Forum: HM General Chit Chat
Topic: Hiatus
Subject: Re: Hiatus
Posted by: StarChild
Posted on: 2015/1/8 10:43:06

Quote:

JrMcDeath wrote:
so you don't have to move the geometries along with the object? So if I have a car that I want to move in the "Character" folder from it's folder to a folder named "cars", I don't have to worry about it's matching geometries? What about it's textures?
What if I simply want to remove the item entirely? Do I need to worry about it's geometries and textures? Or can I simply delete the "character" or "prop"?
Does any of this make sense? I have so much crap in my runtime that I would love to just get rid of.
You can move the Daz PZ2 files & Poser CR2 files to wherever you want as long as you don't touch the Geom/texture files. Don't move the Geometry or Texture files unless you want to search for them every time you use the file. Most Daz content files come with a 'uninstall app' that you can use to remove items. But if it came as a zip file you may have to open the original zip file it to find the names of them. However if its not a space issue and you just want to eliminate some of the junk that you see when you access your content folders you can always just leave everything as is and just delete the cr2/pz2 files while your program is open. It won't delete the Geom/Text files but you will not see the files in your content character/pose/light/face/hands/props folder anymore.
Does this help?