



Forum: HM General Chit Chat

Topic: Hiatus

Subject: Re: Hiatus

Posted by: StarChild

Posted on: 2015/1/14 11:04:03

Quote:

JrMcDeath wrote:

That does help. I have so much crap that I have installed to try out that it takes my poser 10 minutes to start up. I do want to cut that time down, BUT I can live with it if I can simply delete the stuff out of my Libraries in the program. I don't really use Poser, but I know for a fact that I would not ever use any of the V3 stuff again, so I want it gone. It would be nice to eliminate it correctly, but then I would probably break something. And I am way too lazy to start from scratch.

Once I delete it out of the library, I can then delete the folder through my file browser. OR can I delete the items that way as well. Open up explorer and go into the libraries and mass delete stuff. As long as I don't mess with the textures or geometries, like you said, I shouldn't break anything. yes you can open explorer and delete files that way if you like...but remember if you have saved scenes associated with any of those files you're not going to be able to load them. One way to get around all that is to implement an external drive for all those extra files. Move your extra files {Poser files are best for this} into different categories and build runtime folders for each one like I do...such as...Fantasy, Sci Fi, Weapons, Everyday Clothing, Comic Stuff, etc.. Then you can load the runtime folders as you like for whatever you need for your images...and it saves you the trouble of having to re-install them in the future.