Tutorial: DAZ Content Library Migration

Moving your Daz Content Library and scene files from an old PC to new one
deslea@deslea.com

> **Coverage:** Transferring data from an old Daz setup to a new one (in the context of a move to a new PC), while maintaining the integrity of your scene files and plug-ins from the old build. Also covers special considerations in Windows 8.
>
> **Target Audience:** Intermediate PC/Daz/DIM user, no special skills required.
>
> **Software:** Daz, Daz Installation Manager (DIM), and any late version of Windows.

Step 1: Copy your old content library to your new computer

I am assuming here that your hard drive from the old computer is intact and you have a way to access it from the new computer.

I'm not going to cover the physical connection part of the process in detail, but just to get you started: If the old computer is dead as a doornail, and the drive is an internal-style one, a hard drive docking station is your best bet. eSata is quicker than USB, so consider getting a cheapie eSata card for the new computer while you're at it, if the new PC doesn't already have one. Failing that, USB 3.0 is your fallback. (You can also install the old drive as a slave straight into your PC, or hot swap it into a NAS, but if you know how to do that, you probably don't need my help anyway).

So let's say you have the old drive connected, one way or another. Now you need to copy the data over. If possible, use the same location on the new computer as on your original - so if you used c:\content to hold your runtime before, if possible, do it the same way again. All paths in Daz are relative, but it may still make some things easier - not least being, keeping track of your configuration.

You should not use Windows Explorer to copy your content. Windows Explorer will only copy what you can see, which may not include things like hidden system files, or even just files that Windows thinks, in its wisdom, should be hidden. Instead, we're going to run a little script that does exactly what we tell it, and not what it thinks we really meant.

Start on the Desktop, and on your keyboard, hit [Windows Key] + [r]. This will pop up a little window. Type `cmd` and hit [enter].

You will have a little window like the one over the page (without the command typed in).
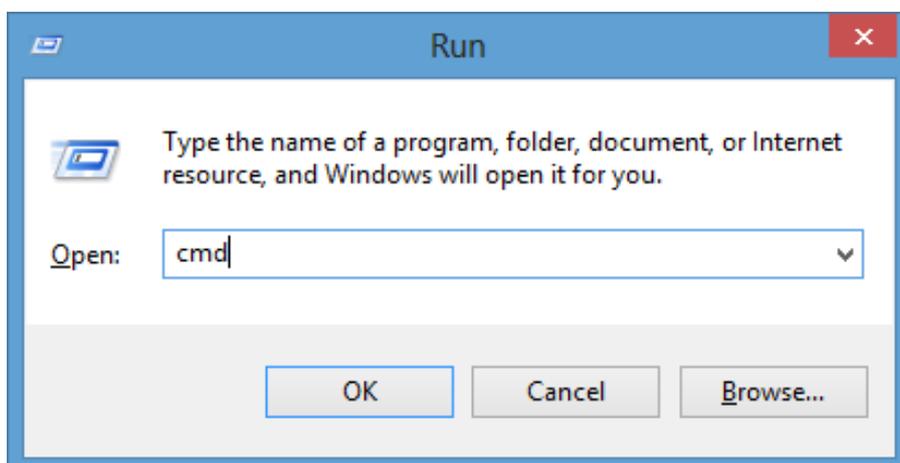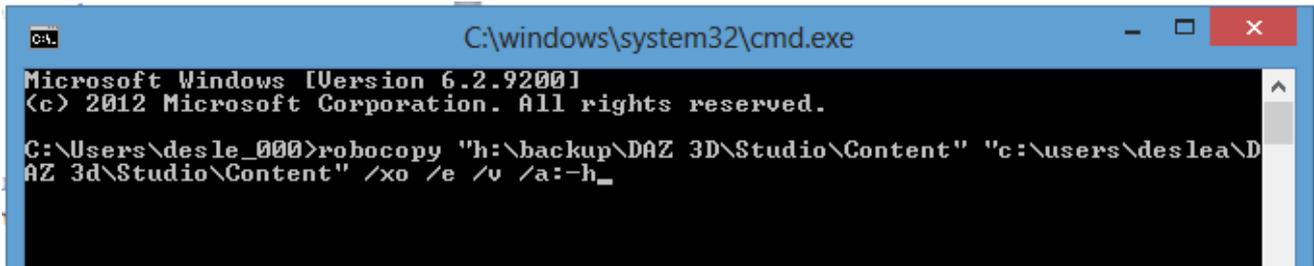
```
C:\windows\system32\cmd.exe                                          _  □  ×

Microsoft Windows [Version 6.2.9200]
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C:\Users\desle_000>robocopy "h:\backup\DAZ 3D\Studio\Content" "c:\users\deslea\D
AZ 3d\Studio\Content" /xo /e /v /a:-h_
```

Type the following command, following the instructions below to adapt it to your needs, then hit [enter]:

```
robocopy "source" "destination" /xo /e /v /a-:h
```

Understanding the command and editing to suit your situation:

- *Source* and *destination* are folders, not files. (Robocopy works on folders). They take the format c:\folder (no trailing backslash) or, over a network, \\network\share\folder.

