PRD HeadShop 10

1. Eliminate from menu bar “Cut Tab”and “Shape Tab”
2. When user uses “Save” on library items, write save file to make save permanent for all subsequent installs.
3. There’s no reason why when revisiting “Hair Tab” it should remove all previous hair and accessory items.
4. Users complain that the dots are too small and hard to grab. Can they be made bigger?
5. When selecting 2048x2048, the smoothed texture is still 1024
6. Most important:
   1. Export closes HeadShop and handles model back to DAZ Studio (working fine)
   2. 3D Print (on Stage) send out STL files (not working)
   3. Color 3D Print (on Stage) saves ZIP file and opens shapeways.com (not working)
7. HeadShop keeps its libraries at User/Public/Abalone. The reason is twofold:
   1. User can add new items (not possible at Program Files)
   2. The scale/position only works from this location
8. Paint corrections do not carry back to DAZ Studio