Creating installer packages for 3D Shards

In all cases we will assume that the product has been tested and is already downloadable on the 3DShards store. That means the content is good and all the folders are in the right place.

General tips

- When naming a product use the Generation of the character in the name. so it will be easy to use in Smart Content Something like "Charactername for G9" or "Nice Hair for G8 and G9"
- Try to avoid special characters in a name like & or # those will mess up the thumbnails
- If you have a product that is made for multiple generations make sure to either name props or items with the generation name like "Short Skirt G8", "Short Skirt G9" else smart content will show "Short Skirt" twice and it will be annoying for the user of the product. Another user friendly feature would be the use of generation labels in the thumbnail, something like a small 8 or 9 in the corner.
- Keep in mind when naming items that all the items of one type will be in one folder in smart content, so if you have 3 sets of swords with 3 materials each you need to think of the groupings in the names and how you want people to see your product,
  - Item focussed
    - Weapon 1 Color 1.duf
    - Weapon 1 Color 2.duf
    - Weapon 1 Color 3.duf
    - Weapon 2 Color 1.duf
    - Etc
  - Or material focussed
    - Color 1 Weapon 1.duf
    - Color 1 Weapon 2.duf
    - Color 1 Weapon 3.duf
    - Color 2 Weapon 1.duf
    - Etc
- For ease of reading I will use the terms artist and user throughout the document. So if you read user I will mean the end user who has bought the product.

Shortlist of steps for Smart Content

- Make sure all the names of your product are correct and everything is tested
- Content library on your product right click -> Create product from
- Find your new product in smart content and right click and Edit Metadata
- Fill in Artist Name
- On the Assets Tab order/sort on File Type to make it easier on yourself
- Select multiple items of the same type like preset_material and give them a Type,
- On the bottom part give those items a fitting category
- When done, save and click browse to file location on the save confirmation.
- Copy paste the smart content files of your product to your new product directory
- Add the support image and give it the same name as the smart content dsx file

Creating a smart product

Preparations

- Create an empty new library that you can use to install products in
- Download the product zip that you want to create a package for or copy paste your product into your new empty library
- Create an 380x494px image to use as a product image

Unpack the zip file into the empty library so it's the only product there, then start Daz and in the Content Library right click on the product you want to make smart content for.
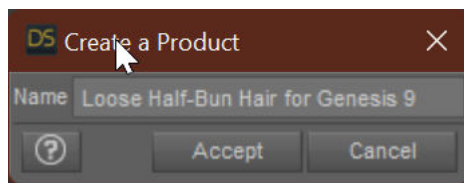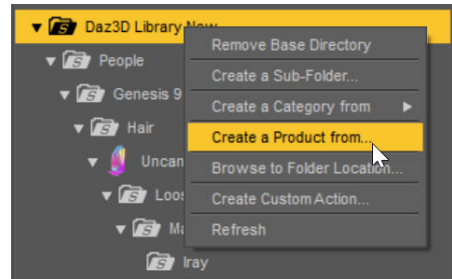
Right click on the library, choose Create a Product from and give the product a good distinctive name, please avoid using the & character since it will mess up the thumbails later on.

After you have clicked enter the product will have been created but it still needs to be set up properly for smart content. Using the Content Library go to the Products tab of the Content Library find the product that you have just created.
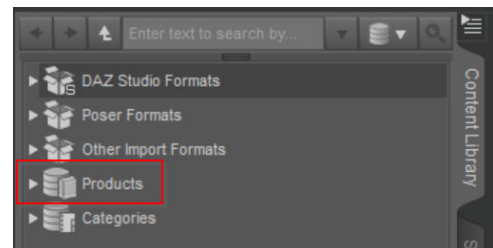

Right click the product and choose Edit Metadata

Editting the metadata

In this screen you can edit the product data that is used for searching and categorizing.

Store: Most artists will only have 2 stores here the LOCAL USER and the DAZ 3D, stick to LOCAL USER for this.