- /xo tells the computer to leave newer copies of the same file alone. You'll be grateful for this if you've already copied half of it over before finding this tutorial, or if the computer restarts mid-job (say, due to an automated update), or if the network drops out, and you have to do it all over again.

- The other "switches" are /e, which tells it to copy the subdirectories, including empty ones; /v, which tells it to display the information as it copies, which will reassure you something's actually happening; and /a-:h, which tells it to un-set the "Hidden" attribute, which Windows has a nasty habit of adding to robocopied files on occasion.

You can adapt this command to restore your whole drive, but I'll advise you to stick to the Daz library for the moment. There are pitfalls with robocopy, and you need to understand it fully before you start playing with it. Google robocopy syntax to find out more.

Once your library is copied over - and that will take quite a while! - let's move onto installing DIM and Daz.

Step 2: Download and configure Daz Installation Manager

Go to the Daz website and download the DAZ Installation Manager, and install it. You can install it wherever you like; it doesn't have to be the same place as on the old machine.

Just starting DIM can be a challenge in Windows 8. If DIM crashes repeatedly, right-click the DIM icon, click Properties, Compatibility tab, and choose the options shown on the right. Click OK. Similarly, you
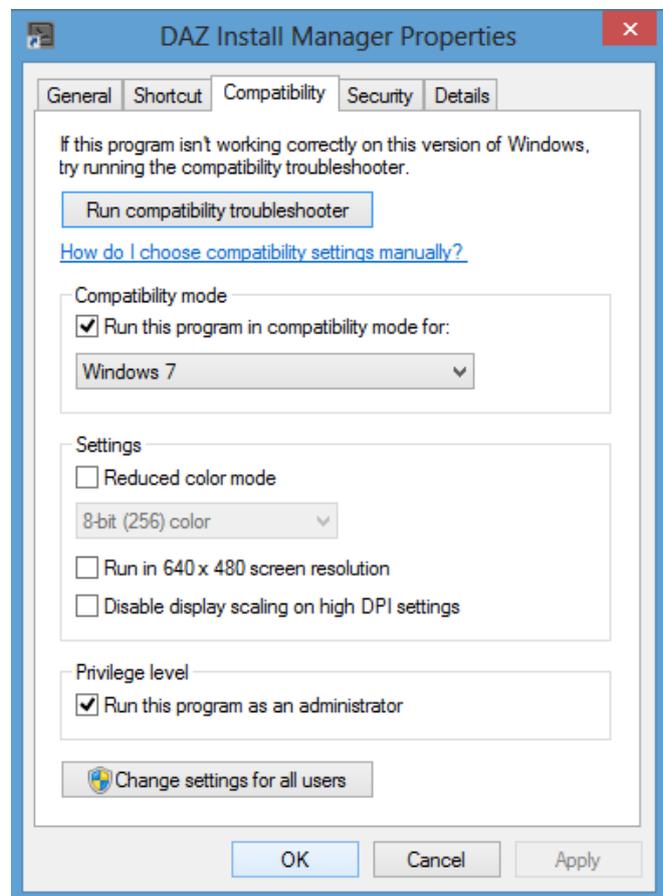
can choose the Windows 7 Compatibility option for Daz itself if it's buggy on your Windows 8 install.
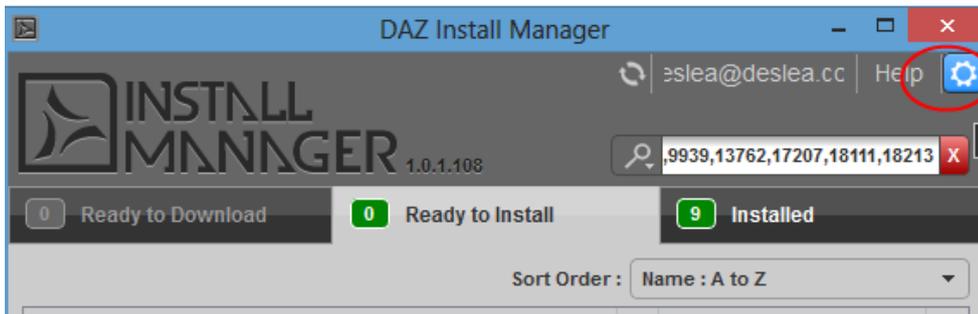
Once DIM is up and running, switch to offline mode and go into Settings, by clicking the little cog (left).

