Making an injectable PMD

This tutorial covers the process of making a PMD injection file for morphs for any figure out there. While there are quite a few different things you can do with these files, we'll just cover the basics here.

In this tutorial, I'm going to assume the reader knows how to make their own morphs and also knows how to load them in Poser....just to save myself some time.

If you plan on sharing these with the general populace, they will only work for those using Poser 6 or higher. (just so you know if the grumbling comes in)

Requirements for this tutorial:

Poser 6 +
Text editor

These next two programs aren't required, but they can make your workflow a little easier for certain parts:

Morph Manager - www.morphography.uk.vu/dlutility.html

and/or

CR2Builder - http://mito.cool.ne.jp/kim99/tool/CR2Builder/02e/index_cool.html

One can also use CR2 Editor from the morphography site, I just prefer CR2Builder and that's what you will see in various screen shots.

Getting Started

Having made your morphs outside of Poser, you've probably loaded them and tested them out to make sure they work. At this point, you have some choices to make:

Sit there in Poser and delete all morphs but the ones you made before saving to the library to generate your PMD file

Save to the library without the PMD file, edit down this new CR2 file to remove all but your new morphs, go back to Poser and then generate your PMD file

Or, if this is a figure you will be wanting to work with often, make yourself a "blank" morphless CR2 file to use over and over again

If it is a one time thing, you'd probably be ok either deleting the morphs in Poser (to me..this method seems overly time consuming compared to others) or saving a full CR2, editing, and then generating the PMD file.

I'll show how to strip a CR2 file beforehand because the process would be the same, you'd just have to not delete your new morphs if cleaning up after they've been loaded.

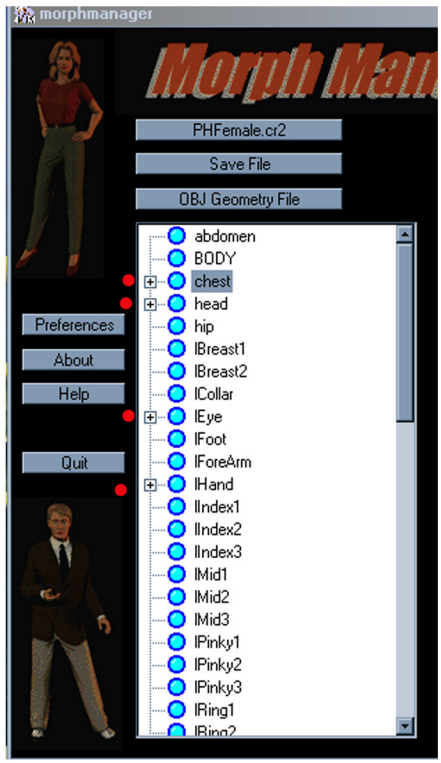
Why is this so important? Well, if you're using a figure that already has quite a few base morphs build into the CR2 file, you don't need, or really want, to be injecting them on top of themselves. You only want to inject the new morphs you've created. This includes any sculpting, expression, and joint control morphs.

So lets start by making our morphless CR2 file. Grab a copy of your figures CR2 file and put it somewhere outside of the runtime folder. (I work from my desktop for this part...just easier for me to keep track) Now we're ready to start.

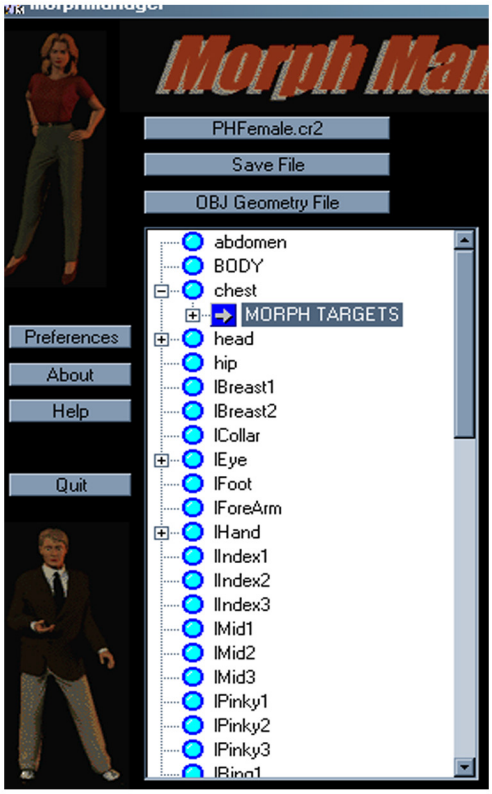
Deleting morphs with Morph Manager:

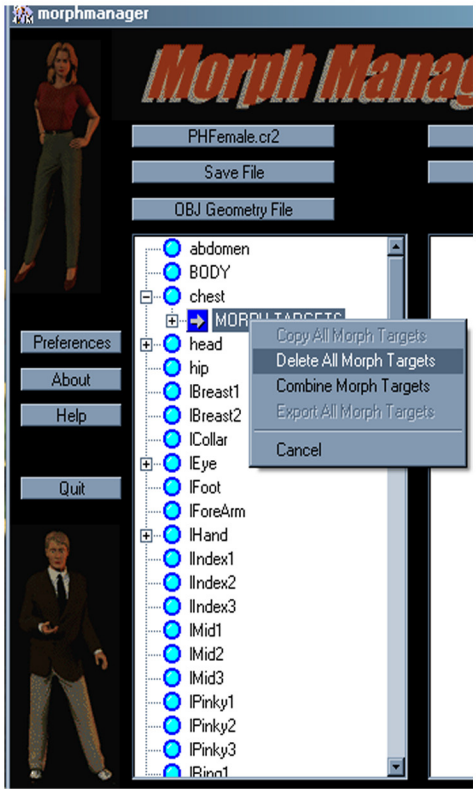
1. Open up Morph Manger, click the Load File button, find your CR2 file and open it up.

2. Once your CR2 file has loaded, you should see a list of all the body parts. Next to the ones with morphs, you should see a + sign.



3. Clicking on the + will expand to the first level of the file. You can then go one step further to see all of the morphs - which is what you would want to do if your new morphs are already there - but in generating your “blank” CR2, you can simply right click on MORPH TARGETS and tell it to delete all morphs. It will ask if you’re sure you want to do this, and once you click ok, it will remove all the morph data from the CR2 file.



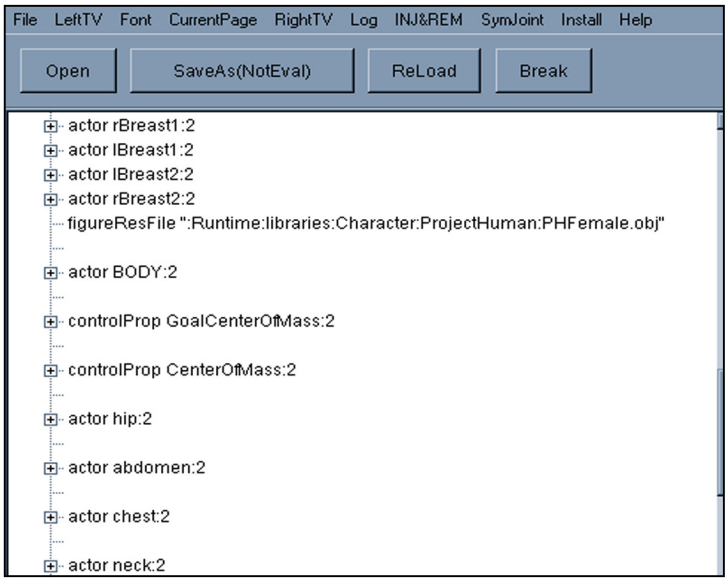


4. Rinse and repeat for all body parts Morph Manager shows as having morphs. And then save.

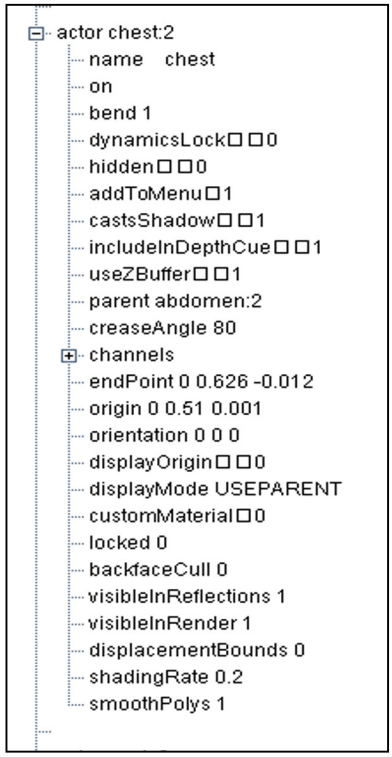
(And why use anything other than Morph Manager as it’s so quick and easy? Well…I’m just a tad OCD in some areas and I like to have a nice clean CR2…and there are some things Morph Manager doesn’t take out. But it is completely up to you which method works best)

Deleting morphs with CR2Builder

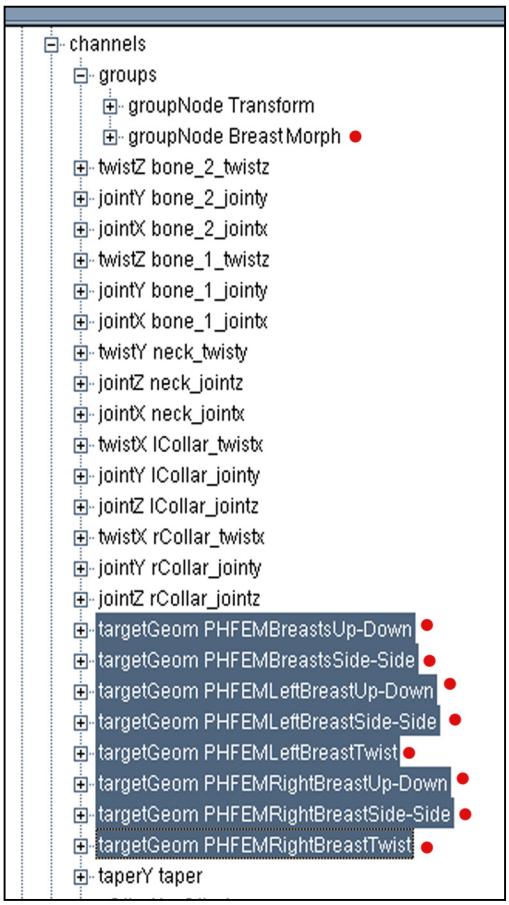
1. Open up CR2Builder and load in your CR2 File. Scroll down to the area after the second figureResFile line.