Global ID: If you want to package the product for DIM at a later time it is good to copy paste the GUID from this window to notepad so you won't have to look it up at a later time.

Description: This information will be filled in on the Smart Content => Products tab if you click on the product and have the Info tab opened you will see a description there

Description :
This is my amazing pan flute made by Websoul
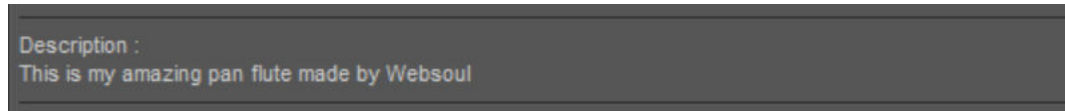
You can use this place to add info about the product, Daz products do not fill this field at all but you could use it to add any thing you want to make your product better.

Artists: You can add a artist name by right clicking on the artist window and simply typing the name, you can add several artists if you have worked on a product with multiple people. Users can also search by artist in the smart content

Files: Right click on the files window and select "Add from Directory (Recursive)" and select the new library you have installed your product in. this will fill the files list with all the items that are installed with the product. Don't forget to remove any promo images, zip files or other items from the list if those were in the new library and do not directly relate to the product.
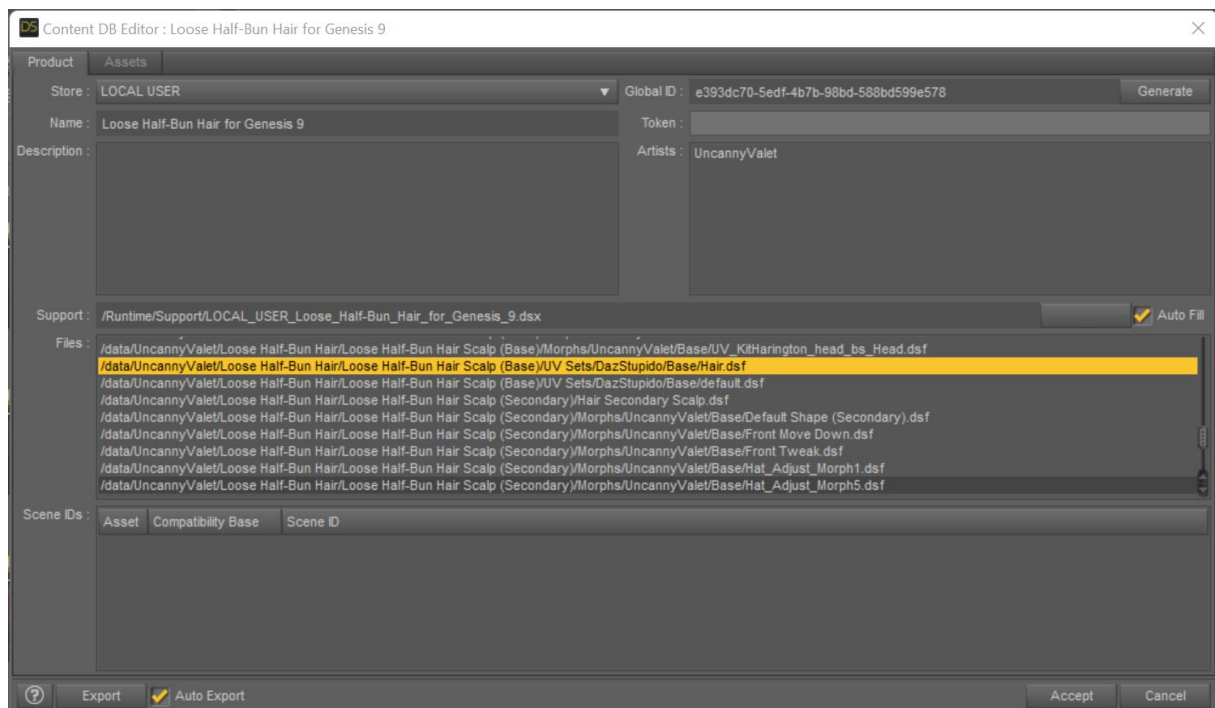
On the second tab called Assets you can edit the actual smart content.
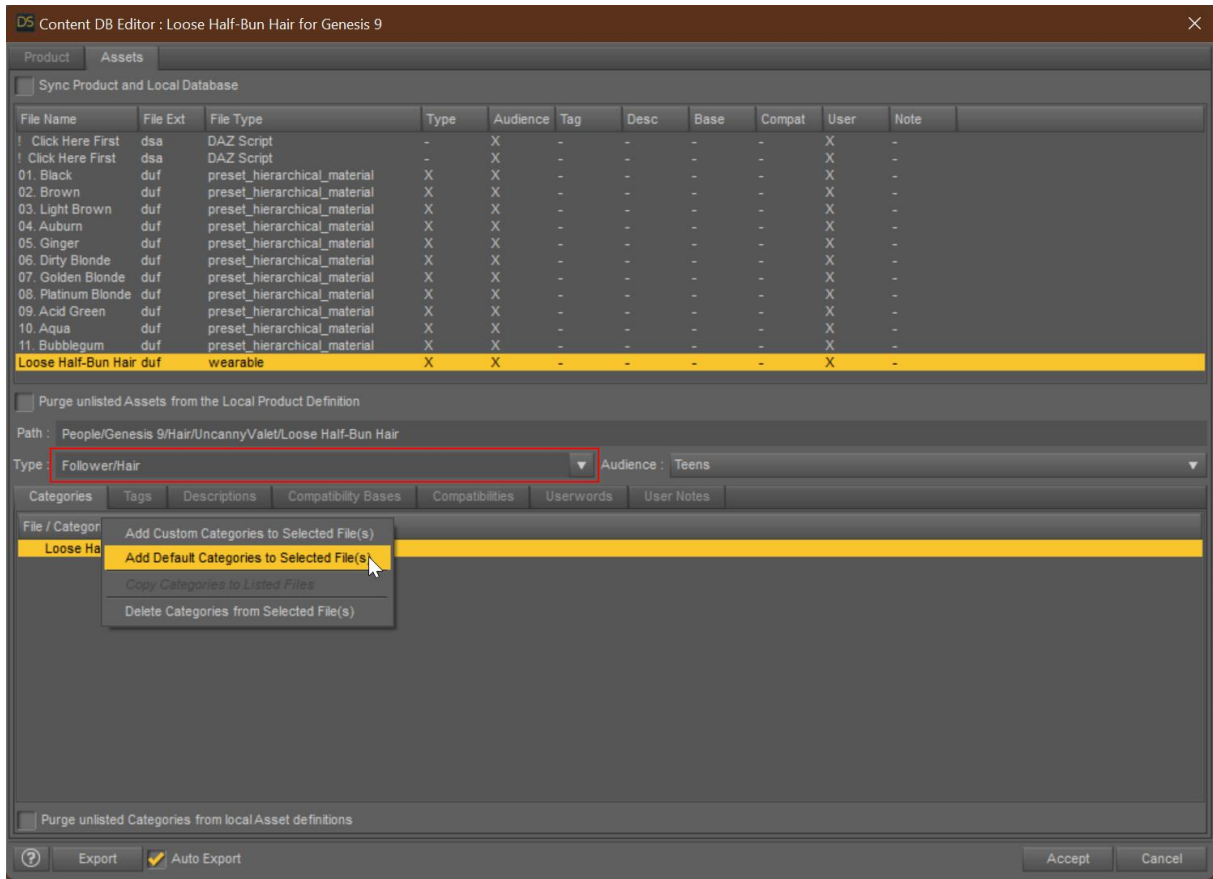
Type: is the label that will be added to the thumbnail, there are a couple of main types, like actor, follower, Modifier, Preset, Prop etc and those have subtypes like in this case, Follower/Hair or Preset/Materials/Hierarchical/MDL (MDL = IRAY). You can select multiple items of the same type and edit them all at once, so all the colors can be set in one go.
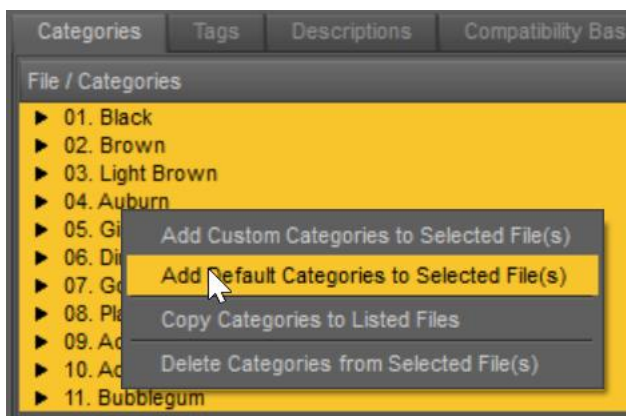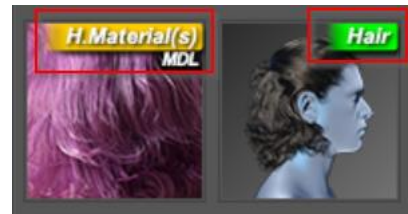
Categories: After that you can set the Default Category for the items. **ONLY** edit the default categories and not the custom ones. Just select all the items of the same type again and select them all in the categories list, after that right click on one and select the "Add Default Categories to Selected File"

