

Heromorph

Forum: HM General Chit Chat Topic: DAZ Folder Issues Subject: Re: DAZ Folder Issues Posted by: Cyanure Posted on: 2010/1/28 13:39:14

I have around 20 folders and nearly never have this kind of problems,most of the product I use are for poser,I use the folder structure"Name of the Folder" with a runtime inside,and DAZ2,3 or 3 64 bits never have any problems here

the DAZ Folder need to have the Poser version insstalled somewhere to use the DAZ MAT and are usually named "Name of the Folder DAZ" (with an extra folder inside with the same name, and it is in that folder that I put the Content), some product need to be loaded in different way like, importing them in DAZ studio instead of opening them through the library....