Now, click on the Installation tab. You will see something like the window below on the right.

To make all your new content install to the same place as where you put all your backed up content, click the little [+] sign (bottom left) and choose the directory you want. The directory you choose is the one *above* Runtime. Give it a label that means something to you, and then use the little *Current* dropdown to choose the directory label. Click *Accept*.

Note: If, like me, you're using a network drive, you can make it work, but you will need to do a couple of extra things. See my tutorial *Daz Over A Network.*

Step 3: Install Daz

Now, log in to DIM. Everything you've ever bought from DAZ will show in *Ready To Download*! If the version of Daz you had before is the one you want again - ie, it's recent, and both systems are 32 bit or 64 bit (not a mix) - then you can select it from Available Downloads and install it. Otherwise, go to http://www.daz3d.com and get the latest version.

Do not install anything else.

Step 4: Migrate the Content Library

Open Daz. You will need to re-enter your serial number - get this by logging into your account at daz3d.com.

Go to Edit - Preferences. On the Preferences window, select the Content Library tab, then the Content Library Manager button. You should now have a screen like the one over the page (although probably with a different skin).
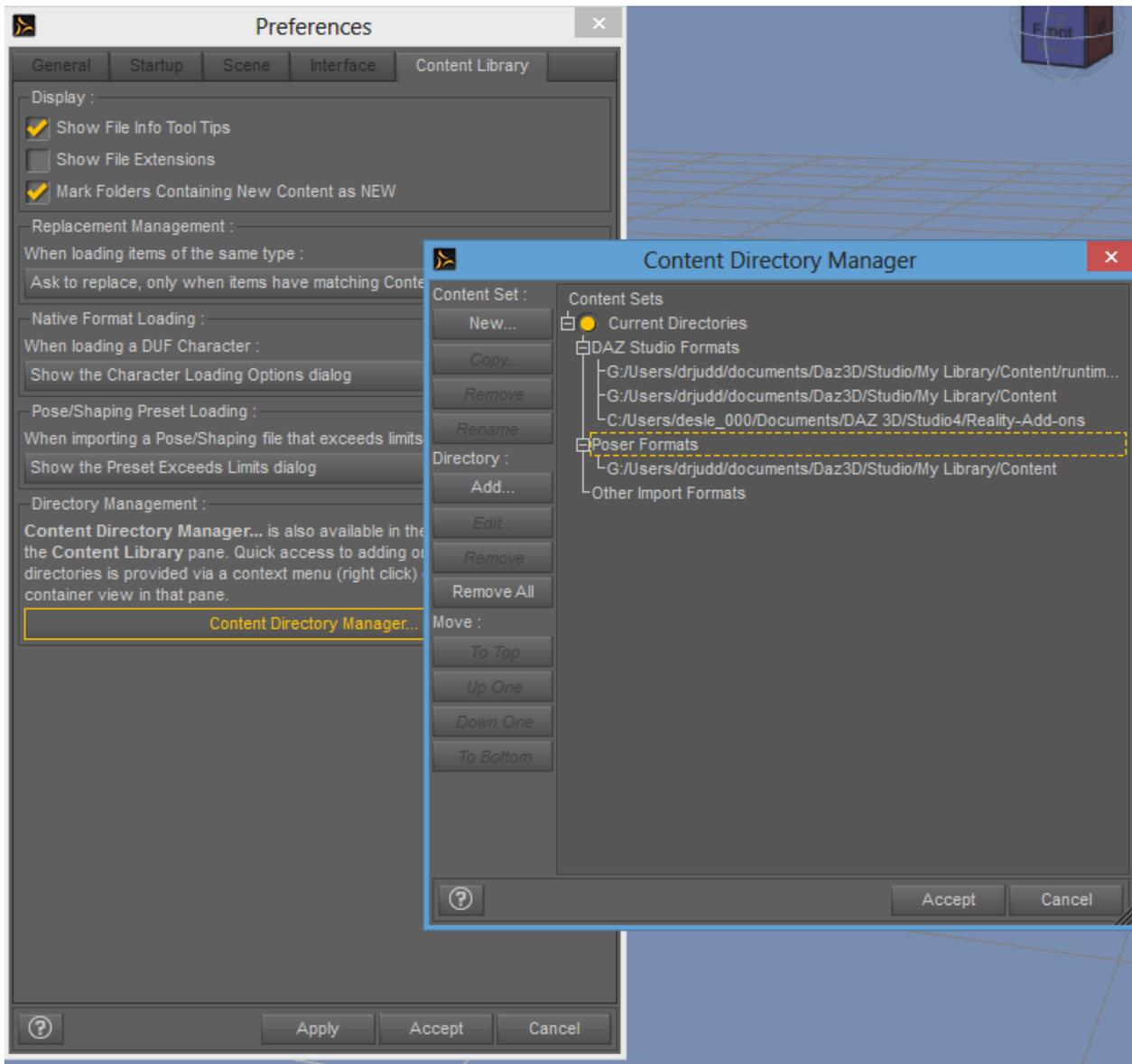
Under *Directory,* use the *Add* button to add your runtime directories to both *Daz Studio* and *Poser* formats. Select the auto-defined directories and hit *Remove* (assuming you've never used them). Once you're done, hit Accept.