This will set the items you have selected to be easily found in the Smart Content, in this case I will make the default category Default/Materials/Hair/Hair Colors

So people who use smart content and are looking for products that have hair colors can browse through their content in the hair color part to find it. I use this a lot to find things like Short hair, or dresses, or all the creatures I have in one list.
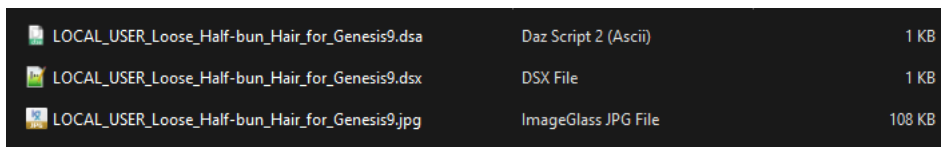
Only check the most specific sub-category in the tree. But if a product fits multiple sub-categories, go up one level in the category tree. So, if you have a piece of clothing but you are not really sure what of the /Default/Wardrobe sub-category it falls in just put it in Wardrobe.

This might actually be the hardest part of the process because sometimes you have pieces that don't really fit any specific category, what I do is if I need to think longer than 30 seconds on what kind of item it is it goes up a category.

Tags: This is for the search engine and can be a very useful tool to make it easier to find something specific. For instance if you have multiple products with an Aztec theme but not everything has Aztec in the name you could add the tag Aztec to it and those products can be easily found that way. Daz rarely adds tags to their products but it is a very useful tool for search engine optimalisation if you do use it.

After you are done you can click accept. Click on Browse to File Location… to open the windows explorer and find your new smart content files.

There should be two files in there with the name of your product a .dsa and .dsx file. copy both those files to your new library/Runtime/Support folder (make one if it does not exist yet) and add your promo image to that same folder using the same name as the .dsx files. So in the end there should be 3 files in the support folder all with the same name.


