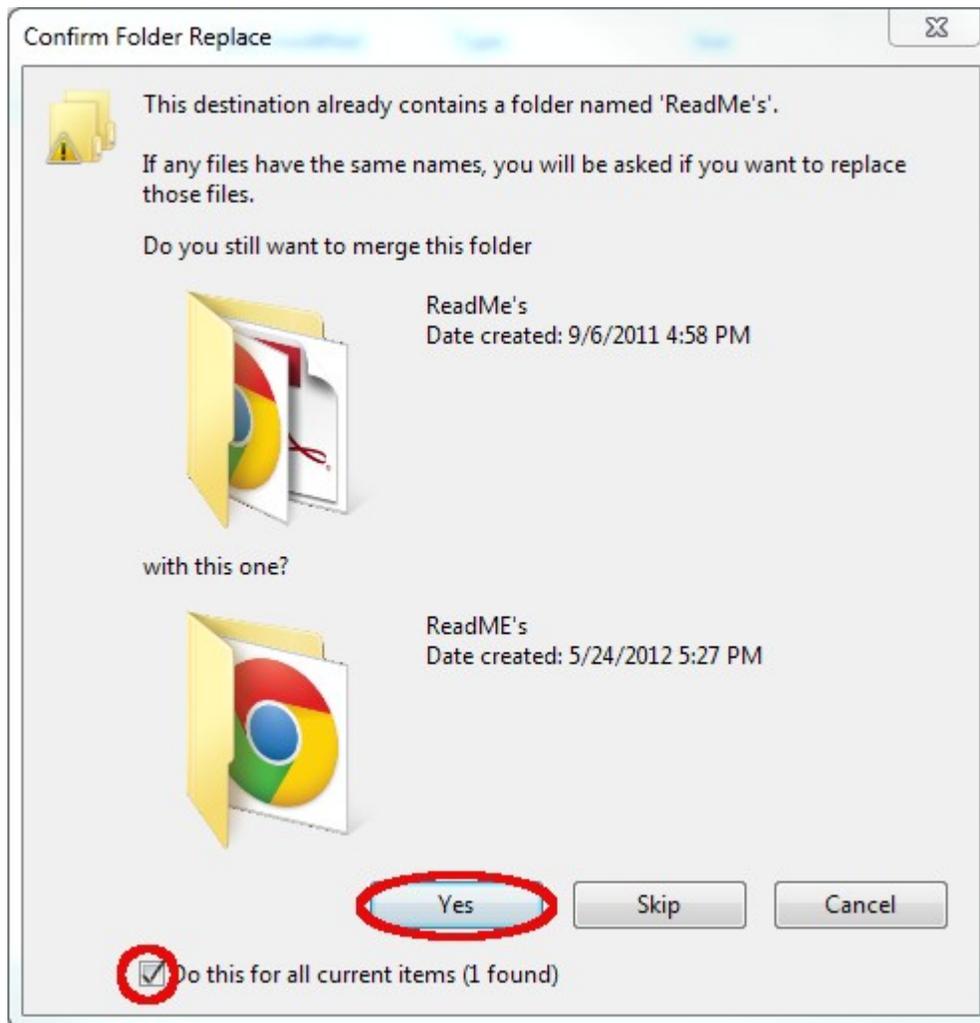
Poser PC

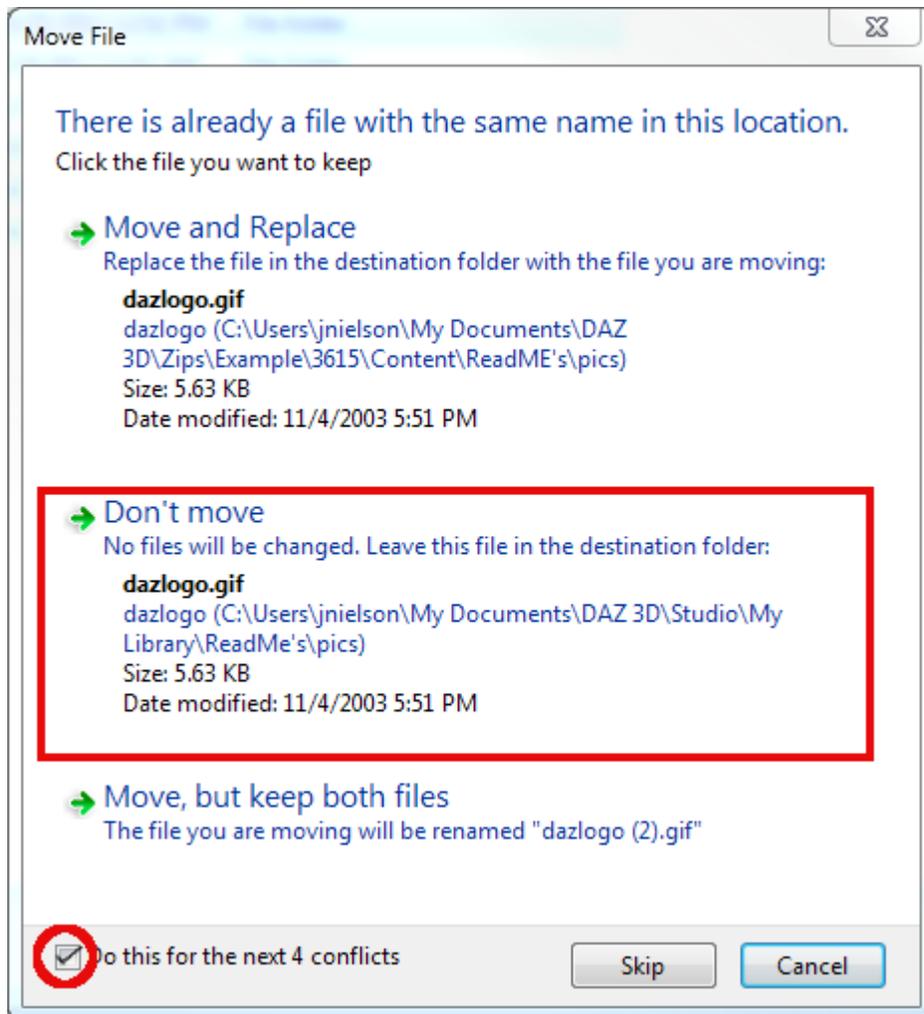
Poser users will only need to copy the Runtime and Readme folders. You will want to copy these two folders over to whatever folder holds the runtime folder. Traditionally this has been in the program files folder. Example c:/Program Files/Smith Micro/Poser 9. Lately more and more Poser users have their content housed outside of the Program Files folder. The key is to merge the Content folder in the uncompressed file with whatever folder holds your “Runtime” folder.



General PC

Once you copy the files over you will be presented with a dialogue box asking if you want to proceed with the merge. Choose yes. You may be asked if you want to replace specific files. Choose no.





