Forum: HM General Chit Chat
Topic: Cleaning Poser Runtime.
Subject: Cleaning Poser Runtime.
Posted by: JrMcDeath
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Yeah, it's me again with the same question... just on a different day.

OK... I have totally exhausted my search for how to find a way to clean out my Runtime. Now, it is just frustrating.
I know that we have a few new Poser nerds that might have an answer for me. So here it goes.

Is there an easy way to select a "figure", for instance any thing that is strictly V3, and then find all of its corresponding textures, geometries, materials, lights, hands, Etc?

I REALLY want to simplify my runtime and get rid of all that gen 2 and 3 crap that is clogging up my runtime.

If there is no easy way, then how do I find the associations?

Also, I am on a Mac, so any of the PC utilities will not work.

Again, thanks in advance.

one day I might produce some art to post here.... yeah... right.

ONE other question... is there anything outside of the Runtime folder that will affect Poser if I delete it?
I need some organization... dangit!