LOCAL_USER_Loose_Half-bun_Hair_for_Genesis9.dsa	Daz Script 2 (Ascii)	1 KB
LOCAL_USER_Loose_Half-bun_Hair_for_Genesis9.dsx	DSX File	1 KB
LOCAL_USER_Loose_Half-bun_Hair_for_Genesis9.jpg	ImageGlass JPG File	108 KB

After this we have all the files we need and we can start to package the product, if you only wanted to add the smart content information this was all you needed to do, but for users to actually use the smart content they either need to install it through DIM or they need a script to add it to the Content library database.
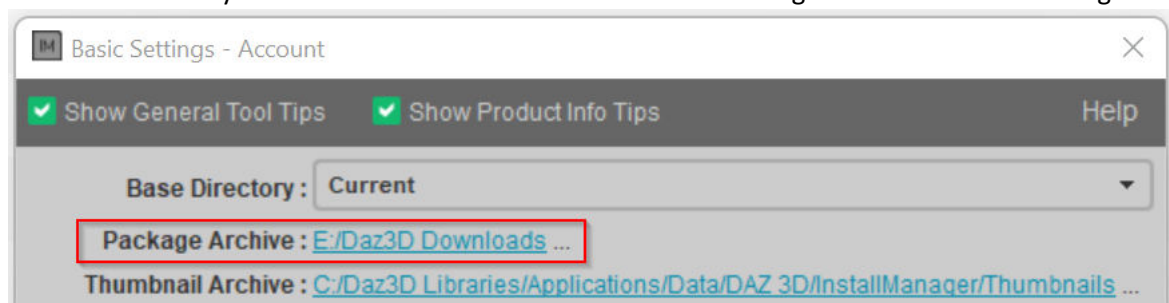
Using Content Package Assist

Preparations after opening CPA
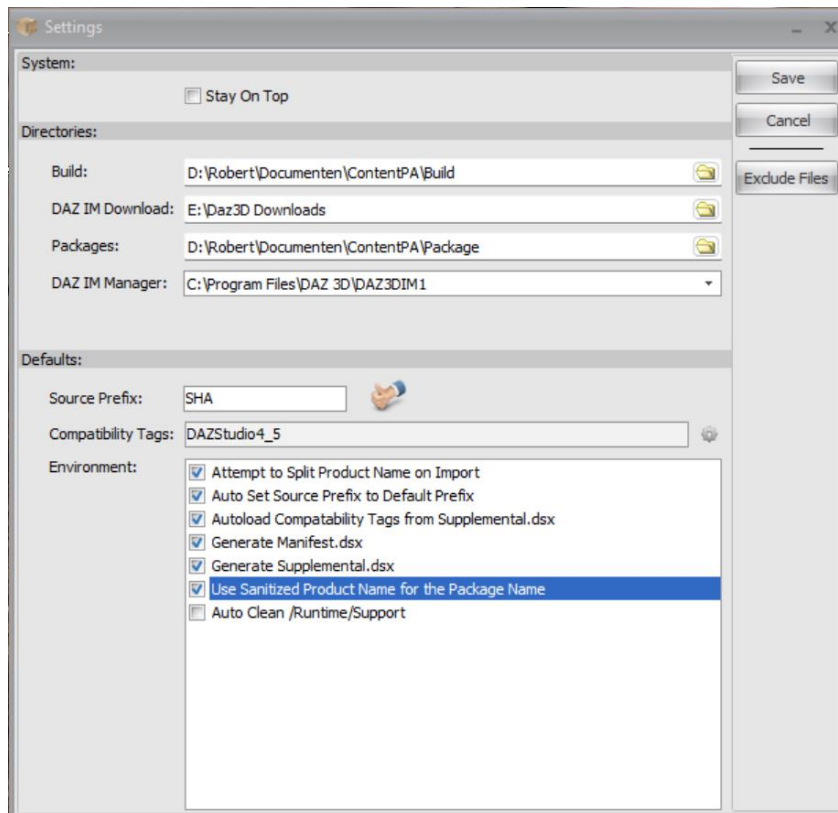
DAZ IM Download: Set the DAZ IM Download folder locations to an easy to remember location, it can be the actual DIM download location but it can also just be a folder that you want to save your work into. You can find your DIM IM Download folder in the basic settings of the Daz Install Manager


