

PRODUCT INSTALLATION

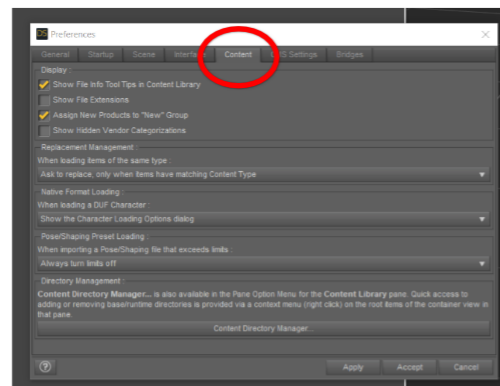
MANUAL INSTALLATION
METHOD

NOTE This is not a recommended way of installing files. One can easily mangle or destroy their content directories with this.

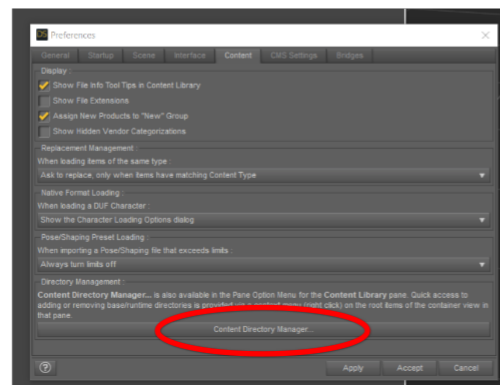
Use at your own risk.

1 Know where DAZ Studio is looking for the content libraries.
This is done through DAZ Studio itself, by going to Edit-> Preferences, or by hitting F2 on the keyboard.

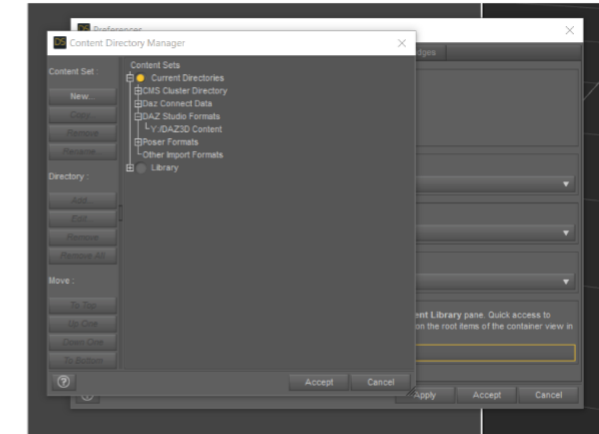
2 Go to the Content tab.



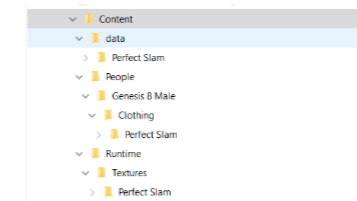
3 Click on the Content Directory Manager



4 Open up Current Directories, then DAZ Studio Formats.
There will be a folder there. In my case it's Y:/DAZ3D Content, which is where everything for my DAZ install is located.



5 Download and unzip the product file and you should see a Content folder and up to three directories inside: data, People and Runtime.



6 This directory structure has to be copied over into your DAZ3D Content structure exactly: data to data, People to People and so on.

If the files are not where they should be, DAZ will give an error window and items could appear as big rounded grey boxes when you add them to the scene.

Over the years, I've attempted to sort product internals in a more intuitive manner to try and keep things tidy.