2. Click on the + to expand a body part. You should see all the relevant information for that part, with another + by channels. This is where our morphs are hiding.



3. We only want to delete the morph data, and I also remove the group info for a nice clean file. Just click on the line desired and hit delete. You can also use shift and the arrow keys to make a larger selection to delete.

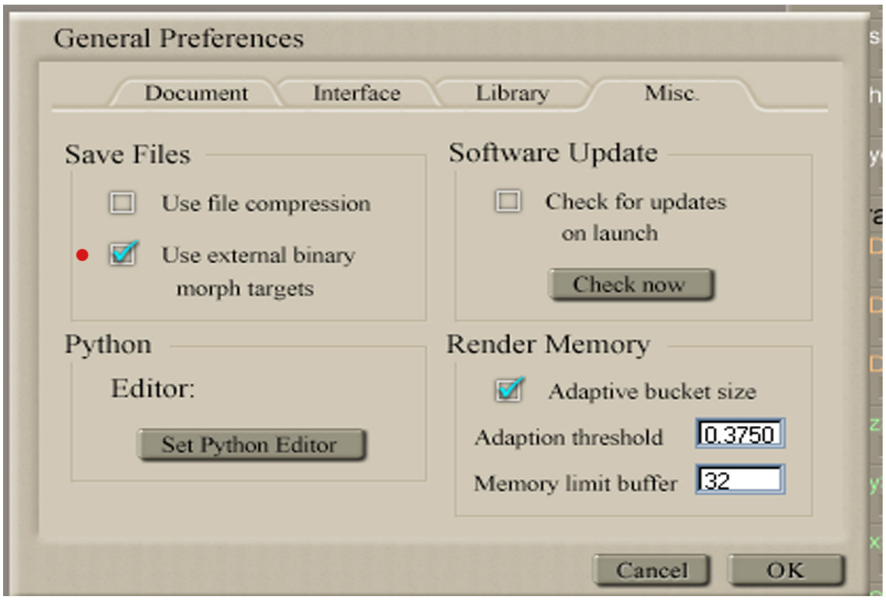


4. Rinse and repeat for all body parts. Save out a copy of your new file.

Alrighty, now that we have a nice shiny new morphless CR2 file, stick it back into your runtime library. (having named it something like MyFigureBlank.cr2 or whatever so you know what it is)

Open up Poser, load your new cr2 file and get all your new morphs loaded into the figure.

Once you have all your morphs loaded, make sure you have External binary morphs selected in your general preferences.



Save a copy of your new morphed figure to the library. When you go into your runtime folders, you should see your new cr2 file along with the newly generated PMD file. This will be the file we need for the next few steps.

Now, open up your text editor, and type yourself up the following lines:

```
{
version
{
number 6
}
injectPMDFileMorphs MyMorphedFigure.pmd
}
```

Obviously you'll replace MyMorphedFigure.pmd with whatever you named your PMD file. Save this text file with a PZ2 extention as we'll be placing it and a copy of the PMD in a folder in the Pose Library.

Now you're basically done, you have a pose file that will call up the PMD data and inject your morphs into your chosen figure.

...but... (you knew it was coming)

There is one thing to keep in mind....PMD files will inject the morphs and they will be there and they will work....but unlike other INJ files....they will not load with the morphs already dialed up (at least I have not yet found them to cooperate in this way in all my experiments). So there is one more thing you can do to the pose file you just wrote that will make things a little easier on yourself.

With your new pose file opened in a text editor, add the following line of text:

```
{
version
{
number 6
}
injectPMDFileMorphs MyMorphedFigure.pmd
createFullBodyMorph MyMorphNameHere
}
```

Save this back out, and you will notice when you apply this version of the PMD injector, you will now have a new Full Body Morph dial so you don't have to go through and dial up each body part individually.

There are quite a few things you can add to this PZ2 file - attaching extra morphs to the new Full Body Morph, adding in controls to pull in utility poses and the like. I won't go into all that here, this is just to help start the process and get you on your way to making your own PMD injector files.

Included with this tutorial is a demo PMD injector pz2 file. Feel free to use it for your needs by just replacing the appropriate lines with your own file names.

If you have any questions or comments, don't hesitate to drop me a line.

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