Source Prefix: You as artist can put your SKU here so you won't need to fill them in every time. When packaging for Shards please start with SHA and then between 2-4 digits for your own name. the best way is to look at the SKU of your product on Shards and use that. In my case it would be SHAWS

Compatability Tags: Add compatibility tags here so you won't have to do it for every package

Environment: Unckeck the Auto Clean Runtime/support folders
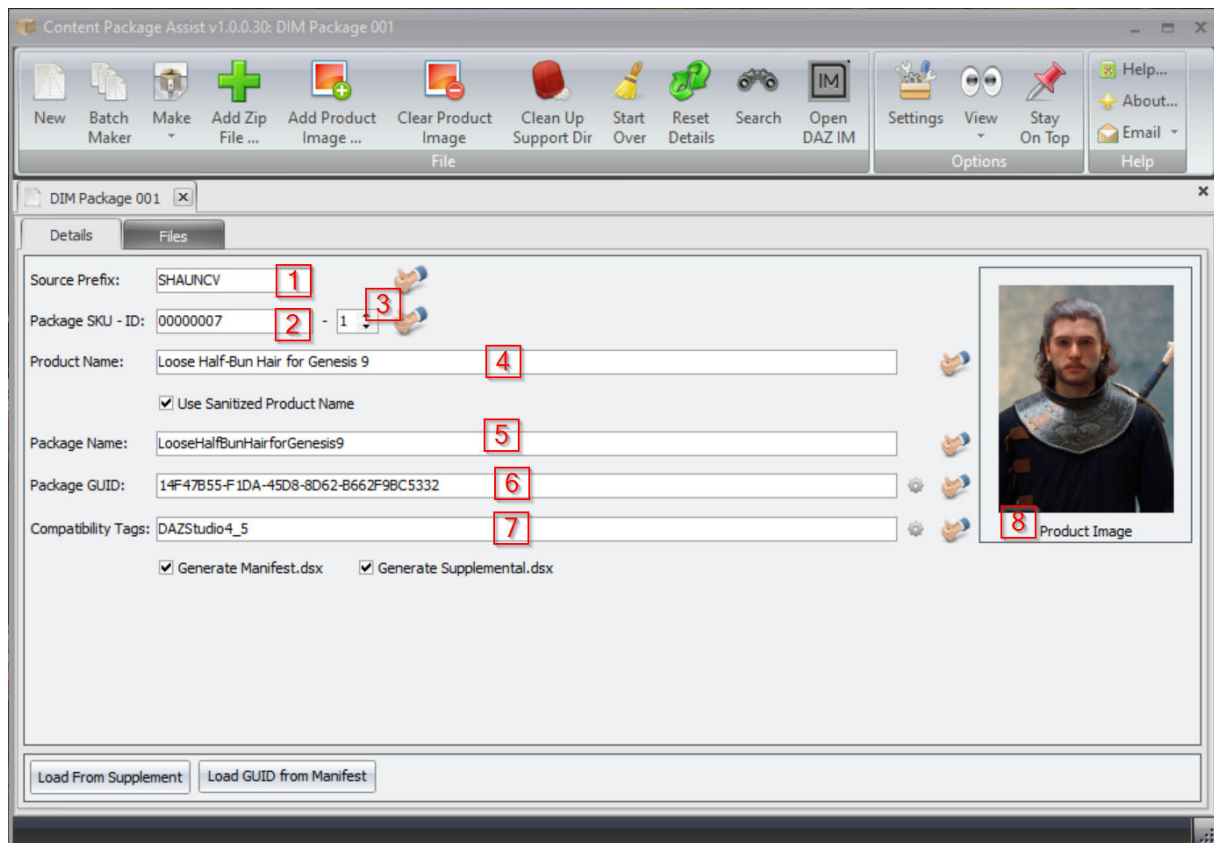
1. The name of the store SHA and the shortened username up to a max of 4 digits!!
2. The number of the product on the Shards website, you can find that on the product page as a sku code, this needs to be 8 digits so 0000000 and 7 in case of product 7
3. The version number, if you make an updated version of the product don't forget to update this number
4. The product name that you also used when generating Smart Content.
