

# Skippy's Daz Bulk Content Installer

## What is it?

A quick and (mostly) easy way to install many zip/rar archives containing content for Daz Studio. It will handle nested archives (zips within zips). It supports installing in multiple, different runtime folders and can automatically scan a folder for archives and attempt to install them.

## Disclaimer:

I am not a professional programmer. I wrote this application for my own needs with the help of ChatGPT and Google. It's messy, hacked-together bunch of C# and should be considered an Alpha release at best. Before letting it near your existing runtime, TEST IT! I am not responsible for it messing up your twenty-year-old collection of Daz assets.

## Quick Start:

### Installing Content:

1. Launch the executable.
2. On first launch, you will see a warning message about no runtimes being configure. This is normal, click OK to continue.
3. The application will open with the *Manage Runtimes* tab selected. Type a memorable name into the *Runtime Name:* box, then click on browse to select a location to install content to. Check that the path is correct and click on *Add Runtime*. Your runtime should then appear in the box below.
4. Click the *Install* tab.
5. Click either *Select Input Folder* or *Select Individual File(s)*. Selecting a folder will cause the application to search that folder for all .rar and .zip files, then add them to the install list. Selecting files will add them to the list (when using *Select Individual File(s)*, it is currently only possible to select files from a single directory).
6. Use the *Select Runtime* drop-down to select the name you set up in Step 3.
7. Optionally, choose to move successfully installed archives to a new location.
8. Click Install Content.
9. The log window will provide a verbose output of operations and will list any errors encountered at the end of the process.

### Uninstalling Content:

1. Click the *Uninstall* Tab.
2. Start typing the name of an archive you want to uninstall.
3. Select the archive from the list below.
4. There are two options for showing and removing files:
  - a. On the left-hand side are the 'Safe' options. These will list and remove installed files that did not overwrite existing files. This is useful if content shares textures between different products etc.

- b. On the right-hand side you can instead choose to remove all files. This is the nuclear option but is potentially useful for occasions where a morph etc has become corrupt and is crashing Studio.

## Notes:

**Daz Smart Content/Metadata is not supported!** If you really need the Smart Content from Daz Products, use Daz's DIM installer for them instead.

The archives and their contents as well as the locations for the runtimes are logged in a database in the same folder as the executable, *InstalledFiles.db*. I'll eventually get around to adding a method to backup that database into the application but, for now, I STRONGLY recommend you make your own copies.

## Todo:

Add database back-up mechanism.

Add 'search by filename' to uninstalls.

Add option to view overwritten files.

Add export of log to text file (currently possible to copy/paste from log window).

Add 'sort by' filters and dates to uninstalls (date is currently logged but not displayed).

Convert from Windows Forms to WPF for cleaner look.