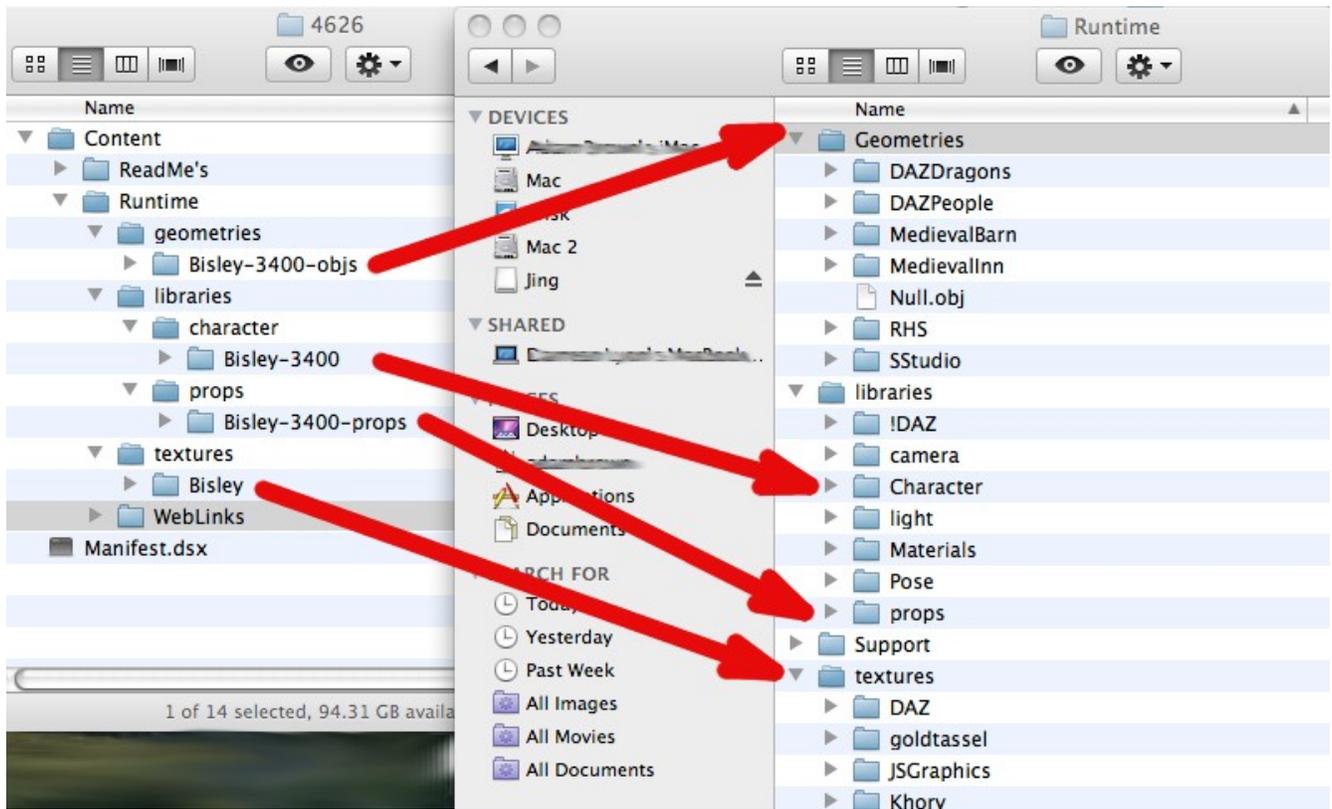
MAC

Unfortunately MAC OSX Finder does not have the ability to merge two folders with identical file structures. This means that users will need to merge the files manually. You will need to move the files and folders from the decompressed .zip file into your My Library folder (for DAZ Studio users) or Runtime folder (for Poser users) manually. The goal is to have the My Library folder structure to match that of the Content folder which came as part of your .zip file. The default location for the My Library folder on the MAC is:

/Users/[Your user name]/Documents/DAZ 3D/Studio/My Library

Poser runtime folders will usually be located within the applications folder ex:

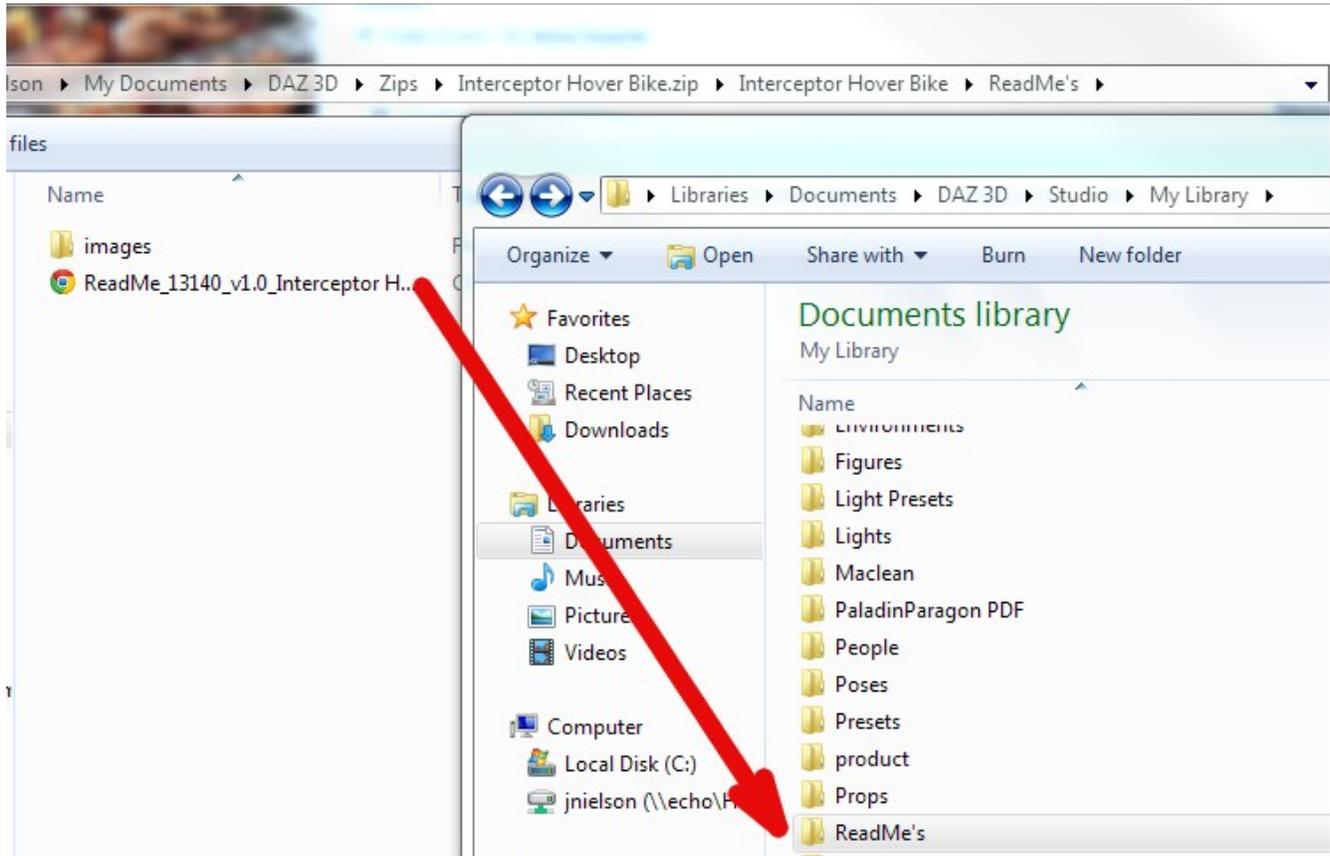
/Applications/Smith Micro/Poser 9/Runtime



Make sure that the folders you are moving don't already exist in the location you are moving them to. If they do you may have to go up a folder level before transferring the files. DAZ Studio users will want to transfer any folders outside of the runtime such as "People."

Step 4: View the Readme

It is always a good idea to view the readme file so that you will know where in your Content Library to find icons to load your product. While it is not necessary to transfer your ReadMe's folder you will usually find an analogous ReadMe's folder inside of the My Library folder or Poser application folder that you can transfer the readme to.



Frequently Asked Questions

Q: Why am I getting a .zip folder instead of a self extracting .exe or .app?

A: There are several reasons that we have decided to switch our older installers out with .zip files. The biggest being that our old Vise installers were incompatible with our new Magento web engine. Many of the old vise installers were either for OS9 or Power PC applications and couldn't be run on today's Intel MACs. The .zip format is a format that anyone can use regardless of OS.

Q: Is there any way to get an .exe or .app installer?

A: Unfortunately not for these products.

Q: When I load the product I get a missing file error.

A: Make sure you have transferred everything correctly. Usually this error is due to one of the files from the .zip not being copied over to your My Library folder or Runtime folder. After doing this if the problem persists please submit a help ticket at <https://helpdaz.zendesk.com/home>