5. This is generated automatically when you have use sanitized product name checked
6. Package GUID, Remember the GUID we copy pasted when creating Smart Content? Paste that in here.
7. Compatability for most modern products is Dazstudio4.5
8. The promo image
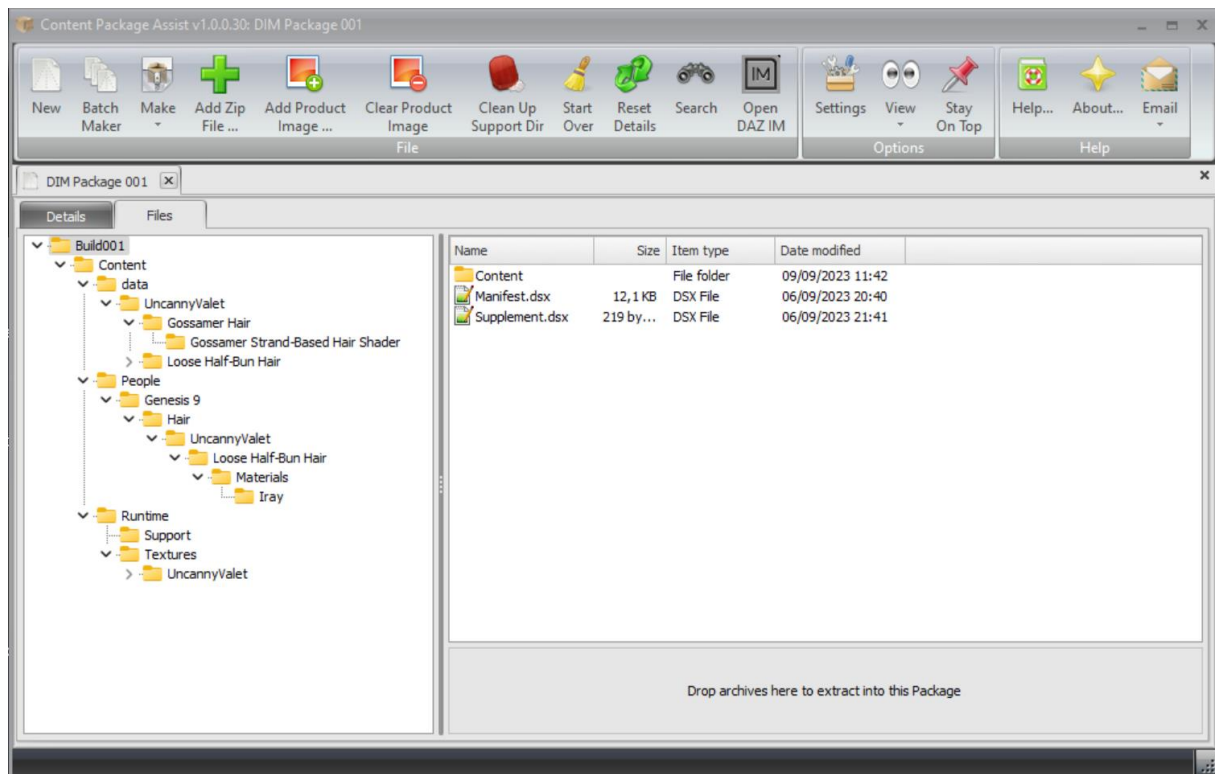
Click on the big green + at the top or go to the Files tag and drag and drop the zip file to add the product with the newly added support folder.

After that choose the Make -> Make in Daz IM download folder

This will generate a new zip file (in my case) called SHAUNCV00000007-01_LooseHalfBunHairforGenesis9.zip

This is your final product that you can upload to the website and that buyers can put in their DIM download folder, then they can use DIM to install the product and activate the smart content

I hope you can get it all working and give your products that step up from all the other products out there and make installing it that much easier for the end users.