Now, go to the left-hand pane, choose the little button circled below, and click *Content DB Maintenance*.
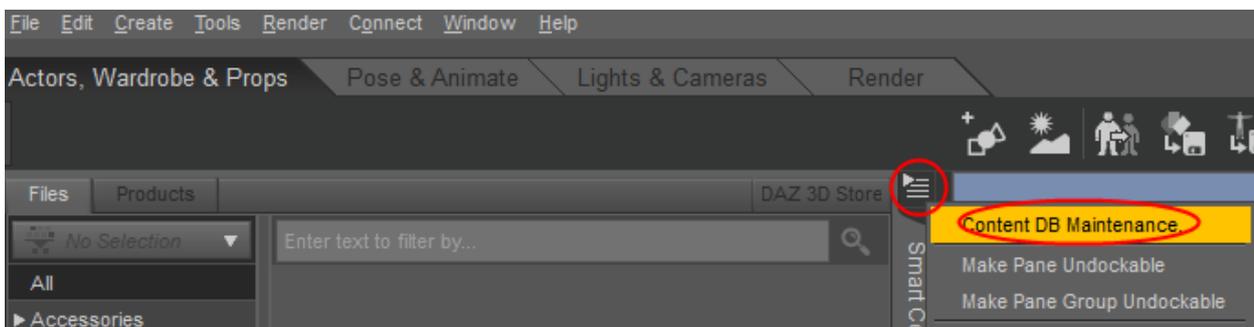
The popup on the right will appear. Check *Re-Import Metadata* and hit *Accept.* Daz will search all data in all the linked directories and re-import all the information, so your searches and linked content from old scenes will work.

Step 5: Re-install selected items

Go back to Daz Installation Manager, and install everything that is software or a plug-in. Examples include Luxus, Look At My Hair, Render Throttle, DSF Editor, etc. You will also need to re-install things like Reality Render and Lux.

Step 6: Check your figures

Now, go back into Daz and check your base figures - Victoria, Genesis, etc. You may find that the figures, and/or their extended morphs, don't carry over. The easiest way to deal with this is to just reinstall the figures and/or morphs.
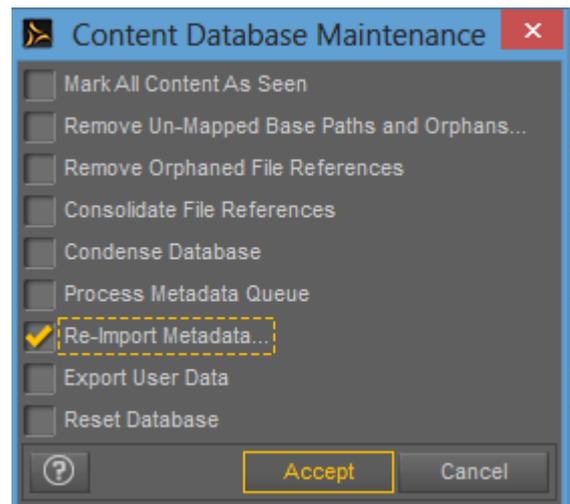
Step 7: Clean up Daz Installation Manager

DIM is going to be pretty messy if you have to wade through everything it thinks you haven't installed all the time. So, we're going to hide them. Open up DIM, log in, and select all products under *Ready To Download*.

Then, right-click, and select *Hide Package(s) - All Selected*.

But what happens if something doesn't go to plan and you want to reinstall something you've hidden? Just check *Display Hidden*, and everything will appear, greyed out. You can then select individual items, right-click and Unhide, and deal with them as normal.

Conclusion

I don't claim that this is the last word on migrating Daz. I've only been migrated for three days, and there may yet be problems I haven't encountered. I'll be monitoring comments on DeviantArt and incorporating improvements to this tutorial over time.